

The background of the cover is a full-page illustration of a man named Hamund. He is a rugged, middle-aged man with a thick, grey beard and mustache. He has a serious, somewhat menacing expression. He is wearing a white, long-sleeved shirt with a red scarf wrapped around his neck. He has a large, dark, scaly snake coiled around his waist and back, with its head raised and mouth open, showing its tongue. He is holding a large, curved, yellowish bone or horn in his right hand. He is wearing a dark, leather-like harness with straps and buckles. The background is a desert landscape with rolling sand dunes under a blue sky with some clouds.

HAMUND'S HARVESTING HANDBOOK

VOLUME 3

BY DRIFTERS GAME WORKSHOP

HAMUND'S HARVESTING HANDBOOK

VOLUME 3

A HARVESTING GUIDE TO MORDENKAINEN'S TOME OF FOES

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CHAPTER 1: INTRODUCTION

Welcome dear reader to Hamund's Harvesting Handbook Volume 3, written by your favorite harvesting mentor: Hamund Holderhek!

I do apologise for my prolonged absence and the delay in producing this entry in the Harvesting Handbook series. Unfortunately, several events befell me recently that prevented me from finishing this book in a timely manner. These events include, but are not limited to: abduction by the Demon Lords of the Abyss, foiling a Shadowfell incursion, going undercover into duergar society, investigating a spree of curious star spawn appearances, and a rather eventful tea time with a close acquaintance.

But the important thing is that the book is here now, and I must say that it is some of my finest work. Not only have I covered the gamut of newly discovered creatures to harvest, but my travels have brought me into contact with ancient artefacts, more people that need harvesting help, and several new schools of combat and magic that incorporate our venerable art into their practices.

I implore you to enjoy this labor of love, dear reader. The knowledge in this book has been compiled under very trying circumstances, but it is all worth it in the pursuit of furthering our beloved craft. Inside, you will learn how to strip a skulk, melt down a marut, and hollow out a howler! Learn how to craft the spoils of your hunts into powerful weapons, channel the power of fiend lords into artefacts, and even find how to incorporate harvesting into every aspect of your being. Ours is an ever-expanding field, and I am so incredibly grateful to be with you every step of the way.

Good luck and good harvesting,

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

P.S. Some of you may be wondering where I will go from here, considering the discovery of new monsters seems to have dried up recently. Well, without getting too far into it, I will mention that I have become very interested in herbalism as of late...

P.P.S. For more on these adventures, especially the tea time, see "Hamund's Heroic Hardboileds I-XXIV."



AIM OF THIS GUIDE

Thank you for purchasing the third instalment of the "Hamund's Harvesting Handbook" series. This volume covers the monsters included in Mordennkainen's Tome of Foes, and as before, features a complete harvesting list for each monster, as well as over 130 new magical items to craft. The rules for harvesting and crafting are unchanged, but this book once again adds several new harvesting related rules to incorporate into your game. Premiering in this book is artifact crafting, a new harvesting related subclass for all 12 original player classes, and instructions for incorporating artificers into these harvesting rules.

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 and checks associated with actually performing a harvest, as well as explaining how to understand the information presented in the rest of the book. This information is designed to be simple and easily added to any campaign.

APPRAISING

"Despite all the critics that try to call us mere scavengers, harvesting creatures is a truly cerebral art. It takes a keen mind to size up one's prize, and it can make all the difference between getting a valuable new trophy, or a poorly butchered piece of meat." - 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 an allip (which is an undead), the check would be an Intelligence (Arcana) check, while appraising a cadaver collector (which is a construct) would require an Intelligence (Investigation) 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 on 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 true core of this book: harvesting! Nothing else in this series matters if you cannot learn how this fundamental aspect of our craft. If you take nothing else from this book, take this section, it will serve you time and time again." - Hamund

In order to harvest a creature, a character must make a Dexterity ability check using the same proficiency as listed in the above appraising table. For example, a character attempting a harvest check on an Aberration 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 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 balhannoth will reward the player with both "balhannoth teeth (large bag)", and "balhannoth tentacle (x4)", but not a "balhannoth hide". 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

"In my youth, I was considerably more reckless than I am today. Quite often, an errant shot would result in my spoiling an entire pelt! I implore anyone out there that values the quality of their work: aim your shots well and try to finish your prey in one swift go." - 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 may not be 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.

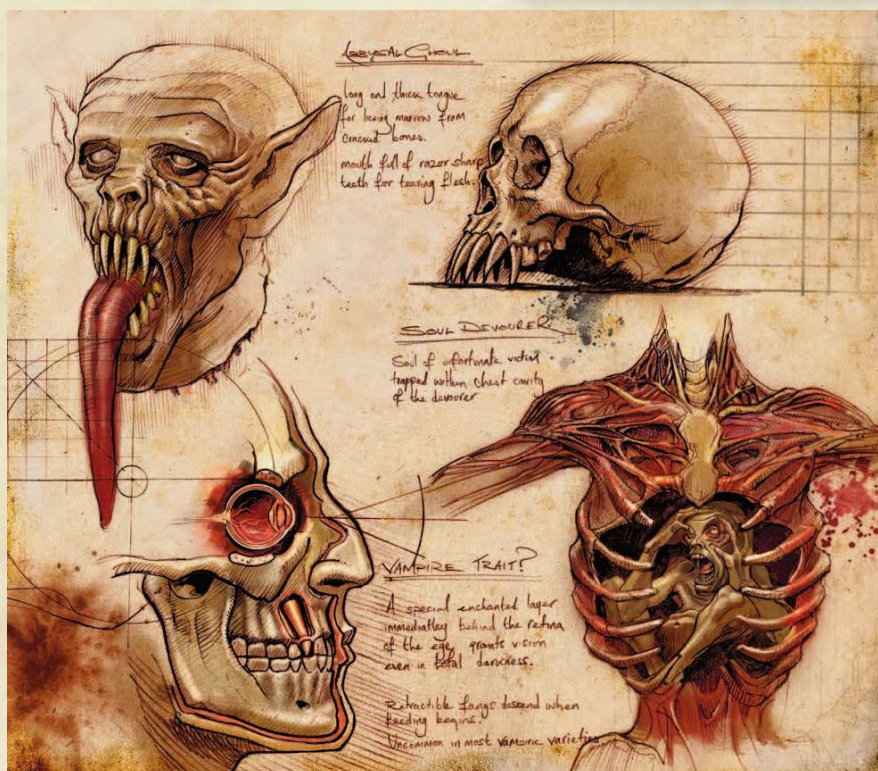
OPTIONAL RULE: CARCASS DEGRADATION

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 useless and unharvestable or may decide to increase the DC's of all harvestable materials similar to 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 putrefaction and none of its soft tissue remains harvestable.

For materials that have already been harvested, this guide assumes that part of the harvesting process is preserving those materials properly for storage and transport. As such, these materials will generally last at least 1 month after being harvested before they begin to undergo decomposition. Note that harder materials like bones, teeth, claws, and hair do not generally undergo decomposition and will remain usable indefinitely.



CHAPTER 3: THE HARVEST TABLES

There is nothing more thrilling to me than finding a new creature. The idea of hunting it, cutting it open, and then seeing what nature's bounty has in store for me is all the motivation I need to get out of bed in the morning. I have found many new species in my latest adventures and I present my findings to you here, dear reader." - Hamund

UNDERSTANDING THE TABLES

Every unique monster from *Mordenkainen's Tome of Foes* 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 *Mordenkainen's Tome of Foes*). 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 respective 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.: Balhannoth Teeth (large bag) or Maurezhi Blood (3 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 flavor, 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, dependent 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, Maurezhi Blood is harvested as a set of 3 vials, and so the value listed (5 gp) refers to each individual vial (so successfully harvesting Maurezhi Blood would be worth 3 x 5 gp = 15 gp). When items are listed as indiscrete quantities however, the value listed refers to the entire quantity. For example, Sibriex Cysts are harvested in the indiscrete quantity of a: "large bag." Thus the 650 gp value listed refers to the value of a "large bag of Sibriex Cysts," not 650 gp for each individual cyst.

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 a Sibriex Frontal Cortex may be worth the high price of 10,000 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

"Once again, I must caution my readers against harvesting humanoids. The job is messy and of dubious ethics at best. I would advise you to take the marginally more acceptable practice of corpse-looting: at the very least it will be more financially rewarding." - 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 armor. 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 be largely used as DM inspiration and to sate the lust of loot-hungry players while avoiding the ghoulish activity of dismembering a humanoid corpse.

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



HARVEST TABLE: A

ALLIP

DC	Item	Description	Value	Weight	Crafting
10	Secret Smoke (vial)	Although an allip consists of little more than billowy smoke, a harvester with quick hands can still manage to snag something of use from the blasted creature before it dissipates into the ether. When breathed in by a humanoid, this smoke causes a dissonance in the brain's chemistry that causes truth and lies to become blurred. Although this causes some delirium in the mind of the inhaler, it also allows them to befuddle even the most astute interrogators and magical lie-detectors. Requires enchanted vial. Use: As an action, you may uncork this vial and breathe in the magical smoke within. For the next hour, you have advantage on Charisma (Deception) checks, you are immune to any ability that would attempt to read your thoughts, and you automatically succeed on any saving throw that would compel you to tell the truth or allow a creature to discern if you are lying. Furthermore, if you are subjected to the effect of a <i>zone of truth</i> spell, the caster believes that you are telling the truth at all times, regardless of whether you actually are. This vial has enough smoke for three uses.	36 gp	1 lb.	
15	Psyche Echo	An allip often attempts to share its forbidden lore by enticing scholars to scribble down their secrets on ream after ream of parchment. As such, I feel that the allip would want nothing more than to have its psychic remains trapped inside a sheet of spirit paper and we are in fact doing a service to the creature, rather than doing anything untowards. Requires spirit paper. Use: As an action, you may tear this item open, releasing the allip fragment within. If you do so, all creatures within 30 feet of you that can hear must make a DC 14 Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage and is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.	60 gp	1 lb.	Enigma Sheet



ASTRAL DREADNOUGHT

"I was once compared to an astral dreadnought by a rather bitter critic. I believe the implication was that, like the dreadnought, I was a rampaging disaster that devoured and took everything that I laid my eyes on. The joke is on them however, since I actually find that comparison to be not just accurate, but also quite flattering." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Plane Blocking Ichor (500 gallons)	The astral dreadnought is the apex predator of the Astral Plane and as such, has developed a multitude of biological features for hunting their prey relentlessly. One such feature is their blood which contains an enzyme that protects them from being banished from their own domain. If drained and stored properly, this blood can be repurposed into a paint that wards off anybody attempting to intrude upon your home via inter-planar means.	2 gp	5,000 lb.	Planar Prevention Paint
10	Astral Dreadnought Tooth (x10)	An astral dreadnought's teeth is often the last thing an astral traveler will ever see. Even the smallest tooth is as large as a man's leg and is capable of piercing the hulls of the hardest planar ships. These teeth make extremely powerful weapons once recrafted properly.	60 gp	25 lb.	Any melee weapon, +3 (DMG)
10	Astral Dreadnought Spike (x6)	As if they were made from the worst sea creatures put together, the astral dreadnought's plated hide is covered in rows of vicious spikes reminiscent of a monstrous sea urchin. Repurposed into harpoons, these spikes are capable of felling most astral ships in a single shot. So my advice if you ever encounter a crew fierce enough to stock one of these? Run.	100 gp	30 lb.	Astral Harpoon
15	Astral Dreadnought Claw (x2)	Like the claws of a gargantuan lobster, the astral dreadnought's claws are meant only for the crushing and destruction of its foes. Far too large to be wielded by an ordinary adventurer, these claws have found their use as rams installed on massive astral galleys and used to sink hapless travelers.	650 gp	400 lb.	Ram, +3 (DMG)
20	Astral Dreadnought Crown Plate	Although the entirety of an astral dreadnought's hide is envied by armorers for its durability, only a select few scales on the top of its head has the flexibility and weight to be practical as an actual suit of armor. Reforged by master blacksmiths, this scale grants the wearer the same relentless durability as the titan it was taken from.	1,500 gp	30 lb.	Plate of the Pursuer
20	Astral Dreadnought Scales (x20)	An astral dreadnought swims through the Astral Plane with the same majesty and grace as that of a blue whale through the ocean. This is aided by its scaly hide which is magically attuned to its home plane. If these scales are repurposed into hull plating, not only does it bolster the defenses of a ship, it also allows it to travel through the Astral Plane with all the ease of even the swiftest githyanki ships.	75 gp	50 lb.	Astral Hull Plating
25	Dimensional Gullet	While the gullet of most creatures leads from the mouth to the stomach, the astral dreadnought's has the much more unique and fantastical property of leading from its mouth to a self-contained pocket dimension. When properly extracted, the gullet can be repurposed by a highly skilled crafter into a cloak that can whisk its wearer away to the safety of their own pocket plane.	8,000 gp	60 lb.	Cloak of Safe Harbor
30	Astral Dreadnought Eye	Much like the more ubiquitous beholder, the lone eye of the astral dreadnought has the ability to shut down magical energy wherever it gazes. It is for this reason that some scholars have posited that the beholder and the astral dreadnought are somehow related; that perhaps the dreadnought was a mutation of a beholder by the goddess Tharizdun. Unfortunately, all attempts by these scholars to recover samples of the dreadnoughts to study have ended in...failure, to say the least.	11,200 gp	120 lb.	Anti-magic Crystal

HARVEST TABLE: B

BALHANNOTH

DC	Item	Description	Value	Weight	Crafting
10	Balhannoth Teeth (large bag)	Although deadly when set into the jaw of its original owner, the teeth of a balhannoth are far too irregular to be crafted into practical weaponry. However, these twisted ivories can be ground down into a fine powder, mixed with hallucinogens, fermented, and then imbibed as a nightcap drink called <i>languish</i> . Languish fills the drinker's sleep with good dreams and allows them to live their fantasies for a few hours in the night. But, as with most things originating in the Shadowfell, languish is a double edged sword. It is highly addictive, and those who become dependent on it often find their waking lives to become dull and empty.	180 gp	20 lb.	
15	Balhannoth Tentacle (x4)	Like many of their aberration cousins, the balhannoth features long, spiked tentacles to ensnare its prey. Unique to the balhannoth, however, is that their tentacles also carry extensions of their brain stems similar to the way that an octopus does. As such, when attempting to harvest a balhannoth to reap its infamous desire-reading abilities, it is in fact the tentacles that are the real prize; not the brain itself.	50 gp	25 lb.	Rope of Fantasy
20	Balhannoth Hide	As part of their insidious hunting and stalking strategy, a balhannoth is capable of rendering itself invisible to the naked eye. This comes as part of their hide that has absorbed the latent magic of its Shadowfell home. When skinned and tanned, this hide can make a cloak that grants limited invisibility.	300 gp	15 lb.	Cloak of Targeted Invisibility

BERBALANG

DC	Item	Description	Value	Weight	Crafting
10	Berbalang Ear (x2)	While there is no verifiable use for the ears of a berbalang, they still hold a certain popularity among those that study necromantic magics. It is commonly believed, truthfully or not, that they increase a mage's ability to sense the dead and respond to their hidden desires.	5 sp	2 lb.	
15	Berbalang Tongue	A berbalang is capable of communicating with just about anything, and yet, it rarely speaks. It saves its few precious words only for those that cannot respond: the dead. As frustrating as that may be to any living person trying to extract information from them, it does mean that harvesters can find their tongues in near-mint condition.	3 gp	1 lb.	Singing Skull
20	Berbalang Brain	One of a berbalang's more interesting abilities is its creation of spectral duplicates created through sheer force of will. Usually used for spying and information gathering, the mental strain does render the real berbalang comatose during the attempt. I suppose that nothing highlights the berbalang's propensity for introversion quite like the fact that it finds even its own company boring enough to sleep through. Use: While this brain is in your hand, you may spend your action to concentrate on it. If you do so, you summon a spectral double of yourself in an unoccupied space within 60 feet of you. While the duplicate exists, you are unconscious. The duplicate disappears when it or you drop to 0 hit points or when you dismiss it (no action required). Your duplicate has the same statistics and knowledge as you, but cannot cast spells and has no equipment when created. Everything experienced by your duplicate is known to you. All damage dealt by your duplicate is psychic damage. Once this item is used once, it shrivels away and becomes useless.	10 gp	4 lb.	



BONECLAW

"For most of society, it is a blessed day when a necromancer fails their phylactery ritual. That is because in these cases, instead of creating an all-powerful lich, a much more benign boneclaw is created instead. For me however, the stroke of luck comes in the fact that it creates a corporeal creature that is able to be harvested." - Hamund

DC	Item	Description	Value	Weight	Crafting
15	Shadow Robe Wisps (vial)	As a reflection of its malformed existence, a boneclaw garbs itself in a shadowy substance in a pale imitation of the grand finery found on real liches. While not nearly as regal, the shadows do possess some trace of the boneclaw's magic and thus are useful for all manners of alchemy and dark magic. Requires enchanted vial.	300 gp	1 lb.	Shadow Robe
20	Bone Claw (x2)	Rather than favoring the dark magic synonymous with liches, a boneclaw utilizes the more mundane, but no less intimidating, eponymous bone claws. Perfectly shaped to reach, rend, and restrain hapless victims, these claws make fantastic weapons for trapping and finishing off wounded opponents.	325 gp	25 lb.	Death's Grip
25	Boneclaw Skull	Although it is imperfect, a boneclaw still possesses a phylactery like a real lich; or it is more accurate to say that the phylactery possesses it. In a mockery of their failure to perform the ritual correctly, a boneclaw is indentured to a mortal creature who serves as the boneclaw's phylactery. So long as the creature lives, so does the boneclaw. It is not always clear who acts as the boneclaw's phylactery, sometimes not even to the boneclaw itself. To circumvent this, certain enchantments can be performed on a well preserved boneclaw head, allowing one to track down the living phylactery and end the menace of the boneclaw, once and for all.	2,000 gp	10 lb.	Boneclaw Censer



HARVEST TABLE: C

CADAVER COLLECTOR

"In my younger and more experimental days, I once tried to capture and reprogram a cadaver collector to be my assistant. It seemed sensible at the time; we did both share the same penchant for reusing the bodies of what we hunt. However, while I was mildly successful in making it become my travelling companion, I had to dismiss it from my service due to its habit of spearing all my hunts on its back, thus ruining perfectly good pelts and organs. Oh well, I still got some use out of it; I took it apart and used the findings to make this entry!" - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Undertaker Oil (5 vials)	Just like any machine, the cadaver collector requires lubricant to keep its gears and joints moving smoothly. The cadaver collector however uses a more vile source: the blood and gristle of rotting corpses. As the grisly mixture covers and circulates through the infernal construct, it catalyzes into a substance known as undertaker oil. This oil is highly sought for its ability to preserve corpses regardless of their level of putrefaction, and can be used by anyone to rival the skills of even the greatest embalmer.	40 gp	1 lb.	
15	Cadaver Collector Face Plate	Those that have fought a cadaver collector and lived will agree that although the corpses that adorn its body are terrifying, the thing that lingers in the mind for years after is its hollow, unblinking visage. Stylized to resemble a horrific green-eyed skull, the face of the cadaver collector inspires paralyzing fear in both the living and the dead (a trait it shares with my great-uncle Tothbard).	460 gp	20 lb.	Death Mask
20	Acheron Steel	Forged from the hell-blasted flames of Acheron, the steel plates that cover the cadaver collector put to shame anything smelted on the Material Planes. With proper modifications, this steel creates a fearsome suit of armor that protects both the body and the spirit.	1,500 gp	80 lb.	Necroplate
25	Ghostfire Engine	In the center of the cadaver collector beats not a heart, but a small, white-hot core of hellish energy that fuels the dark construct. This core is sparked by the sacrifice of dozens of innocent creatures and drives the collector to its dark purpose. It must be handled with extreme care, but when preserved well, its energy can be reused as a very powerful explosive or for particularly difficult crafting purposes. Use: As an action, you may throw this item to a space within 15 feet, after which, this item explodes in a 10-foot radius burst. All targets within that burst must make a DC 18 Dexterity saving throw. On a failure, they suffer 4d6 fire damage and 4d6 necrotic damage, or half that on a success.	5,300 gp	2 lb.	Ghostfire Pack

CHOKER

DC	Item	Description	Value	Weight	Crafting
10	Choker Cartilage	The tubular cartilage of the choker allows it a great deal of flexibility and adaptivity, somehow without sacrificing its own structural integrity. For this reason, the cartilage is prized as a crafting material for everything from ropes to reins. In particular, the cartilage is often sought after by tinkers attempting to add realistic joints to their mechanical constructs.	1 gp	15 lb.	
15	Choker Claw (x2)	The starfish-shaped claws of a choker are lined with dozens of small pins that trap a victim's throat much like a bird being caught in a tangle of thorny vines. While they are impractical to use as weapons for an ordinary humanoid, they can be used as climbing aids by the intrepid adventurer (if you can get over the squelching sensation when touching them). Use: While holding these claws, you have advantage on Strength (Athletics) checks to climb difficult surfaces.	4 gp	6 lb.	



CLOCKWORKS

“The infamous gnomish clockwork constructs have an interesting role in the great taxonomy of harvestable creatures (if you can even call them that). Because the methods of their creation are relatively well known, relatively intact specimens can be salvaged by any knowledgeable tinker into a working state. Not saying that you have to, but maybe keep it in mind before you go about melting their insides and whatnot.” - Hamund

Instead of harvesting the individual pieces of a clockwork, you may instead attempt to salvage the entirety of the creature to be fixed up by a well-supplied tinker. If you wish to do this, roll a d20. On a result of 18 or higher, the clockwork is in a good enough state to be repaired. You may still harvest a clockwork even if it is found to not be in a state of potential repair. Your DM may also decide that a clockwork that died under exceptional circumstances cannot be salvaged whatsoever (such as if it was completely melted into slag).

A repairable clockwork may be brought to any tinker and fixed at a fee of 300 gp, and 1 week per hit die (this fee only covers material expenses; labour fees may vary from tinker to tinker). Once created, a clockwork will gain loyalty to the first creature it sees and will follow their directions to the best of their ability until it is reduced to 0 hit points again, at which point it becomes permanently unsalvageable and unharvestable.

BRONZE SCOUT

DC	Item	Description	Value	Weight	Crafting
10	Gnome-made Servo	The internal mechanisms of the clockwork constructs can seem almost like magic for anyone not trained in the tinkering and gnomish sciences. While they may vary from model to model (and indeed, even among the same type of clockwork), they all share the same design for the core set of gears that power its lifelike movements. Tinkers of all breeds value these mastercrafted servos to use in their own creations, and will pay a decent price to avoid having to make them on their own.	1 gp	5 lb.	
15	Quartz Plating	The plating of the bronze scout is forged from a unique method that incorporates quartz and minerals into the smelting process. The result is an alloy that not only resonates with the earth, but also has a distinctive amber tone. Unfortunately, the former trait quickly dissipates once disconnected from the construct, but it still retains the attractive coloring and can be recrafted into a rather fetching suit of armor.	2 gp	30 lb.	Splint Armor (DMG), Plate Armor (DMG)
20	Volt Core	The bronze scout is not built for combat, but it does possess a few tricks up its sleeves (despite its lack of arms). The most notable is a literally shocking ability to release a wave of lightning along the ground to distract its foes while it burrows to safety. The core responsible for this is fragile however, and only recharges when still attached to a functioning scout. As such, although it is useful in a pinch, it is a strictly one-time use item only. <i>Note:</i> This item can only be harvested if the bronze scout had its <i>lightning flare</i> ability available at the time of its death. <i>Use:</i> As an action, you may throw this item at the ground up to 15 feet away from you, causing it to explode on impact. All creatures touching the ground within 15 feet of the explosion must make a DC 13 Dexterity saving throw, taking 2d6 lightning damage on a failed save, or half as much damage on a successful one.	8 gp	4 lb.	

IRON COBRA

DC	Item	Description	Value	Weight	Crafting
10	Gnome-made Servo	The internal mechanisms of the clockwork constructs can seem almost like magic for anyone not trained in the tinkering and gnomish sciences. While they may vary from model to model (and indeed, even among the same type of clockwork), they all share the same design for the core set of gears that power its lifelike movements. Tinkers of all breeds value these mastercrafted servos to use in their own creations, and will pay a decent price to avoid having to make them on their own.	1 gp	5 lb.	
15	Ironleather Hide	As implied by their name, the iron cobra is covered in a thick hide of iron plates. However, in order to replicate the articulation of a real cobra, gnomish tinkers mastered a smelting process to create an alloy that flexes and moves like real skin. Taking it back to an experienced blacksmith allows it to be repurposed into a comfortable and surprisingly lightweight armor that does not sacrifice protection.	30 gp	20 lb.	Ironleather Splint
20	Artificial Venom (vial)	Much like a real cobra, the iron cobra's fangs are loaded with deadly venom to inject into its victims. However, in the classic gnome habit of overcomplicating their work, the iron cobra is also loaded with other more nefarious concoctions not found in nature. <i>Use:</i> When you harvest this material, you receive a random venom that imposes the same effect as one of the poison effects listed under the iron cobra's <i>bite</i> ability. All venoms can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the venom takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 13 Constitution saving throw or suffer the effect of the appropriate venom.	100 gp	1 lb.	

OAKEN BOLTER

DC	Item	Description	Value	Weight	Crafting
10	Gnome-made Servo	The internal mechanisms of the clockwork constructs can seem almost like magic for anyone not trained in the tinkering and gnomish sciences. While they may vary from model to model (and indeed, even among the same type of clockwork), they all share the same design for the core set of gears that power its lifelike movements. Tinkers of all breeds value these mastercrafted servos to use in their own creations, and will pay a decent price to avoid having to make them on their own.	1 gp	5 lb.	
15	Oaken Bolter Bolt (x10)	Despite its superior reinforcement and demonstrable power, the ammunition of an oaken bolter is far too large to be wielded by an ordinary arbalest. That said, fortresses and armies would pay a decent amount to add these bolts to their own armories to be loaded into their ballistae and siege weapons.	3 gp	15 lb.	
15	Oaken Bolter Harpoon	The harpoon of an oaken bolter is of a slightly more sophisticated design than the standard fare wielded by whalers and big-game hunters. The smaller hooks are specially designed to target smaller creatures and are favored by sieging armies for their ability to pull defenders from fortress walls.	30 gp	20 lb.	
15	Oaken Bolter Explosive Core	To aid its destructive capabilities, the oaken bolter is capable of synthesizing an explosive charge on its bolts to deal massive damage to large groups of enemies simultaneously. Although it loses the ability to create new charges once it is detached from the rest of the mechanism, the core still carries one final charge to be detonated once sufficient force is applied. Use: As an action, you may throw this item to a space up to 20 feet away, causing it to explode on impact. Anything within 20 feet of the explosion must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.	30 gp	8 lb.	
20	Oaken Bolter Gear	The system that operates the firing mechanism of the oaken bolter is far more complicated than that of an ordinary crossbow. At the heart of it is a highly specialized piece of gnomish engineering that loads and fires bolts faster and more reliably than humanly possible. Removing the piece is an intricate and delicate process, but tinkers can take a working sample and use it to make a weapon that has the same versatility as that of the original construct.	70 gp	8 lb.	Gearstring Launcher



STONE DEFENDER

DC	Item	Description	Value	Weight	Crafting
10	Gnome-made Servo	The internal mechanisms of the clockwork constructs can seem almost like magic for anyone not trained in the tinkering and gnomish sciences. While they may vary from model to model (and indeed, even among the same type of clockwork), they all share the same design for the core set of gears that power its lifelike movements. Tinkers of all breeds value these mastercrafted servos to use in their own creations, and will pay a decent price to avoid having to make them on their own.	1 gp	5 lb.	
15	Stone Shield (x2)	The master masonry of the stone defender's towering shields cannot be denied. Indeed, more often than not, an ambitious gnome will commission their dwarvish neighbors to ensure quality workmanship and sturdiness. Unfortunately, as is often found in the inventions of the zealous gnomes, they are also far too heavy and impractical to be wielded by an ordinary combatant into battle. As such, they are useful for little more than resale to other stonemasons as building material.	15 gp	40 lb.	
20	Copperstone Joint	The mere fact that a stone defender can lift its shields is an engineering marvel; the fact that it can swing them with enough force to knock down foes larger than itself is nothing short of a miracle. Indeed, the copperstone joint in the construct responsible for this is so intricate and advanced that it can almost seem to have been made through divine intervention. It is difficult to remove without damaging it, but if done so, it can be customized to give a weapon a very powerful follow through.	100 gp	15 lb.	Inertia Piston

CORPSE FLOWER

"I once had a nasty run in with a corpse flower. I had been hunting down a rather wicked derro that had murdered one of my travelling companions, and I had finally managed to corner the villain and avenge my friend. Before I managed to extract a trophy however, a corpse flower appeared, grabbed the corpse, then dissolved it before my very eyes! Well, the last laugh was mine, as I killed that corpse flower and took one of its leaves as a proxy prize." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Carrion Vines (large bag)	As part of its unnatural germination, a corpse flower subsists and grows almost entirely on the rotting corpses of humanoid creatures. Due to this, the fibers that constitute the vines of this horrid plant are a fair degree more...animalistic in nature. The material of these writhing tendrils more resembles living flesh, and it leaks sap as if it were blood. As such, other than being used for necromantic rituals, they can also be quite good for trying to add a bit of roughage to a carnivorous pet's diet.	40 gp	40 lb.	
15	Corpse Flower Petal (x5)	The flowers of the corpse flower bloom with the sickly reds and yellows of a bloated cadaver. Death cults and warlike civilizations have been known to grind these petals up into pigments for warpaint that when applied, whip up the users into a death-crazed frenzy.	25 gp	6 lb.	Corpse Maker's War Paint
20	Rot Musk (vial)	To be honest, the stench of the corpse flower is worse than the slimy grip of its tentacles; it can best be described as death trying to cram itself into your body via your nostrils. This stench originates from a pool of liquid musk at the center of its writhing mass which contains the plant's digestive enzymes and is used to turn the flower's victims into a putrid soup. Use: You may uncork this vial as an action, releasing its horrid stench. All creatures that start their turn within 10 feet of you that are not a construct or undead must make a DC 14 Constitution saving throw. On a failed save, a creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, a creature is immune to the stench of this item and all corpse flowers for 24 hours. Alternatively, you may pour the contents of this vial on a corpse that is medium sized or smaller. If you do so, that corpse immediately disintegrates into a soft mush. If this mush is left on fertile soil, it seeps into it, causing a new corpse flower to grow there in 1d4 days. This item degrades 2d4 days after the death of its original corpse flower, becoming a useless (but still unpleasant) liquid.	350 gp	2 lb.	

HARVEST TABLE: D

DEATHLOCKS

DEATHLOCK

DC	Item	Description	Value	Weight	Crafting
10	Bone Heart	The black heart of a deathlock no longer serves any useful biological function. In fact, more often than not, it has ossified from exposure to necromantic energies and more resembles an anatomical model than an actual organ. While the necromantic energies seeped into it are relatively weak, they are admittedly quite captivating to look at, and some shadier mages have been known to use the heart as a morbid arcane focus.	5 gp	2 lb.	
15	Chained Soul	A deathlock rises when the spirit of a mortal bound to a patron fails to uphold their end of a pact. When this occurs, their soul is chained by their wrathful patron, refused entry to the afterlife, and hurtled back into their former body to resume their duty. While this is tragic for the deathlock, this chaining also makes their spirit particularly easy to capture in a ream of spirit paper and made to do your own bidding. Requires spirit paper. Use: As an action, you may tear this item open, releasing the vengeful spirit trapped inside which takes the form of a <i>specter</i> (the DM has the creature's statistics) in an unoccupied space within 5 feet of you. This specter acts next round on its own initiative and follows any verbal orders you give it (no action required). The specter lasts for 1 minute or until it is reduced to 0 hit points, after which it disappears.	30 gp	1 lb.	
20	Death Claw (x2)	Although a deathlock is certainly adept in many dark forms of magic, its physical attributes are not to be laughed at either. In order to ensure that they have the tools to complete their mission, a deathlock's patron grants them a claw powered by necromantic energy that rends the lifeforce from whomever it touches. Proper harvesting of the claw requires one to carve along the ley lines of the wrist to avoid severing its connection to the patron, but when done properly, it can be refashioned into a most wicked weapon.	50 gp	5 lb.	Necro Gauntlet

DEATHLOCK MASTERMIND

DC	Item	Description	Value	Weight	Crafting
10	Bone Heart	The black heart of a deathlock no longer serves any useful biological function. In fact, more often than not, it has ossified from exposure to necromantic energies and more resembles an anatomical model than an actual organ. While the necromantic energies seeped into it are relatively weak, they are admittedly quite captivating to look at, and some shadier mages have been known to use the heart as a morbid arcane focus.	5 gp	2 lb.	
15	Chained Soul	A deathlock rises when the spirit of a mortal bound to a patron fails to uphold their end of a pact. When this occurs, their soul is chained by their wrathful patron, refused entry to the afterlife, and hurtled back into their former body to resume their duty. While this is tragic for the deathlock, this chaining also makes their spirit particularly easy to capture in a ream of spirit paper and made to do your own bidding. Requires spirit paper. Use: As an action, you may tear this item open, releasing the vengeful spirit trapped inside which takes the form of a <i>specter</i> (the DM has the creature's statistics) in an unoccupied space within 5 feet of you. This specter acts next round on its own initiative and follows any verbal orders you give it (no action required). The specter lasts for 1 minute or until it is reduced to 0 hit points, after which it disappears.	30 gp	1 lb.	
20	Death Claw (x2)	Although a deathlock is certainly adept in many dark forms of magic, its physical attributes are not to be laughed at either. In order to ensure that they have the tools to complete their mission, a deathlock's patron grants them a claw powered by necromantic energy that rends the lifeforce from whomever it touches. Proper harvesting of the claw requires one to carve along the ley lines of the wrist to avoid severing its connection to the patron, but when done properly, it can be refashioned into a most wicked weapon.	50 gp	5 lb.	Necro Gauntlet
20	Patron's Favor	The deathlocks that have managed to redeem their worth in their patron's eyes are granted greater powers that rival the ones they had in life. This time around however, the deathlock's pact is sealed onto their body to prevent their misuse and squandering. This comes in the form of a brand somewhere on the deathlock that glows with other-planar energy. If harvested intact, the power of the patron can be stolen and repurposed to grant a mage a boost to their arcane abilities. Just don't let the surviving followers of the patron track you down afterwards though...	1,950 gp	1 lb.	Siphon Boon

DEATHLOCK WIGHT

DC	Item	Description	Value	Weight	Crafting
10	Bone Heart	The black heart of a deathlock no longer serves any useful biological function. In fact, more often than not, it has ossified from exposure to necromantic energies and more resembles an anatomical model than an actual organ. While the necromantic energies seeped into it are relatively weak, they are admittedly quite captivating to look at, and some shadier mages have been known to use the heart as a morbid arcane focus.	5 gp	2 lb.	
15	Chained Soul	A deathlock rises when the spirit of a mortal bound to a patron fails to uphold their end of a pact. When this occurs, their soul is chained by their wrathful patron, refused entry to the afterlife, and hurtled back into their former body to resume their duty. While this is tragic for the deathlock, this chaining also makes their spirit particularly easy to capture in a ream of spirit paper and made to do your own bidding. Requires spirit paper. Use: As an action, you may tear this item open, releasing the vengeful spirit trapped inside which takes the form of a <i>specter</i> (the DM has the creature's statistics) in an unoccupied space within 5 feet of you. This specter acts next round on its own initiative and follows any verbal orders you give it (no action required). The specter lasts for 1 minute or until it is reduced to 0 hit points, after which it disappears.	30 gp	1 lb.	



DEMONS

"I am at my wit's end when it comes to demons. I have tried holy water, I have tried magical rituals, I have tried throwing salt on them at the time of their deaths; absolutely NOTHING can keep them from dissolving into a useless ichor. Do you know how inconvenient it is to have to go to the Abyss every time I need to collect some rutterkin livers? I am an incredibly busy man!" - 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 you 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.



ALKILITH

DC	Item	Description	Value	Weight	Crafting
15	Alkilith Acid (vial)	The strength of an alkilith is lackluster compared to other more ferocious demons. As such, instead of bludgeoning or slashing their victims to death, the alkilith prefers to coat its foes in a potent acid that eats flesh and metal alike. The acid unfortunately loses much of its potency quickly after the death of the alkilith, but is still very useful for various cultists that use it to clean demonic artifacts.	270 gp	1 lb.	
20	Alkilith Spore (vial)	Like many of the more mundane forms of mold and fungus, the presence of an alkilith can wreak havoc on a creature's health due to the inhalation of tiny spores. However, the alkilith's effect is much faster acting and much more insidious as it causes a madness to take hold that starts as a buzzing in the mind and devolves rapidly into a rabid violence against friend and foe alike. These spores remain active after the death of the alkilith and although they dissipate quickly after exposure to the open air, they can be used to brew a particularly noxious alcohol that can stir even the most serene pacifist to wanton violence. Use: As an action, you may either uncork this vial or throw it up to 20 feet, shattering it on impact. Either way, all creatures within 30 feet of the exposed spores must succeed on a DC 18 Wisdom saving throw, or hear a faint buzzing in their head and have disadvantage on their next attack roll, saving throw, or ability check. If the saving throw failed by 5 or more, the creature is instead subjected to the <i>confusion</i> spell for 1 minute (no concentration required). Once exposed to the open air for one turn, these spores dissipate and become useless.	570 gp	1 lb.	Berserker Brew
25	Alkilith Pus (vial)	The oozing innards of an alkilith is its strongest connection to its previous life as an offshoot of the demon prince Jubilex. Composed of foul, unholy miasmas, the alkilith drips fine trails of this pus wherever it goes and is the primary material for transforming an ordinary doorway into a portal to the Abyss. It is very difficult to collect this pus before its magical properties dissipate, but when done so, can also be used as a quick means of Abyssal travel (why you would want to go there however, is beyond me). Requires enchanted vial. Use: If you spread this pus around the sides of an open aperture and leave it undisturbed for 10 minutes, that aperture becomes attuned to the Abyss and transforms into a portal to that realm. The portal becomes anchored to a random unoccupied space in the Abyss, and travelling through the portal transports you and anything you are carrying to that plane as if you were stepping through a doorway. This vial has enough pus to cover 30 feet of perimeter. An aperture's perimeter must be fully enclosed for it to become a portal to the Abyss.	3,000 gp	1 lb.	

ARMANITE

DC	Item	Description	Value	Weight	Crafting
10	Armanite Hoof (x4)	The armanite does not so much have hooves as it has four ungodly hard hammers on the end of demonically strong legs. Wielding a weapon made of these hooves can feel like unleashing the trample of a warhorse with every swing.	3 gp	10 lb.	Any melee bludgeoning weapon, +1 (DMG)
10	Armanite Claw (x2)	Like many demons, the claws of an armanite are well suited for rending flesh, but little else. When rushing into battle, armanites can often be found raking their claws along their chest to whip themselves into a blood-fueled frenzy before they crash into their foes.	6 gp	5 lb.	Any melee piercing weapon, +1 (DMG)
10	Armanite Tail	Like a scythe, the tail of an armanite cuts through swathes of its enemies like they were chaff. Wicked, fearsome, and above all, sharp, a warrior wielding this tail as a weapon is truly one to be feared.	12 gp	12 lb.	Any melee slashing weapon, +1 (DMG)
15	Armanite Hide	The hide of an armanite is notoriously tough and practically already tanned by the fires of the Abyss. Not only does the leather created from this hide provide a good deal of protection, it is also unseemingly warm regardless of the environment.	40 gp	30 lb.	Studded Leather, +1 (DMG)
20	Armanite Skull	As if the archfiends that first designed the armanite thought that they were not yet dangerous enough, the armanite boasts an innate command of lightning in addition to its arsenal of natural weaponry. Those that have witnessed this power can attest to seeing a charge of electricity running down the armanite's mighty horns before it forms a crackling lance in their hand. Indeed, the skull of the armanite is the key to this devastating ability and once hollowed out, it can unlock it for yourself as well.	130 gp	25 lb.	Helm of the Thunder Charge

BULEZAU

DC	Item	Description	Value	Weight	Crafting
10	Bulezau Horn (x2)	Despite their solid appearance, the horns of a bulezau are actually spongiform in nature and are used to cultivate colonies of diseases and other pathogens. Once cleaned however, these horns may be repurposed as a fermentation aid, and in fact there are a few varieties of cheese and alcohol that owe their distinctive spicy flavor to this demonic instrument.	12 gp	3 lb.	
15	Bulezau Boil (x4)	The disease ridden bulezau is covered in a multitude of pulsating boils filled with infected pus. A mere whiff of the miasmas in these boils are enough to ruin the health of any but the hardiest of adventurer and thus must be picked extremely carefully by harvesters. If you can manage to bring them back to an alchemist intact however, they can be brewed into an incredibly deadly tincture. Use: As an action, you may throw this item at a space within 20 feet of you, causing the boils inside to burst on impact. When you do so, all creatures within 30 feet of the item must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage.	15 gp	2 lb.	
20	Bulezau Tail	Anyone that has seen a bulezau in action can attest to the terrifying way that its tail flicks and swats at its enemies, spreading a horrifying disease to whomever it hits. This is largely attributable to the spines on the tail which are not only sharp, but are also hollow and filled with infectious contagions. With a few alchemical alterations however, these spines can be repurposed to actually draw diseases out of the user (so long as they can put up with the pain, that is).	180 gp	10 lb.	Tourniquet of Prophylactic

DYBBUK

DC	Item	Description	Value	Weight	Crafting
15	Dybbuk Spirit	The chaotic energy that constitutes the ethereal form of a dybbuk is notoriously difficult to pin down and must be done very quickly before it dissipates back into the Abyss. That same chaotic energy however, makes it very versatile and some tinkers have been known to use it as an animating force for their constructions, saying that it gives their creations a more lifelike spontaneity. Requires spirit paper. Use: As an action, you may tear this item open over the intact corpse of a beast or humanoid within 5 feet of you that is size Large or smaller. If you do so, the spirit enters that corpse, animating it using the same rules as the dybbuk's <i>possess corpse</i> ability and with access to the dybbuk's <i>violate corpse</i> ability. The possessed corpse is loyal to you and follows your verbal commands, but is liable to twisting vague orders for malicious ends. This possession ends after 1 hour or when the possessed corpse's temporary hit points are lost, whichever comes first. Once the possession ends, or if this item was torn open with no viable corpses in range, the dybbuk spirit dissipates.	80 gp	1 lb.	Haunted Figure

MAUREZHI

DC	Item	Description	Value	Weight	Crafting
10	Maurezhi Blood (3 vials)	This black, tar-like substance resembles the coagulated blood found on murdered corpses. If you have the stomach for it, it can be rubbed on one's body to mask the presence radiated by all living beings that the undead can detect. Use: You may spend 1 minute to cover yourself in this blood. If you do so, undead creatures with an Intelligence of less than 10 have disadvantage on Wisdom (Perception) checks to find you. This effect lasts for 1 hour or until the blood is washed off, whichever comes first.	5 gp	2 lb.	
15	Maurezhi Claw (x2)	The claws of the ghoul-like creatures are well known for their paralyzing touch, and there are many a horror story of adventurers devoured alive by these abominations while they could do nothing but lie there helpless (of course one has to wonder how this story could be true if they are alive to tell it, but I digress).	6 gp	6 lb.	Paralyzing Dust
20	Maurezhi Hide	Despite its undead nature, a maurezhi does not rot or decompose. While this only adds to its unnerving nature, its skin does have certain properties useful for a harvester. Some of the original designs for the renowned <i>bag of colding</i> used maurezhi hide as its main material.	10 gp	12 lb.	Bag of Colding
25	Maurezhi Fang (x2)	As the "lieutenant" of ghouls, the maurezhi has the dubious gift of being able to convert its prey into a new ghoul to serve it. It does so by using its fangs to literally sap away a creature's will and individuality. I have seen compatriots and hirelings die in more ways than I can count, but I can honestly say that there is nothing more chilling than watching a person's very identity fade away as a ravenous demon drains the very identity out of them.	300 gp	1 lb.	Dagger of Apathy

MOLYDEUS

DC	Item	Description	Value	Weight	Crafting
5	Abyssal Weapon Ichor (6 vials)	It is the nightmare of every crusading adventurer to slay a powerful foe, only to find their hard won loot disappear before their very eyes. Such is the case with the molydeus, who in a final act of spite to its enemies, causes its weapon to dissolve into a thick ichor upon its death. Although this was intended as a safeguard by the demon lords, they did not anticipate the resourcefulness of a harvester armed with this book! Simply scoop up some of that ichor into an enchanted vial and bring it back to a very skilled alchemist to create a weapon oil that will add a demonic lethality to your strikes. Requires enchanted vial.	300 gp	5 lb.	Abyssal Oil
10	Molydeus Snake Head	The molydeus snake head has an inherent connection to the demon lord that molded the molydeus and acts as both an advisor and supervisor to the mighty fiend. Aside from that, they also possess a potent venom that corrupts the very life force of a creature and over time, transforms them into a demon themselves. It takes a powerful thaumaturge to tame the demonic connection inside the head, but if managed, it can allow the wielder to channel the strength of the demon lords themselves.	2,470 gp	30 lb.	Staff of Demon Tongue
15	Molydeus Wolf Head	The main head of the molydeus resembles that of a savage wolf, with teeth sharper than daggers and a constant rabid gleam in their eyes. It is believed that these wolf heads are actually themselves harvested in the Abyss by trapping dozens of starved wolves in a pit and having them tear each other to shreds in a cannibalistic frenzy; the last one alive has the dubious honor of becoming a part of the new molydeus.	2,470 gp	45 lb.	Helm of Demon's Wrath
20	Demon Lord's Authority	Much like a well-trusted valet, the existence of a molydeus is one of both servitude and authority. While they must obey their demon lord's every whim, they are also feared as carrying the voice of their master everywhere they go and as such, they are one of the few beings in existence that can inspire fear in a demon. This fear creates a gestalt field around the molydeus that in turn inspires more obsequience from lesser demons in a self-perpetuating cycle. It is unorthodox to do this, but using spirit paper, a very skilled harvester can trap this energy to be later vested into a most powerful helm. Requires spirit paper.	18,000 gp	1 lb.	Helm of Abyssal Domination



NABASSU

DC	Item	Description	Value	Weight	Crafting
10	Nabassu Claw (x2)	Black-tipped and able to rend both flesh and spirit, the nabassu claw is one of the most perfect natural weapons formed within the Abyss. It is said that weaponry formed from these claws quiver with excitement in the hands of their wielder as they prepare to take a mortal life.	250 gp	10 lb.	Any melee slashing weapon, +2 (DMG)
15	Demon Wing (x2)	Like many fiends, the dark wings of the nabassu possess an inherent magic that holds its form aloft instead of relying on physical forces. And, like many fiends, these wings can be harvested to form the basis of the ever-useful: <i>infernal wings</i> .	300 gp	20 lb.	Infernal Wings
15	Nabassu Hide	The hide of a nabassu is as dark as a moonless night and tougher than castle-forged steel. Not only that, but it is capable of emitting a demonic aura around itself that literally smothers the light around it, allowing the nabassu to shroud itself constantly in a cloak of shadows. This has led to many tales of legendary thieves that ascribe their supernatural stealth to suits of pitch black nabassu hide.	600 gp	15 lb.	Suit of Shadows
20	Nabassu Jaw	If there is one thing that a nabassu is famous for, it is their devouring of mortal souls. Such a terrible action requires a very specific set of adaptations, and the jaw of the nabassu can be found to be lined with tiny Abyssal runes that disintegrate any spiritual form that enters them.	1,700 gp	5 lb.	Soul Cleaver
25	Nabassu Eye (x2)	Beyond its razor sharp claws and fangs, the most dangerous body part of a nabassu is in fact its eyes. These glowing orbs are capable of stealing the soul of whomever they gaze upon and in fact are said to be the inspiration for the infamous soul gems used by demiliches to protect their lairs.	2,500 gp	1 lb.	Lifestealer's Mask

RUTTERKIN

DC	Item	Description	Value	Weight	Crafting
10	Rutterkin Pustules (small bag)	The oozing, festering skin of the beleaguered rutterkin is covered in all times by a myriad of pustules. They smell worse than they look, but this in turn provides them some measure of utility as an animal repellant. Their unholy odor is anathema to most mundane beasts, and desperate farmers have been known to line their fields with the ichor inside to protect their crops.	1 gp	6 lb.	
15	Rutterkin Bile (vial)	Although they are not the strongest of all demons, a single rutterkin can make even the bravest adventurer fear for their safety. This is due to the rutterkin's bile which possesses an insidious poison that transforms and mutates the mortally wounded into a horrid abyssal wretch. I have been unfortunate enough to witness more than one mighty companion laid low by the surprise bite of a rutterkin, forcing me to do my duty and end their new pitiful existence. Although this bile loses potency after the death of the rutterkin, it still maintains some utility as a poison. Use: As an action, you may coat one piercing or slashing melee weapon or up to 5 pieces of ammunition with this bile. For the next minute, any creature successfully hit must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success.	2 gp	1 lb.	
20	Rutterkin Tentacle	In their mad mutations, the rutterkin have developed an auxiliary mouth located, bizarrely, on a long tentacle where one of their arms should be. While this tentacle may be gruesome, the fact that it is somewhat self-aware makes it a boon for tinkers who have managed to convert it into a rather macabre toy.	12 gp	15 lb.	Staff of Mockery

ABYSSAL WRETCH

DC	Item	Description	Value	Weight	Crafting
10	Wretch Pustules	Much like their rutterkin progenitors, an abyssal wretch is constantly covered in open sores, wounds, and pustules. However, unlike the rutterkin, these pustules do not emit a completely horrid stench when popped; they merely emit a somewhat horrid stench at all times. As such, some demonic cults have taken to using them as a twisted incense when performing their rituals. That said, this practice has largely fallen out of favor, since the lingering stench makes the cults extremely easy to find and identify.	5 sp	6 lb.	

SIBRIEX

DC	Item	Description	Value	Weight	Crafting
10	Sibriex Cysts (large bag)	The undulating form of the sibriex is covered in oozing cysts that seep with all manner of demonic bodily fluid. Harvesting these is disgusting, to say the least, but they serve an important aspect in arcane academia. Due to the sibriex's natural affinity for transmutation, every aspect of its form provides a fascinating research material for those studying the arts of transfiguration and thus can fetch a fair bit of coin on the open market. Some wizards even go so far as to transform parts of a sibriex into their trademark transmuter stone, claiming that it allows them to shape the bodies of those around them more easily.	650 gp	20 lb.	
15	Sibriex Bile (6 vials)	Befitting of the way that a sibriex views flesh as nothing more than malleable material to be played with, the bile that constantly spills from its mouth is highly acidic and capable of dissolving large chunks of organic material in mere seconds. It is easy enough to keep this acid in a vial to be thrown as a crude yet effective bomb, but taking it to an alchemist can allow you to brew a more stable version to coat your weapon to deadly ends. Use: As an action, you may make a ranged attack by throwing this vial at a target within 20 feet of you, treating the vial as an improvised object. On a successful hit, the vial shatters on impact and deals 4d6 acid damage to your target. On a miss, the vial shatters on the ground and is wasted.	250 gp	2 lb.	Coating of Corrosion
20	Sibriex Miasma (4 vials)	The sibriex is constantly surrounded by a pool of thick miasma that instantly sickens any living thing it reaches. More than simple pollution, this contamination rots and destroys a creature's very life force and is inherently magical in nature. It is a dangerous substance to work with, but a skilled alchemist can take this miasma and use it to create a potion that transfigures the drinker's blood into a poison to kill their enemies (while leaving the drinker unharmed, of course).	750 gp	1 lb.	Concoction of Contamination
25	Sibriex Frontal Cortex	In the depraved creativity of the sibriex, there lurks only monsters, demons, and nightmares. Indeed, if one dissects the deformed cranium of a sibriex, they will find a severely misshaped frontal lobe that is literally the twisted mind that creates such abominations. This lobe is brimming with transmutation magic and can become a very powerful amulet once it has gone through the hands of a knowledgeable artificer.	10,000 gp	6 lb.	Amulet of the Flesh-shaper

WASTRILITH

DC	Item	Description	Value	Weight	Crafting
10	Wastrilith Teeth (large bag)	Like a piranha, the mouth of a wastrilith is lined with row after row of thin, pointy teeth. Unlike piranha teeth however, wastrilith fangs contain a hair-like structure reminiscent of a whale's baleen. It is believed that this helps the wastrilith to filter through substances as it swims in its own polluted domains and then use what it collects to supply its own reserve of contaminants. As such, these teeth can actually be used as a filtration system, and have been known to be able to sieve through even magically tainted water sources.	100 gp	10 lb.	
15	Wastrilith Claw (x2)	Shaped like giant fishing hooks, the wastrilith's claws are capable of dragging adventurers down into the furthest depths of its watery domain. Formed from a lightweight but surprisingly strong cartilage, these claws make a very powerful yet easily handled weapon.	140 gp	15 lb.	Any melee slashing weapon, +2 (DMG)
20	Wastrilith Scales (large bag)	The scales of a wastrilith constantly ooze with a viscous mucus that is largely responsible for their infamous water corrupting ability. They are also incredibly hard and are comparable to the shells of dragon turtles in their durability. A suit of armor crafted from these scales allows an adventurer to sport the demonic protection of the wastrilith, but I would recommend wearing a thick doublet under it, unless you enjoy the feeling of slimy scales on your skin at all times.	555 gp	30 lb.	Contagion Plate
25	Wastrilith Bladder	Located inside the throat of the wastrilith is a watermelon-sized bladder that it uses to launch concentrated bursts of water at its foes. This organ is more than a mundane sack however, as it is also magical in nature; it is what grants the wastrilith its infernal control over the water around it. The bladder is delicate and easily damaged on removal, but a well-preserved sample can be used as a powerful magical item.	2,000 gp	15 lb.	Basin of Water Control

DEMON LORDS

On my travels, I have visited many lands, seen many wonders, and slayed many creatures. However, even I have not accomplished EVERYTHING that the Multiverse has to offer, and unfortunately, one of those is to slay a Demon Lord. These masters of the Abyss are simply beyond my ability as an adventurer to fight or even find, and as I grow older, I must sadly admit that I may never find the chance to do so.

However, all hope is not lost. As a fountain of knowledge and experience, I carry with me lost legends and ancient prophecies describing the downfall of the Demon Lords, and most importantly, what is to become of their valuable carcasses. The following information is purely hypothetical and backed only by superstition and conjecture. Should your reality not align with my ideas below, please feel free to send me a letter with the correct information. Who knows, I may even give you a mention in the next edition of my book!" – Hamund

Due to the unique and legendary nature of Demon Lords, there is no associated DC when it comes to harvesting their materials. It is entirely up to the whims of the DM and their story as to whether or not you are able to collect such powerful organs, and indeed, such things can serve as the basis of an entire campaign.

In addition, the regular curses that are normally associated with attuning to an item made from a demon are not present in these items. Each item associated with a Demon Lord comes with its unique curse.

BAPHOMET

As part of harvesting Baphomet, you may also loot his weapon, Heartcleaver.

DC	Item	Description	Value	Weight	Crafting
-	Baphomet's Head	One tale that I have heard whispered from the mouth of a dying cultist, was that Baphomet was not always a demon. In fact, Baphomet was once a fabled ranger known as "the King of Hunters." The King of Hunters was so skilled that he boasted even the gods themselves could not create a prey he could not kill. Angered by his arrogance, they set him a challenge: they would release the largest, wildest stag into a maddening maze, and he would not be permitted to leave until he had tracked and killed this divine quarry. He agreed to their terms and ventured into the maze, the gods waiting smugly by the entrance to listen for the signs of his failure. For five days, there was no sign of his return and the gods grew confident in their victory over this mere mortal. On the sixth day however, the King of Hunters limped into view, the bleeding head of the massive stag over his shoulders. Throwing it at the feet of the gods, the King of Hunters mocked them for their pathetic challenge and the supposedly weak creature they had created. Furious at both his victory and his scorn, the gods struck him down with a curse; removing his head and replacing it with that of the stag he had just slain. The anger he felt at their treachery transformed him into a demon and he was thrown into the Abyss where the gods would no longer have to face him again. From his new domain, the King of Hunters, renamed himself Baphomet, the Horned King, and subdue scores of demons under his control until he became a feared Demon Lord. Today, he waits for the chance to use his horns to gore the very gods that created them; as they are his ultimate quarry and he is their hunter.	-	45 lb.	Helm of the Horned King



HEARTCLEAVER

Weapon (greataxe), artifact (requires attunement)

The exact details differ when describe how Baphomet came to own the mighty greataxe, *Heartcleaver*. Some say he claimed it after slaying the previous Demon Lord that held his seat; others say he stole it from Muradin's forge and as punishment was cursed with his current form; while still others say that he made it himself, quenched in the rivers of boiling blood that run through the Abyss. Regardless of its actual origin, it is agreed by the few lucky enough to survive an encounter with it, that *Heartcleaver* is one of the most dangerous weapons to have ever been created.

To attune to *Heartcleaver*, you must kill a humanoid without using any tools or weapons, and then drive *Heartcleaver* through that humanoid's recently deceased heart. Once attuned to *Heartcleaver*, your appearance becomes more beast-like as you grow shaggy hair over most of your body, your teeth become sharper and more prominent, and your nails transform into claws. You may use these teeth and claws as natural weapons for making unarmed strikes. If you hit with them, you deal piercing damage equal to 1d10 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike. These physical changes remain even if you lose attunement to *Heartcleaver*, but your teeth and claws can no longer be used to make unarmed strikes. If you are no longer attuned to *Heartcleaver*, a *greater restoration* spell, *remove curse* spell, or similar magic cast on you will revert you to your original appearance.

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, this weapon is considered to have the *reach* property.

Random Properties. *Heartcleaver* has the following randomly determined properties:

- 2 major beneficial properties
- 1 major detrimental property
- 2 minor detrimental properties

Charge. If you move at least 10 feet straight toward a target before immediately hitting with a melee weapon attack, the target takes an extra 3d10 damage. If the target is a creature, it must succeed on a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. While attuned to *Heartcleaver*, you can perfectly recall any path you have travelled, and you are immune to the *maze* spell.

Predator's Rampage. If you kill a creature with a melee weapon attack, you may use your bonus action to move up to your speed in the direction of a hostile creature. You do not provoke opportunity attacks during this movement. At the end of your movement, if a hostile creature is within your reach, you may make a melee weapon attack against that creature as a part of your bonus action.

Spellcasting. Using *Heartcleaver*, you may cast the *dispel magic*, *dominate beast*, *hunter's mark*, and *maze* spells once a day. All casting of these spells are done at their lowest level. If you are attuned to either the artifact *Helm of the Horned King* or the artifact *Talisman of the Prince of Beasts*, you may cast these spells one level higher than their lowest. If you are attuned to both of these items as well as the *Heartcleaver*, you may cast all of these spells two levels higher than their lowest level. All uses of spells are recovered upon the next dawn.

Curse. As the weapon of a Demon Lord, *Heartcleaver* bares a lingering curse for any mortal that attunes to it. Whenever you finish a long rest while cursed in this way, you must succeed on a DC 18 Wisdom saving throw or be overcome by a primal urge to hunt. While overcome in this way, you become obsessed with seeking out a living creature to hunt and kill, regardless of whether that creature is a friend or foe. This urge does not end until you have killed a creature and eaten its heart. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to *Heartcleaver* and end the urge immediately, or they may choose to continue your attunement and simply end your current urge. If they choose the latter, you are still considered cursed and must make the saving throw after your next long rest as usual.

Destroying Heartcleaver. The only way to destroy *Heartcleaver* is to build a labyrinth around it that measures no less than 10 miles in diameter. If *Heartcleaver* is left completely untouched and unattuned for 100 years at the centre of this labyrinth, it corrodes into a useless hunk of rust and loses all power. Be warned though, that such labyrinths will naturally attract the attention of monsters such as minotaurs, as well as mortals seeking the hidden treasure inside. If *Heartcleaver* is disturbed during the 100 years, it must be moved, a new labyrinth built around it, and the process must begin again.

DEMOGORGON

DC	Item	Description	Value	Weight	Crafting
-	Demogorgon's Spine	The mysterious Y-shaped symbol of Demogorgon that drives all who gaze upon it mad is said to be representative of their spine that branches into two in order to support their dual heads. It is at this nexus that the madness and paranoia of both heads collide, creating a potent magical source capable of breaking the minds of lesser creatures it is used upon.	-	50 lb.	Staff of the Demon Prince

FRAZ-URB'LUU

DC	Item	Description	Value	Weight	Crafting
-	Fraz-Urb'luu's Head	In its normal state, the head of Fraz-Urb'luu resembles that of a gargoyle with a smirking, human-like visage. It is completely unknown if this is what the demon lord originally looked like or if this is merely another result of their many arcane mutations and foul alterations. There are legends however that this face is actually the only remnant of the creature that Fraz-Urb'luu used to be. The tale recounts how a mortal trickster descended into Hollow Heart and entered into a game of wits with that domain's previous master. So clever and cunning was this trickster, that they managed to deceive this master into cutting off their own head. Then, with little remorse or hesitation, the trickster cut off their own and let their dark influence reattach it to the gargoyle-like body of their vanquished foe. The creature that rose was the newly born Fraz-Urb'luu, the Prince of Deception and master of Hollow Heart.	-	28 lb.	Mask of Multitudes

GRAZ'ZT

As part of harvesting Graz'zt, you may also loot his weapon, Angdrelve.

DC	Item	Description	Value	Weight	Crafting
-	Graz'zt's Heart	Unlike his beautiful countenance, the heart of Graz'zt is a hideous, shrunken, and shrivelled thing to behold. Graz'zt has neglected all genuine emotions of happiness and love in exchange for indulging in mindless sensual pleasures. This has led to the atrophied condition of his heart, within which is contained the many corruptions and hedonistic acts he has ever committed. The sheer concentration of these depravities make the organ a powerful conduit for particularly foul magic.	-	8 lb.	Amulet of the Dark Prince

JUIBLEX

DC	Item	Description	Value	Weight	Crafting
-	Juiblex Mote	Juiblex's origin is a hot topic for debate among demonologists. Some contend that it rose from the remains of a melted ancient evil, others say that it was a mass convergence of lesser oozes that created a terrifying hivemind, while some simply believe that it sprung forth as a globule of the Elemental Chaos itself. Regardless of which theory is correct, it is commonly agreed that despite Juiblex's constantly dripping and regenerating form, there is one mote inside of it that holds the totality of its essence. It is within this mote that the Demon Lord's power comes fully realised and can be extracted for extremely powerful and foul magics.	-	6 lb.	Orb of the Oozing Hunger

ORCUS

DC	Item	Description	Value	Weight	Crafting
-	Wings of Orcus	As befitting of his monstrous love for reusing the bodies of the dead to bolster his own strength, the body of Orcus is actually made from the corpses of the strongest enemies he slew on the path to power. In particular are his massive bat-like wings that most believe he took from a defeated balor, ripping them off the living demon's body before it could immolate itself in death. As one of his first grabs for true dominance in the Abyss, these wings have been with Orcus for countless ages and have grown in strength with him, infused with all his corrupted majesty and influence.	-	50 lb.	Cloak of the Blood Lord

ANGDRELVE (WAVE OF SORROW)

Weapon (greatsword), artifact (requires attunement)

The greatsword *Angdrelve* is also known as the Wave of Sorrow and is one of the deadliest weapons in the multiverse. Like its dark master, *Angdrelve* is beautiful but cruel, its many dark curves drawing the eye away in a maddening dance as it twirls and spins through the battlefield. In fact, a popular legend states that the sword was once a regular sword with a straight edge, but as Graz'zt fought and slaughtered his way through the Abyss to claim his title as Demon Lord, the sword became as twisted and crooked as his soul.

When you attune to this weapon, your appearance changes to become supernaturally beautiful, if slightly off-putting to mortals that gaze upon you. You have advantage on Charisma checks made to interact with creatures that are not immune to the charmed condition. You lose this benefit if you ever end your attunement to this weapon, but your appearance remains the same. If you are no longer attuned to *Angdrelve*, a *greater restoration* spell, *remove curse* spell, or similar magic cast on you will revert you to your original appearance.

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, whenever you successfully hit with this weapon, you may choose to deal an additional 3d6 acid damage to your target.

Random Properties. *Angdrelve* has the following randomly determined properties:

- 2 major beneficial properties
- 2 minor detrimental properties
- 1 minor detrimental properties

Teleport. While holding this weapon, you may use your action to magically teleport along with anything you are wearing or carrying to an unoccupied space you can see within 120 feet of you.

Spellcasting. While holding this weapon, you may use your action to use it to cast either the *crown of madness* spell, *command* spell, or the *dissonant whispers* spell as a 3rd level spell. The spell save DC for these spells cast in this way is considered 8 + your Charisma modifier + your proficiency modifier.

Curse. As the weapon of a Demon Lord, *Angdrelve* bares a lingering curse for any mortal that attunes to it. While afflicted by this curse, whenever you hit a creature with this weapon, you must make a DC 18 Wisdom saving throw. On a failure, you become obsessed with inflicting pain on that creature and must spend your action on any subsequent turn to inflict damage on them in some way, including using any movement available for you to reach them. If you are unable to inflict damage on them due to being unable to target them with the actions available to you, this effect ends. You may make the saving throw again at the end of each of your subsequent turns, also ending the effect on a success. This effect also ends if the target of your obsession dies. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to *Angdrelve* and end the obsession immediately, or they may choose to continue your attunement and simply end your current obsession. If they choose the latter, you are still considered cursed.

Destroying Angdrelve. The only way to destroy *Angdrelve* is for it to be placed within a pitch-black box and be untouched and unseen by any creature for 200 years, after which it dissolves into a foul ichor.

YEENOGHU

As part of harvesting Yeenoghu, you may also loot his weapon, The Butcher.

DC	Item	Description	Value	Weight	Crafting
-	Yeenoghu's Hide	The shaggy, matted fur of Yeenoghu is thicker and more twisted than coils of barbed steel. Soaked in the blood and gristle of the countless scores of defenseless prey, this hide is literally dripping with dark power. Some say that the Gnoll Lord even goes so far as to sew patches of skin into his own fur, creating a nightmarish patchwork of all his past atrocities.	-	50 lb.	Armor of the Gnoll Lord

ZUGGTMOY

DC	Item	Description	Value	Weight	Crafting
-	Zuggtmoy's Stem	Despite her nominally humanoid appearance, Zuggtmoy has one of the strongest physiologies of all demons I have ever encountered. Most of her mass seems to simply be co-operative colonies of fungal mass operating under a gestalt field of her soul. The only stable aspect of her is her stem, a cartilage-like rod that acts similar to a spine in a normal creature. This stem holds her true power and is said to be a shard of some alien artifact that fell to the Material Plane and grew into the Demon Lord we know today.	-	10 lb.	Scepter of Rot and Decay

BUTCHER

Weapon (flail), artifact (requires attunement)

It is commonly believed that the three-headed flail known as the Butcher was originally crafted by Yeenoghu himself from the thigh bone and skin of a god he slew himself. Whether that is true or simply one of his own self-aggrandizements is up for debate, but what cannot be contested is the strength of the flail itself. With each head capable of delivering both physical and magical devastation that lingers in both the flesh and the mind, it is Yeenoghu's weapon of choice whenever he decides to destroy something with a little more finesse than his teeth and claws will allow.

When you attune to this weapon, your appearance becomes more bestial, growing fur along your limbs and developing a hunch in your posture. You gain a +3 bonus to attack and damage rolls made with this magical weapon. In addition, whenever you successfully hit a creature with this weapon, you may make a Shove or Push attack against them as a free action. You may only do this once per turn.

Random Properties. *Angdrelve* has the following randomly determined properties:

- 1 major beneficial properties
- 1 minor beneficial property
- 1 minor detrimental properties
- 1 minor detrimental properties

Triple Threat. When you successfully hit a creature with this weapon, you may choose one of the following additional effects:

- The attack deals an extra 2d12 bludgeoning damage.
- The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
- The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of your next turn. You may only use this feature once per turn.

Savage Stampede. While holding this weapon, you may use your bonus action to take the Dash action. If you do so, up to 4 creatures of your choice that you can see within 60 feet of you may use their reactions to also move up to their speed in the same direction that you are moving.

Master of the Hunt. If you are also wearing and attuned to the *Armor of the Gnoll Lord*, you may use your action to throw this weapon down in an unoccupied space within 5 feet of you and make it fight on your behalf. This weapon acts directly after you on the initiative order and fights using your Strength modifier and proficiencies to calculate attack and damage bonuses. On its turn, it may fly up to 30 feet to an unoccupied space you can see and make up to three attacks against adjacent targets. If this weapon is targeted by any effect, you are considered to be holding it. It drops to the ground if you die or if you end this effect on your turn (no action required).

Curse. As the weapon of a Demon Lord, *The Butcher* bares a lingering curse for any mortal that attunes to it. Whenever you kill a creature made of flesh while cursed by this item, you must make a DC 18 Wisdom saving throw. On a failure, you become obsessed with consuming some of that creature's body. While obsessed in this way, you must use your action to consume a mouthful of that creature's body, after which, this obsession ends. If you are unable to use your action to do this for whatever reason, your obsession overcomes your senses, and your action is wasted. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to *The Butcher* and end the urge immediately, or they may choose to continue your attunement and simply end your current urge. If they choose the latter, you are still considered cursed and must make the saving throw after your next long rest as usual.

Destroying the Butcher. The only way to destroy the Butcher is to feed it to a zaratan and allow it to be digested for 100 years inside its cavernous belly. After this, the weapon crumbles into dust and becomes useless.

DERRO

"There are many academics that claim that the derro are related to the dwarves. I actually have a list of each academic that has said this, because I have personally tracked each one of them down and challenged them to fisticuffs for making such derogatory claims. Needless to say, I am not welcome on the campuses of several universities anymore." - Hamund

DERRO TRINKET TABLE

Item	Value	Weight
1 1 stolen ale flask	2 sp	1 lb.
2 1d4 dried fungus rations	3 sp	1 lb.
3 1 stone idol of Diirinka	5 gp	3 lb.
4 25 feet of frayed rope	3 sp	5 lb.
5 1 sheet of indecipherable gibberish	3 cp	-
6 1d4 semi-precious gems	10 gp	3 lb.
7 1 bag of dirt	1 cp	5 lb.
8 1d6 stolen trinkets	5 gp	2 lb.

DERRO

DC	Item	Description	Value	Weight	Crafting
10	Derro Brain	They say in the Underdark, "talk to four derros and you will find five psychoses." Indeed, the derro are among the more peculiar of the races to be found in the subterranean realm, and absolutely none of them have displayed behavior that could be considered "sane" by our standards. That is not to say that they are invalids, however. In fact, their so-called "madness" has served them well in keeping them alive in their hostile environment, really raising the question of what true madness even means. Either way, their eccentricities leads to their brains all being shaped differently, much like the unique patterns of a snowflake. For the more morbid academics, derro brains provide invaluable research into the nature of psychology, and thus can be sold for a tidy sum.	5 sp	2 lb.	

DERRO SAVANT

DC	Item	Description	Value	Weight	Crafting
10	Derro Brain	They say in the Underdark, "talk to four derros and you will find five psychoses." Indeed, the derro are among the more peculiar of the races to be found in the subterranean realm, and absolutely none of them have displayed behavior that could be considered "sane" by our standards. That is not to say that they are invalids, however. In fact, their so-called "madness" has served them well in keeping them alive in their hostile environment, really raising the question of what true madness even means. Either way, their eccentricities leads to their brains all being shaped differently, much like the unique patterns of a snowflake. For the more morbid academics, derro brains provide invaluable research into the nature of psychology, and thus can be sold for a tidy sum.	5 sp	2 lb.	
15	Mark of Diirinka	The derro god, Diirinka, is an odd entity, even among the greater pantheon of deities in the multiverse. First and foremost, it remains unclear if he even exists, or is simply another figment of the shared psychosis of the derro people. Regardless, his mark regularly appears in the form of a gray, black, and white spiral somewhere on the gifted derro that have been touched by Diirinka's magic. It is a simple enough task to take this mark and repurpose it for boons that channel his power...if he even exists at all.	40 gp	1 lb.	Diirinka's Boon



DEVILS

"Someday I will discover a method to preserve the body of a devil that has been slain on the Material Plane, rather than letting it dissolve into ichor or smoke. Alas, that day has not yet come. On the bright side, I have plenty of specimens to experiment on, since for some reason devils keep trying to claim my soul for the Nine Hells." - Hamund

Due to their fiendish nature, devils slain on the Material Plane cannot be harvested, as their carcass dissolves into a foul ichor or disappears into smoke instead. These serve no purpose and are effectively useless. In order to properly harvest a devil, they must be killed in the Nine Hells.

Furthermore, using parts harvested from a devil 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 devil 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 devilish tinge in your body makes you no different to a normal devil 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 devils. You have disadvantage on attack rolls against devils 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.

BLACK ABISHAI

DC	Item	Description	Value	Weight	Crafting
10	Mark of Tiamat	An abishai is created when Tiamat interferes with the cycle of life and death, snagging a mortal soul before it can move on and transforming it into a monstrous draconic creature to serve her whims in the Hells. This act permanently scars a soul, staining it with the Dragon Queen's mark for all eternity. Upon the abishai's death, this mark can be captured by an enterprising harvester and used to channel the power of Tiamat against her will. Requires spirit paper.	20 gp	1 lb.	Tiamat's Boon
15	Devil Wing (x2)	Like real dragons, the abishai are gifted with the power of flight by their queen. The powerful wings that they bear are capable of tremendously high speeds, and like many devils, can be harvested and recrafted into the ever useful <i>infernal wings</i> .	25 gp	20 lb.	Infernal Wings
20	Black Abishai Horn	The needs of Tiamat are many, and she creates her servants to serve specific functions. This usually comes in the form of the abishai's horns which, much like a real dragon, contain much of the essence of their power. The black abishai is a master of infiltration and subterfuge, fueled by the dark magic in their horns. Alchemists have found ways to ground their horns down into a disorienting powder that is prized by thieves and assassins alike.	130 gp	10 lb.	Dust of Darkness

BLUE ABISHAI

DC	Item	Description	Value	Weight	Crafting
10	Mark of Tiamat	An abishai is created when Tiamat interferes with the cycle of life and death, snagging a mortal soul before it can move on and transforming it into a monstrous draconic creature to serve her whims in the Hells. This act permanently scars a soul, staining it with the Dragon Queen's mark for all eternity. Upon the abishai's death, this mark can be captured by an enterprising harvester and used to channel the power of Tiamat against her will. Requires spirit paper.	20 gp	1 lb.	Tiamat's Boon
15	Devil Wing (x2)	Like real dragons, the abishai are gifted with the power of flight by their queen. The powerful wings that they bear are capable of tremendously high speeds, and like many devils, can be harvested and recrafted into the ever useful <i>infernal wings</i> .	25 gp	20 lb.	Infernal Wings
20	Blue Abishai Horn	The needs of Tiamat are many, and she creates her servants to serve specific functions. This usually comes in the form of the abishai's horns which, much like a real dragon, contain much of the essence of their power. The blue abishai are the spellcasters of Tiamat's armies, weaving her draconic magic to destroy her enemies. Once crafted into a wand, an erstwhile spellcaster may use it to unleash the destructive power of Tiamat herself.	9,200 gp	10 lb.	Wand of Chromatic Wrath

GREEN ABISHAI

DC	Item	Description	Value	Weight	Crafting
10	Mark of Tiamat	An abishai is created when Tiamat interferes with the cycle of life and death, snagging a mortal soul before it can move on and transforming it into a monstrous draconic creature to serve her whims in the Hells. This act permanently scars a soul, staining it with the Dragon Queen's mark for all eternity. Upon the abishai's death, this mark can be captured by an enterprising harvester and used to channel the power of Tiamat against her will. Requires spirit paper.	20 gp	1 lb.	Tiamat's Boon
15	Devil Wing (x2)	Like real dragons, the abishai are gifted with the power of flight by their queen. The powerful wings that they bear are capable of tremendously high speeds, and like many devils, can be harvested and recrafted into the ever useful <i>infernal wings</i> .	25 gp	20 lb.	Infernal Wings
20	Green Abishai Horn	The needs of Tiamat are many, and she creates her servants to serve specific functions. This usually comes in the form of the abishai's horns which, much like a real dragon, contain much of the essence of their power. The green abishai serve as the emissaries of the Dragon Queen, their horns granting them mind altering abilities to influence weak-willed mortals. Their horns carry on their manipulative natures and can be transformed into a magical implement that allows the user to continue the crafty tricks of the ever scheming Tiamat.	6,100 gp	10 lb.	Stylus of Draconic Influence



RED ABISHAI

DC	Item	Description	Value	Weight	Crafting
10	Mark of Tiamat	An abishai is created when Tiamat interferes with the cycle of life and death, snagging a mortal soul before it can move on and transforming it into a monstrous draconic creature to serve her whims in the Hells. This act permanently scars a soul, staining it with the Dragon Queen's mark for all eternity. Upon the abishai's death, this mark can be captured by an enterprising harvester and used to channel the power of Tiamat against her will. Requires spirit paper.	20 gp	1 lb.	Tiamat's Boon
15	Devil Wing (x2)	Like real dragons, the abishai are gifted with the power of flight by their queen. The powerful wings that they bear are capable of tremendously high speeds, and like many devils, can be harvested and recrafted into the ever useful <i>infernal wings</i> .	25 gp	20 lb.	Infernal Wings
20	Red Abishai Horn	The needs of Tiamat are many, and she creates her servants to serve specific functions. This usually comes in the form of the abishai's horns which, much like a real dragon, contain much of the essence of their power. Red abishai are the supreme leaders of Tiamat's armies and they hold sway over all the lesser draconic forces throughout the planes. Their horns are a symbol of tyranny, and when they have been properly affixed into a crown, the wearer may command all the respect and authority of the Dragon Queen herself.	9,200 gp	10 lb.	Dragonreign Crown

WHITE ABISHAI

DC	Item	Description	Value	Weight	Crafting
10	Mark of Tiamat	An abishai is created when Tiamat interferes with the cycle of life and death, snagging a mortal soul before it can move on and transforming it into a monstrous draconic creature to serve her whims in the Hells. This act permanently scars a soul, staining it with the Dragon Queen's mark for all eternity. Upon the abishai's death, this mark can be captured by an enterprising harvester and used to channel the power of Tiamat against her will. Requires spirit paper.	20 gp	1 lb.	Tiamat's Boon
15	Devil Wing (x2)	Like real dragons, the abishai are gifted with the power of flight by their queen. The powerful wings that they bear are capable of tremendously high speeds, and like many devils, can be harvested and recrafted into the ever useful <i>infernal wings</i> .	25 gp	20 lb.	Infernal Wings
20	White Abishai Horn	The needs of Tiamat are many, and she creates her servants to serve specific functions. This usually comes in the form of the abishai's horns which, much like a real dragon, contain much of the essence of their power. Weaker but more abundant than their brethren, the white abishai form the bulk of Tiamat's armies. They are known for their vicious tactics on the battlefield, and their horns make particularly deadly weapons.	85 gp	10 lb.	Any melee piercing or slashing weapon, +1 (DMG)

AMNIZU

DC	Item	Description	Value	Weight	Crafting
15	Amnizu Tooth (x10)	All common folk have heard of the expression: "a devil's smile," or a false grimace that lures the easily susceptible to their doom. The originator of these smiles are the amnizu, possessors of a sharp, wide maw that somehow charms any mortal that gazes upon it, swaying their minds and hearts against their allies. Even after the death and removal from the amnizu, their many fangs possess a lingering of magic that alchemists have taken to grinding into creams and cosmetics that grant the wearer a certain mesmerizing aura. Use: When you cast a spell that would force a creature to succeed on a saving throw or become charmed, you may crush one of the teeth in this pouch to force that creature to make that saving throw at disadvantage.	80 gp	1 lb.	
20	Devil Wings (x2)	Like many fiends, the amnizu possesses a pair of wings that grant them flight. And, like many other fiends, these stumpy wings do not rely on physics to carry them aloft, but instead rely on magic. When amputated correctly, they can be transformed into the very useful <i>infernal wings</i> .	1,000 gp	15 lb.	
25	Amnizu Hand	When a bone devil is promoted to an amnizu, they are forced into a ritual that involves the painful amputation of their long spindly limbs. In their place, they must grow a new stubby appendage with which they must tear off the rest of their body so that their new amnizu form may grow. The lingering pain of this horrifying process imbues an amnizu's hand with terrible destructive and transformative power which they enjoy displaying on those that defy them.	6,000 gp	2 lb.	Wand of Disruption
30	Amnizu Eye (x2)	Like two cold, distant stars in the pitch black night, the eyes of the amnizu are two pinpricks of light set in dark orbs. These hypnotizing pools of darkness are what allows the amnizu to delve into the hearts and minds of their recruits and transform them into perfect soldiers for the Nine Hells.	5,000 gp	1 lb.	Mindwipe Lens

HELLFIRE ENGINE

DC	Item	Description	Value	Weight	Crafting
15	Bonemelt Oil (7 vials)	Deep in the pits of Avernus lay the Bonemelt Pools: vast formations of roiling red oil that burn with all the intensity that the Nine Hells can muster. Every day, legions of lower devils are sent into these pools to pump this corrosive liquid into barrels that are then loaded into the dreaded hellfire engines to be sprayed indiscriminately on the enemies of its master. Requires enchanted vial. Use: As an action you may make a ranged weapon attack to throw a vial of bonemelt oil at a target within 20 feet, shattering it on impact, treating the vial as an improvised object. On a hit, the target is drenched in oil and take 1d10 fire damage plus 2d8 acid damage at the end of their turns. If an affected creature suffers fire damage that was not caused by this oil, the oil combusts, causing the covered creature to instantly suffer 2d10 fire damage and 4d8 acid damage and removing the oil. An affected creature or another creature within 5 feet can also take an action to scrape off the oil.	400 gp	2 lb.	
15	Hellbolt Coil	The lightning flail of the hellfire engine is a mighty weapon to behold, dreamed up in the nefarious workshops of the Nine Hells. The key component responsible for its shockingly destructive power is a piece of hellforged metal known as the hellbolt coil. This coil is capable of channeling the inherent energy of the multiverse to create electrical surges that the hellfire engine then channels into its flail. Particularly talented tinkers are capable of reverse engineering this infernal technology into incredibly deadly weapons made for mortal hands.	2,850 gp	15 lb.	Hellbolt Striker
15	Shock Barrel	When a hellfire engine wishes to destroy a target from far away it relies on the thunder cannon. This incredibly destructive armament carries a stronger payload that damages targets far beyond the initial impact zone of the blast, especially when compared to regular cannon shot. Despite common belief, this power comes not from the shot itself, but the enchanted cannon barrel that launches it. This "shock barrel", as it has been dubbed by fiendish scholars, is engraved with devilish runes that enchant any ammunition stored within. Thankfully, an intact barrel can easily be repurposed for use by a mortal adventurer, allowing them to use projectiles that strike with the impact of a thunderclap.	2,850 gp	40 lb.	Rumble Quiver
25	Hellfire Core	At the center of a hellfire engine lies the infamous hellfire core: a coconut-sized, superheated ball of black steel forged in fires fueled by the immolation of hundreds of mortal souls. This core acts as the engine's "essence," functioning much like the brain and heart of a normal creature. Due to its horrid crafting method, this core constantly hungers for more souls and is responsible for the reaping, consumption, and transformation of the souls that the engine destroys. Use: When you kill a creature while holding this item, you may use your reaction to hold the core over their corpse. If you do so, the core absorbs the recently deceased soul of the creature and destroys it over the course of 1d4 days. If the creature isn't revived before then, only a <i>wish</i> spell can restore it to life. Constructs and devils are immune to this effect.	9,000 gp	30 lb.	Infernal Engine

MERREGON

DC	Item	Description	Value	Weight	Crafting
15	Sacrificial Spirit	It would be a hard philosophical argument to say that anyone who works for an evil regime is also, by extension, an evil person themselves. However, the soldiers that become merregons were more than mere pawns for wicked kings and generals. The kind of people that become merregons were soldiers that had absolutely no reservation about the wicked actions they were asked to perform. This fact not only makes their souls much easier to condemn, but also makes for a much easier moral question for us when it comes to utilizing their souls for crafting purposes. Requires spirit paper. Use: While carrying this item, if you are subject to an ability that would instantly kill you, you may spend your reaction to destroy this item and negate that effect. All other results of that ability still apply, however.	30 gp	1 lb.	
20	Merregon Mask	As part of their initiation into the armies of the Nine Hells, a merregon is ritualistically fused with their mask, cursed to wear it for all eternity. Over the decades and centuries, the mask becomes suffused with fiendish energy, transforming them from ordinary plates of metal into genuine magical reagents. The trick, however, is to be able to remove the mask without bringing the merregon's face with it, as doing so will spoil the purity of the metal with the decaying organic material of the fiend.	100 gp	5 lb.	Guardian Mask

NARZUGON

DC	Item	Description	Value	Weight	Crafting
15	Narzugon Eye (x2)	The flaming-red eyes of a narzugon do not see the way they did when the narzugon was a mortal paladin. They are perceive more than the simple defraction of light, they are able to see into the very souls and hearts of the creatures around them, with the souls of the good shining like a beacon which draws the narzugon to them like a bull to a red cape. Through a basic ritual however, these eyes can be used to reverse this effect, and blind the forces of evil to the good creatures they wish to extinguish. Use: By burning an eye for 10 minutes in a flame that has had 10 gp of silver powder sprinkled into it, you mask all good-aligned creatures within 30 feet of the flame to the senses of evil-aligned creatures for the next hour. Evil-aligned creatures have disadvantage on Wisdom (Perception) checks made to perceive masked creatures, and any attempt to divine a masked creature through magic such as the <i>scry</i> spell automatically fails.	100 gp	1 lb.	
20	Narzugon Heart	The heart of a narzugon is a twisted one. While it may have once been redeemable with its sense of honor and duty, it has been filled with hate and scorn for mortal lives by the archdukes of the Nine Hells. However, it is these same qualities that make it extremely valuable as a resource, since these clashing qualities cascade into a magical energy that bolsters the resolve of the creatures around them when they gaze upon its sublime and stalwart presence. Use: As an action, you may hold this heart aloft. If you do so, all allies within 60 feet of you can't be charmed or frightened until the end of your next turn. Every time you use this item, roll a d20. On a 1, this item crumbles into dust and becomes worthless.	780 gp	3 lb.	
25	Narzugon Soul	The soul of a narzugon is a truly pitiable thing to behold. Although the nobility of their spirit is something to admire, they have become corrupted and blackened by the manipulations of the Nine Hells. Their literally undying commitment to servitude, however, makes their souls particularly good for infusion into armor, granting the wearer the narzugon's unholy strength and abilities. Requires spirit paper.	2,250 gp	1 lb.	Plate of the Black Rider

NUPPERIBO

DC	Item	Description	Value	Weight	Crafting
10	Nupperibo Blubber (5 vials)	Due to their unique physiology, the nupperibo doesn't actually expend energy when it moves. As such, they never shed any fat, despite their tendency to traverse long distances to consume only a tiny morsel of food. This fat builds and compounds over time, creating a dense blubber that can be rendered into a candle tallow that burns infinitely longer than their mundane counterparts. That said, these candles have not entered popular usage due to their nauseating stench, but they can be found lining the walls of many evil lairs and being used by creatures for whom the odor is not a problem.	1 sp	1 lb.	Long-lasting Candle

ORTHON

DC	Item	Description	Value	Weight	Crafting
15	Orthon Tusk (x2)	Aside from being incredibly intimidating, the tusks of an orthon serve a practical purpose in their tracking duties. The orthon is capable of attuning their tusks to their quarry, causing them to vibrate like dowsing rods as they approach. While it is impossible to replicate this ability once the tusks have been removed from their skull, they can be used in a one-time ritual in order to track a particularly elusive target. Use: If you grind an orthon tusk into a fine powder, you may burn it along with a possession or piece of a creature you wish to track in order to designate them as your quarry for the next 24 hours. Once a creature has been designated as your quarry, you become constantly aware of their distance and direction from you so long as they are on the same plane of existence as you. Any magical effect that disrupts divination magic will also disrupt this effect.	70 gp	6 lb.	
20	Orthon Eye (x2)	Orthons are some of the most prodigious trackers that have ever graced the multiverse. This is in no small part due to their extraordinary senses. In particular, their eyes are capable of seeing across multiple spectrums and through magical obfuscation. By transforming these eyes into lenses, the wearer can also gain the honed sight and tracking ability of the orthon.	430 gp	1 lb.	Lenses of the Hunter
25	Orthon Hide	Despite their massive size, the orthon is notable for their ability to sneak up on their targets with ease. This is due to their unique skin that is capable of true invisibility greater than the simple camouflage or displacement of lesser creatures. As such, these hides are highly prized as a leather base for making magical equipment for those that are stealthily inclined.	1,650 gp	30 lb.	Hide of Hiding

ARCHDEVILS

On my travels, I have visited many lands, seen many wonders, and slayed many creatures. However, even I have not accomplished EVERYTHING that the multiverse has to offer, and unfortunately, one of those is to slay an archdevil. These masters of the Nine Hells are simply beyond my ability as an adventurer to fight or even find, and as I grow older, I must sadly admit that I may never find the chance to do so.

However, all hope is not lost. As a fountain of knowledge and experience, I carry with me lost legends and ancient prophecies describing the downfall of the archdevils, and most importantly, what is to become of their valuable carcasses. The following information is purely hypothetical and backed only by superstition and conjecture. Should your reality not align with my ideas below, please feel free to send me a letter with the correct information. Who knows, I may even give you a mention in the next edition of my book!" – Hamund

Due to the unique and legendary nature of some archdevils, there is no associated DC when it comes to harvesting their particular materials. It is entirely up to the whims of the DM and their story as to whether or not you are able to collect such powerful organs, and indeed, such things can serve as the basis of an entire campaign. These harvesting materials do not have an associated value either since these are also highly contingent on the campaign's context.

BAEL

DC	Item	Description	Value	Weight	Crafting
-	Twin Horns of Bael	The horns of Bael are actually relatively understated for something that adorns the head of one of the Nine Hells' most dangerous inhabitants. Ridged cones that resemble that of a massive steer, these horns actually contain most of the archdevils' strength. Many fiendish cults have dedicated themselves to creating facsimiles of these horns atop their armor, but there is no substitute for actually harvesting them and affixing them on your helm to steal the fiend's hellish strength.		30 lb.	Helm of the Bronze General

GERYON

DC	Item	Description	Value	Weight	Crafting
20	Devil Wings (x2)	Like many fiends, Geryon possesses a pair of wings that grant him flight. And, like many other fiends, these wings do not rely on physics to carry them aloft, but instead rely on magic. When amputated correctly, they can be transformed into the very useful <i>infernal wings</i> .	2,500 gp	40 lb.	Infernal Wings
-	Stinger of Geryon	It is said that one of the many twisted "gifts" that Geryon imparted on the mortal world was his stinger; warping and mutating several creatures to carry the same poison and wicked barb as his own tail. Many lesser devils have attempted to assassinate Geryon simply to steal his tail and craft a weapon that they would use to earn glory in the Blood War. Thankfully, the blueprints for such a weapon have been found by some legendary mortal smiths, all it would take to complete it is the stinger itself.	-	20 lb.	Geryon's Spite

HUTIJIN

DC	Item	Description	Value	Weight	Crafting
20	Devil Wings (x2)	Like many fiends, Hutijin possesses a pair of wings that grant him flight. And, like many other fiends, these wings do not rely on physics to carry them aloft, but instead rely on magic. When amputated correctly, they can be transformed into the very useful <i>infernal wings</i> .	2,000 gp	20 lb.	Infernal Wings
-	Hide of Hutijin	The thick hide of Hutijin is rough and covered with many scars and battlemarks. As the enforcer of Mephistopheles, Hutijin has seen many a battle and had his skin bathed in the blood and gore of more victories than can be counted. This grants it a supernatural level of protection beyond that of a regular fiend, an aura that radiates out and reproaches any lesser creature that would dare strike the champion that wears it.	-	30 lb.	Armor of the Infernal Enforcer

MOLOCH

DC	Item	Description	Value	Weight	Crafting
-	Heart of Moloch	The heart of Moloch is one corrupted by almost every vice that a creature can have. It is a bloated organ, dripping in ambition, greed, and pride. The sheer fiendish influence that radiates from this organ even after removal from its dreadful host allows it to be fashioned into a powerful amulet.	-	5 lb.	Amulet of the Usurper

TITIVILUS

DC	Item	Description	Value	Weight	Crafting
20	Devil Wings (x2)	Like many fiends, Titivilus possesses a pair of wings that grant him flight. And, like many other fiends, these wings do not rely on physics to carry them aloft, but instead rely on magic. When amputated correctly, they can be transformed into the very useful <i>infernal wings</i> .	1,000 gp	20 lb.	Infernal Wings
-	Tongue of Titivilus	Titivilus is one of the most cunning and deceitful beings in the Nine Hells, an extremely difficult achievement considering the other individuals he has to deal with. Capable of misleading even the other archdevils, Titivilus has perhaps the fastest tongue in the whole multiverse. Long have his enemies yearned to cut that tongue from his mouth and craft it into an instrument that will have their own foes dancing to their tune.	-	1 lb.	Pipes of the Deceiver

ZARIEL

DC	Item	Description	Value	Weight	Crafting
-	Wings of Zariel	Zariel is truly a tragic figure. Once a proud and majestic angel, Zariel fell from grace and now serves Asmodeus as another archdevil in the Nine Hells. The only aspect of her celestial heritage that she still possesses are her mighty wings, but even they have become corrupted into infernos of blazing hellfire that constantly stream from her back. Some paladin orders have devoted themselves to venturing into the Nine Hells and finally putting Zariel to rest and then bringing her wings back so they may be made into equipment that can once again serve the light of justice.	-	10 lb.	Cloak of the Scorched Martyr



DROW

"The ever-erstwhile drow continue to be a thorn in my side when I brave the Underdark to search for new creatures to hunt. As rigid as their society may be however, they continuously prove themselves able to innovate and develop new mutations for their soldiers and minions. I say this happily, since it means that I get a nice surprise whenever I crack one open after one of their failed ambushes on me." - Hamund

DROW TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 journal	25 gp	5 lb.
3 1 pack of quaggoth food	8 sp	6 lb.
4 1 jar of black weapon oil	2 sp	1 lb.
5 1d4 bags of spider eggs	2 sp	1 lb.
6 1 gilded hair comb	2 gp	-
7 1 seal of their house	10 gp	2 lb.
8 1d6 spikes designed for torture and interrogation	2 sp	1 lb.

DROW ARACHNOMANCER

DC	Item	Description	Value	Weight	Crafting
10	Drow Blood (3 vials)	Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart	Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	
20	Mark of Lolth	As a symbol of their eternal worship to their dark mistress, priestesses of Lolth have her brand permanently marked onto their bodies. 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
25	Arachidney Gland	When a drow priestess offers herself to the Spider Queen to become an arachnomancer, they are changed irreversibly, even in their natural drow form. As they complete the dark ritual, a new organ called the arachidney gland grows inside their body close to their large intestine. This gland is responsible for providing much of the transformative magic of the arachnomancer and is extremely difficult to remove without ruining it permanently. If successful however, it becomes a potent source of magic with many powerful uses. In fact, most of these uses were discovered by other drow that hunted the arachnomancers of other houses and converted their carcasses into equipment to further escalate their vendettas; all to the Spider Queen's amusement, of course. Use: As an action, you may burst this gland, causing the bile inside to spill out and cover either yourself, or a creature within 5 feet of you. A creature covered in this bile must succeed on a DC 15 Constitution saving throw or be transformed into a <i>giant spider</i> for 1 hour as if by the <i>polymorph</i> spell (your DM has the statblock). A creature may choose to willingly fail the saving throw if they wish. Anything that the creature was wearing or carrying beforehand melds into their giant spider form. They cannot activate, use, wield, or otherwise benefit from any of their equipment. The creature reverts to their original form and hit points if they are reduced to 0 hit points in their transformed state.	4,250 gp	2 lb.	Cloak of the Arachnid

DROW FAVOURED CONSORT

DC	Item Description	Value	Weight	Crafting
10	Drow Blood Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	

DROW HOUSE CAPTAIN

DC	Item Description	Value	Weight	Crafting
10	Drow Blood Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	

DROW INQUISITOR

DC	Item Description	Value	Weight	Crafting
10	Drow Blood Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	
20	Mark of Lolth As a symbol of their eternal worship to their dark mistress, priestesses of Lolth have her brand permanently marked onto their bodies. 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

DROW MATRON MOTHER

DC	Item	Description	Value	Weight	Crafting
10	Drow Blood (3 vials)	Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart	Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	
20	Mark of Lolth	As a symbol of their eternal worship to their dark mistress, priestesses of Lolth have her brand permanently marked onto their bodies. 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

DROW SHADOWBLADE

DC	Item	Description	Value	Weight	Crafting
10	Drow Blood (3 vials)	Any adventurer that has delved into the Underdark and met the drow has probably also encountered their signature poison. For centuries, surface alchemists tried and failed to replicate the formula, citing a single missing ingredient that they could not identify. It was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.	1 gp	1 lb.	Drow Poison (DMG)
15	Drow Heart	Obviously, every drow has a heart (despite any evidence to the contrary), yet only the powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life. Use: By using an action to stab the heart with a knife, the user may use the <i>summon demon</i> ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the <i>summon lesser demon</i> spell.	30 gp	1 lb.	
20	Shadowed Soul	A drow shadowblade is more than a simple spy or slinker. These masterful assassins are magically imbued by a demonic ritual that both taints their soul permanently and grants them extraordinary powers. It is in fact their soul that grants them their infamous shadow sword ability; a power that can be replicated by a harvester capable of extracting the shadow essence of the drow's soul before it departs for the Abyss. Requires spirit paper.	1,625 gp	1 lb.	Shadow Sword



DUERGAR

"The dwarves and the duergar have a long and troubled history. They are incredibly jealous of our societies, while some dwarves do hold guilt about leaving them to the machinations of the mind flayers so long ago. I am simply an admirer of their incredibly psionic ability, or rather, the interesting brain samples that it produces." - Hamund

DUERGAR TRINKET TABLE

Item	Value	Weight
1 1d6 days' worth of rations	5 sp	2 lb.
2 1 iron idol to Laduguer	5 gp	3 lb.
3 1d4 packs of steeder feed	1 sp	4 lb.
4 1 skin of horrible ale	3 cp	2 lb.
5 1d6 plainly designed pieces of jewelry	3 gp	1 lb.
6 20 feet of iron chains	20 gp	10 lb.
7 1d4 bottles of tinker's oil	8 sp	1 lb.
8 4d12 silver pieces	Varies	Varies

DUERGAR DESPOT

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Despot Fist	Compared to the beauty of dwarven craftsmanship, duergar tools look as if they were designed by a child with their first art set. That said, what they lack in aesthetics, they more than make up for in utility. For example, the iron fist of a duergar despot somehow manages to be both incredibly hard and extremely lightweight. This is partly possible due to the duergar's psionic ability which it uses to harmonize with and scan their materials as they work. While non-duergar are unable to replicate this craftwork, they are able to take existing pieces and rework them for usage by other species.	540 gp	15 lb.	Power Fist
20	Psychic Engine	In their haste to establish their own cities after their exodus from illithid control, the duergar failed to properly prospect the caves they settled. As such, they are distinctly lacking in access to energy sources like oil and coal to fuel their machines. However, being the pragmatic race they are, the duergar turned instead to their own psionic abilities as an energy source. While it may seem like these engines are thus useless to anyone without the gift of psionics, a skilled alchemist is able to melt down the metal of this engine in order to distill a versatile oil that carries the absorbed psychic energy of the duergar.	1,125 gp	40 lb.	Psionic Oil



DUERGAR HAMMERER

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Pain Engine	An offshoot of the psychic engine, the pain engine is a dark contraption that is more easily wielded by a duergar of lesser psionic talents, at the expense of reliability and stability. The internal design is impossible to replicate for any crafter that lacks psionic ability, but it can easily be reused in other devices, and creative tinkers are always eager to get their hands on samples for their own experiments.	10 gp	20 lb.	Reactive Piston

DUERGAR KAVALRACHNI

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Rider Pheromones (vial)	The duergar's mount of choice is the insectoid creature known as the steeder. It is a well known practice that duergar raise the steeders from birth in order to properly acclimate them to their presence and ensure their loyalty. These steeders undergo physiological changes that results in lower levels of aggression and higher co-operation. Less well known however, is the fact that duergar riders actually develop physiological changes as well; their psionic abilities mutating their bodies to increase production of a pheromone that steeders find soothing. This pheromone has a wide variety of uses beyond steeder rearing however, and can fetch a decent price when sold to alchemists. Use: You may rub this vial of pheromones over yourself to gain advantage on Wisdom (Animal Handling) checks for the next hour.	10 gp	1 lb.	

DUERGAR MIND MASTER

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Duergar Mind Master (3 vials)	A duergar that has managed to attain the title of mind master has undergone a rigorous series of training that has increased their psionic abilities to the extreme. This stressful regiment creates a psionic feedback loop that results in their blood becoming saturated with enzymes and hormones that carry a deadly potency similar to a poison or toxin. In battle, mind masters have a tendency to nick their own flesh so that their blood adds a deadly edge to their strikes. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the blood takes 1 minute. For the next minute, successful hits with this weapon deal an additional 1d6 psychic damage.	3 gp	1 lb.	

DUERGAR SCREAMER

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Pain Engine	An offshoot of the psychic engine, the pain engine is a dark contraption that is more easily wielded by a duergar of lesser psionic talents, at the expense of reliability and stability. The internal design is impossible to replicate for any crafter that lacks psionic ability, but it can easily be reused in other devices, and creative tinkers are always eager to get their hands on samples for their own experiments.	10 gp	20 lb.	Reactive Piston

DUERGAR SOULBLADE

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar

DUERGAR WARLORD

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar
15	Duergar Warlord (3 vials)	A duergar warlord's mind is like almost no other. It is not considered particularly intelligent per se, rather it possesses a keen force of will and presence that pushes its underlings to feats beyond what is physically possible. A large part of this is the warlord's psionic force that bolsters the abilities of the soldiers around them at the cost of their own health and sanity. This psionic strength is only possible through a specialized officers training that results in their brain releasing new hormones that irreversibly changes their body chemistry. As such, the blood of a warlord becomes similar in function to a potion, and can be drunk like one to bestow certain temporary abilities. Use: You may drink this blood as an action. For the next 10 minutes, whenever you make a d20 roll, you may use your reaction to roll a d6 and add that number as a bonus to the result of your d20. If you do so, you suffer psychic damage equal to the bonus you received. Creatures that are immune to psychic damage can't benefit from this effect.	40 gp	1 lb.	

DUERGAR XARRON

DC	Item	Description	Value	Weight	Crafting
10	Duergar Brain	Due to generations of horrific experiments by their illithid captors, all duergars possess a unique genetic mutation that grants them psionic powers. Research from both within and without their own society have come to the conclusion that a large part of this potential is due to certain hormone secretions produced by their brains. When brewed properly, a duergar's brain can become a potion that temporarily grants the drinker psionic abilities of their own.	5 gp	3 lb.	Potion of the Duergar



HARVEST TABLE: E

EIDOLON

DC	Item	Description	Value	Weight	Crafting
15	Enchanted Rubble (3 vials)	When an eidolon forces its spirit into a sacred statue, it leaves behind a trace of its enchanted presence within the normally mundane stone. Although this presence dissipates over time, a keen-eyed harvester should be able to sift through the piles of dust of a destroyed statue and find the magical energies to keep for later use. Note: This item can only be harvested from a destroyed sacred statue that has been animated by an eidolon within the past hour. Requires enchanted vial. Use: As an action, you may pack this rubble into a damaged stone structure. If you do so, this rubble melds into the structure, repairing any damage done to it, starting from the point where the rubble has been packed. One vial has enough rubble to fill in up to 5 cubic feet of missing material.	200 gp	3 lb.	
20	Guardian Spirit	The ever-zealous eidolon is created from the spirits of the most loyal and fanatical followers of a powerful entity. By agreeing to transformation into an eidolon, these souls agree to sever their right to the wheel of fate and a chance of entering the afterlife. As such, I would argue that since these poor souls have nowhere else to turn, harvesting their remains and putting them to work as new magical items isn't just morally justified, it would be what they actually want. Requires spirit paper.	1,125 gp	1 lb.	Warden Charm

ELADRINS

"Many people hold qualms about harvesting the eladrin due to their humanoid-like appearances. I say that is simply rubbish, however. Despite their appearances, the eladrin are not humanoids. They are really more like living forces of nature, and you shouldn't feel any more guilt about harvesting one than you would feel when picking up a leaf. Admittedly, leaves don't have faces or the ability to speak, but that is a minor difference in my opinion." - Hamund

AUTUMN ELADRIN

DC	Item	Description	Value	Weight	Crafting
10	Autumn Blood (3 vials)	The blood of an eladrin in its autumn form smells sweet like seasonal spices and shines golden like freshly drawn syrup. Due to these properties, their blood is capable of attracting and calming wild beasts. In fact, autumn eladrin are often found to carry needles with which to prick their fingers should they ever need to calm an animal raging in their domain. Use: As an action, you may spill this blood over the ground adjacent to you, or on a space up to 20 feet away. Either way, as soon as you do so, all beasts with an Intelligence score of 6 within 30 feet of the spilled blood that can smell are instantly calmed as if affected by the <i>calm emotions</i> spell. If you spill this blood on yourself, you have advantage on any Wisdom (Animal Handling) checks that you make to convince a beast that can smell the blood to make a non-violent action. Spilled blood dries 10 minutes after first being exposed to the air, after which it becomes useless.	60 gp	1 lb.	
15	Eladrin Heart	The emotions of an eladrin are more intense and passionate than most mortals could ever comprehend. In fact, from my interviews with the eladrin, I could only describe their feelings as the most pure expression of emotion capable, one untainted by mundane desires and influences. These feelings are so strong that they are even capable of altering the eladrin's physical form and are kept (where else): the heart. If you want to tap into such a primal force, you must be prepared to remove the heart of these creatures, perhaps in doing so, proving why you need an emotional aid in the first place.	540 gp	2 lb.	Rod of Seasons

SPRING ELADRIN

DC	Item	Description	Value	Weight	Crafting
10	Spring Blood (3 vials)	The blood of an eladrin in its spring form smells like fresh roses and flows like nectar. It has an energizing, almost intoxicating presence, and for this reason, eladrin have been known to add drops of their own blood to the wine they offer unaware travelers. For this reason, it is best to avoid drinking or eating anything that an eladrin offers to you (but really, this is a good rule to follow in the Feywild in general). Use: If a creature drinks this vial of this blood, for the next hour that creature automatically fails any saving throw against any effect that would result in them becoming charmed. This blood is tasteless and odorless once added to any other liquid, but retains its dark-red coloring.	60 gp	1 lb.	
15	Eladrin Heart	The emotions of an eladrin are more intense and passionate than most mortals could ever comprehend. In fact, from my interviews with the eladrin, I could only describe their feelings as the most pure expression of emotion capable, one untainted by mundane desires and influences. These feelings are so strong that they are even capable of altering the eladrin's physical form and are kept (where else): the heart. If you want to tap into such a primal force, you must be prepared to remove the heart of these creatures, perhaps in doing so, proving why you need an emotional aid in the first place.	540 gp	2 lb.	Rod of Seasons

SUMMER ELADRIN

DC	Item	Description	Value	Weight	Crafting
10	Summer Blood (3 vials)	The blood of an eladrin in its summer form smells like cinnamon and seems to remain warm and fluid even long after the death of its original owner. Creatures of the Feywild that pledge themselves to the eladrin have been found wearing war paint that has been made from pigments and droplets of summer blood which is said to enhance the aggression and combat ability of the user. Use: You may drink this vial of blood as an action. If you do so, for the next hour, you are immune to the fear condition.	60 gp	1 lb.	
15	Eladrin Heart	The emotions of an eladrin are more intense and passionate than most mortals could ever comprehend. In fact, from my interviews with the eladrin, I could only describe their feelings as the most pure expression of emotion capable, one untainted by mundane desires and influences. These feelings are so strong that they are even capable of altering the eladrin's physical form and are kept (where else): the heart. If you want to tap into such a primal force, you must be prepared to remove the heart of these creatures, perhaps in doing so, proving why you need an emotional aid in the first place.	540 gp	2 lb.	Rod of Seasons

WINTER ELADRIN

DC	Item	Description	Value	Weight	Crafting
10	Winter Blood (3 vials)	The blood of an eladrin in its winter form smells like holly leaves and is so dark and viscous it looks like it has already coagulated. This blood has a soporific effect, and eladrin in this state have been found to coat their weapons in it to either subdue their foes or lay to rest a particularly elusive quarry. Use: This vial of blood can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the blood takes an action. For the next 10 minutes, any creature successfully hit must make a DC 13 Constitution saving throw. On a failure, the creature has disadvantage on ability checks and saving throws for the next minute. If a creature suffering from this effect is struck by a weapon coated by this blood and then fails the saving throw again, they have their speed reduced to half in addition to the other effects. If they are struck and fail the saving throw any subsequent time, the creature falls unconscious for the next minute, until it takes damage, or until another creature uses an action to shake them awake. If they are awoken through the latter two methods, the creature still suffers from the other two effects of failing the saving throw. Creatures that are immune to either the poison or charmed conditions are immune to the effects of this item.	60 gp	1 lb.	
15	Eladrin Heart	The emotions of an eladrin are more intense and passionate than most mortals could ever comprehend. In fact, from my interviews with the eladrin, I could only describe their feelings as the most pure expression of emotion capable, one untainted by mundane desires and influences. These feelings are so strong that they are even capable of altering the eladrin's physical form and are kept (where else): the heart. If you want to tap into such a primal force, you must be prepared to remove the heart of these creatures, perhaps in doing so, proving why you need an emotional aid in the first place.	540 gp	2 lb.	Rod of Seasons



ELDER ELEMENTALS

"I am fascinated by the Elder Elementals. The Phoenix embodies the destructive power of fire, and yet is also a symbol of healing and rebirth. The billowing gales of the Elder Tempest somehow exhibits form without form. The Leviathan is fluid and yielding yet strikes with incredible force, while the Zaratan is the image of immovability, yet its presence shakes those around it. Much like nature itself, the Elder Elementals are capricious creatures of contrast, and the materials that can be harvested from them embody this same power." - Hamund

LEVIATHAN

DC	Item	Description	Value	Weight	Crafting
20	Entropy Shard	Regardless of their end form, the creation of an elder elemental is an event so momentous that it breaks reality itself for a brief moment. This leads to the creation of an entropy shard: a piece of reality inside every elder elemental that they retain from their multiverse-shattering births. Resembling a pure white piece of glass about the size of a hand, this shard holds pure, primal power and should only be handled by the most experienced harvesters and crafters.	4,000 gp	5 lb.	Talisman of Nature's Wrath
25	Leviathan Drop	In its ever flowing form, it may seem like the leviathan has no easily defined form that would make for any sensible harvesting. The people that believe this, however, are not as competent as I. Indeed, for the harvester that is both perceptive and daring, there is a treasure at the center of a leviathan known as its "drop." This fist-sized drop seems like any of the water around it, yet if one looks carefully, they will notice that it never actually loses its shape or mixes with anything else in the leviathan, almost as if a strong, invisible membrane keeps it all in place. This drop, in fact, contains the essence of the leviathan and is as useful for channeling its power as a heart would be in a normal creature. For this reason, the drop is incredibly valuable as a reagent and only the most skilled alchemists have the knowledge and privilege of working with it.	22,120 gp	1 lb.	Potion of the Eternal Tide

PHOENIX

Due to the fiery death and rebirth trait, the Phoenix does not leave behind a usable corpse upon its death. Instead, it leaves ashes which may be harvested, while its entropy shard is blasted up to 150 feet away. In order to harvest a Phoenix's entropy shard, a harvester must first make a successful DC 15 Intelligence (Investigation) check to figure out where it landed.

DC	Item	Description	Value	Weight	Crafting
20	Entropy Shard	Regardless of their end form, the creation of an elder elemental is an event so momentous that it breaks reality itself for a brief moment. This leads to the creation of an entropy shard: a piece of reality inside every elder elemental that they retain from their multiverse-shattering births. Resembling a pure white piece of glass about the size of a hand, this shard holds pure, primal power and should only be handled by the most experienced harvesters and crafters.	4,000 gp	5 lb.	Talisman of Nature's Wrath
25	Phoenix Ashes (small pouch)	As a phoenix reaches the end of its current life, it bursts into a fiery nova that consumes its body entirely, allowing it to be reborn inside the cinder-egg and restore its strength. Although the cinder-egg tends to constitute whatever is left of the phoenix's material form, you may be able to gather some remnant ashes that contain traces of the phoenix's legendary regenerative power. When a skilled blacksmith adds these ashes to their furnace, they are able to create a legendary suit of armor that grants the user the same eternal presence as the phoenix itself.	10,000 gp	3 lb.	Armor of the Eternal Flame

ELDER TEMPEST

DC	Item	Description	Value	Weight	Crafting
20	Entropy Shard	Regardless of their end form, the creation of an elder elemental is an event so momentous that it breaks reality itself for a brief moment. This leads to the creation of an entropy shard: a piece of reality inside every elder elemental that they retain from their multiverse-shattering births. Resembling a pure white piece of glass about the size of a hand, this shard holds pure, primal power and should only be handled by the most experienced harvesters and crafters.	4,000 gp	5 lb.	Talisman of Nature's Wrath
25	Elder Tempest Spark (vial)	The elder tempest represents nature at its most dangerous and mercurial. However, within the constantly shifting form one thing remains constant: a crackling bolt of lightning that moves like a snake inside the gale of hurricane winds. This spark acts like the "spine" of the tempest, and can be thought of as the core of its being. If you can literally catch this lightning in a bottle, it can provide an audacious tinker enough energy to power an invention that wouldn't be possible by any other means. Requires enchanted vial.	33,400 gp	1 lb.	Crown of the Eternal Bolt

ZARATAN

DC	Item	Description	Value	Weight	Crafting
20	Entropy Shard	Regardless of their end form, the creation of an elder elemental is an event so momentous that it breaks reality itself for a brief moment. This leads to the creation of an entropy shard: a piece of reality inside every elder elemental that they retain from their multiverse-shattering births. Resembling a pure white piece of glass about the size of a hand, this shard holds pure, primal power and should only be handled by the most experienced harvesters and crafters.	4,000 gp	5 lb.	Talisman of Nature's Wrath
25	Zaratan Rubble (large bag)	Although the zaratan may seem like the definition of inactivity and dormancy, those that have met one can attest to the constant rumbling that occurs from it at all times, as if a great activity takes place within its shell. This is due to the unique, living minerals that constitutes the zaratan's body and defy the laws of physics by acting as force multipliers for everything around them. The result is a constant shifting of the rocks inside its form, like a circulatory system built from an avalanche. If you can find these special pieces of rubble after the zaratan's death, an artificer with expertise in elemental magic can harness it to create a weapon that contains literally limitless power.	29,600 gp	20 lb.	Hammer of the Eternal Quake

ELEMENTAL MYRMIDONS

AIR ELEMENTAL MYRMIDON

DC	Item	Description	Value	Weight	Crafting
15	Mote of Air	When an air elemental's summoned form is dispersed, it leaves behind small clumps of dust that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialized containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	1 lb.	Elemental Gem (Blue Sapphire) (DMG)
20	Myrmidon Shackles	Elementals are, by their nature, free and chaotic beings. It usually takes a lot of effort and powerful magic to trap them into a single form, and even more to bind them into service like one does with an elemental myrmidon. In fact, this magic is so strong, that it becomes reflected in the physical form of the elemental itself in the form of shackle-like armor around their wrists. These shackles have a number of uses due to the elemental magic infused into them, including reuse as binders for more elemental servants. Use: As a ranged attack, you may throw these shackles at an elemental that is size Large or smaller within 20 feet of you. On a successful hit, that elemental must make a DC 15 Wisdom saving throw. On a success, the shackles break and become useless. On a failure, the shackles bind to the elemental's form and the elemental becomes charmed by you for 1 hour. While charmed in this way, the elemental must obey your verbal commands to the best of its ability. If you do not issue any verbal commands to it, it defends itself from hostile creatures but otherwise takes no actions. If you or your companions damage the elemental, it may make the saving throw again, ending the charm on a success. Once the elemental is no longer charmed, the shackles slip off them and may not be used again until the next dawn.	285 gp	6 lb.	Elemental Armlets

EARTH ELEMENTAL MYRMIDON

DC	Item	Description	Value	Weight	Crafting
15	Mote of Earth	When an earth elemental's summoned form is dispersed, it leaves behind small clods of dirt that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialized containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	1 lb.	Elemental Gem (Yellow Diamond) (DMG)
20	Myrmidon Shackles	Elementals are, by their nature, free and chaotic beings. It usually takes a lot of effort and powerful magic to trap them into a single form, and even more to bind them into service like one does with an elemental myrmidon. In fact, this magic is so strong, that it becomes reflected in the physical form of the elemental itself in the form of shackle-like armor around their wrists. These shackles have a number of uses due to the elemental magic infused into them, including reuse as binders for more elemental servants. Use: As a ranged attack, you may throw these shackles at an elemental that is size Large or smaller within 20 feet of you. On a successful hit, that elemental must make a DC 15 Wisdom saving throw. On a success, the shackles break and become useless. On a failure, the shackles bind to the elemental's form and the elemental becomes charmed by you for 1 hour. While charmed in this way, the elemental must obey your verbal commands to the best of its ability. If you do not issue any verbal commands to it, it defends itself from hostile creatures but otherwise takes no actions. If you or your companions damage the elemental, it may make the saving throw again, ending the charm on a success. Once the elemental is no longer charmed, the shackles slip off them and may not be used again until the next dawn.	285 gp	6 lb.	Elemental Armlets

FIRE ELEMENTAL MYRMIDON

DC	Item	Description	Value	Weight	Crafting
15	Mote of Fire	When a fire elemental's summoned form is dispersed, it leaves behind small embers that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialized containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	1 lb.	Elemental Gem (Red Corundum) (DMG)
20	Myrmidon Shackles	Elementals are, by their nature, free and chaotic beings. It usually takes a lot of effort and powerful magic to trap them into a single form, and even more to bind them into service like one does with an elemental myrmidon. In fact, this magic is so strong, that it becomes reflected in the physical form of the elemental itself in the form of shackle-like armor around their wrists. These shackles have a number of uses due to the elemental magic infused into them, including reuse as binders for more elemental servants. Use: As a ranged attack, you may throw these shackles at an elemental that is size Large or smaller within 20 feet of you. On a successful hit, that elemental must make a DC 15 Wisdom saving throw. On a success, the shackles break and become useless. On a failure, the shackles bind to the elemental's form and the elemental becomes charmed by you for 1 hour. While charmed in this way, the elemental must obey your verbal commands to the best of its ability. If you do not issue any verbal commands to it, it defends itself from hostile creatures but otherwise takes no actions. If you or your companions damage the elemental, it may make the saving throw again, ending the charm on a success. Once the elemental is no longer charmed, the shackles slip off them and may not be used again until the next dawn.	285 gp	6 lb.	Elemental Armlets

WATER ELEMENTAL MYRMIDON

DC	Item	Description	Value	Weight	Crafting
15	Mote of Water	When a water elemental's summoned form is dispersed, it leaves behind small balls of foam that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialized containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	1 lb.	Elemental Gem (Emerald) (DMG)
20	Myrmidon Shackles	Elementals are, by their nature, free and chaotic beings. It usually takes a lot of effort and powerful magic to trap them into a single form, and even more to bind them into service like one does with an elemental myrmidon. In fact, this magic is so strong, that it becomes reflected in the physical form of the elemental itself in the form of shackle-like armor around their wrists. These shackles have a number of uses due to the elemental magic infused into them, including reuse as binders for more elemental servants. Use: As a ranged attack, you may throw these shackles at an elemental that is size Large or smaller within 20 feet of you. On a successful hit, that elemental must make a DC 15 Wisdom saving throw. On a success, the shackles break and become useless. On a failure, the shackles bind to the elemental's form and the elemental becomes charmed by you for 1 hour. While charmed in this way, the elemental must obey your verbal commands to the best of its ability. If you do not issue any verbal commands to it, it defends itself from hostile creatures but otherwise takes no actions. If you or your companions damage the elemental, it may make the saving throw again, ending the charm on a success. Once the elemental is no longer charmed, the shackles slip off them and may not be used again until the next dawn.	285 gp	6 lb.	Elemental Armlets



HARVEST TABLE: G

GIFF

"Of all the races I have met on my travels, the giff are easily my favourite. There's just something about their general demeanour that really speaks to me. In fact, I liked them so much that it was almost impossible to bring myself around to autopsying one after they fell in battle next to me. But I did it anyway since I think that in the end, contributing to this book is one of the highest honours I can bestow upon a creature." - Hamund

GIFF TRINKET TABLE

Item	Value	Weight
1 1d6 days' worth of rations	5 sp	2 lb.
2 1 ceremonial dagger	25 gp	7 lb.
3 1 bag of black powder	10 gp	3 lb.
4 1 smoking pipe	4 sp	-
5 1 regiment badge	2 gp	1 lb.
6 1d4 bottles of weapon oil	2 sp	1 lb.
7 1 fancy monocle	20 gp	-
8 4d10 gold pieces	Varies	Varies

DC	Item Description	Value	Weight	Crafting
10	Giff If there is one thing the giff are known for (other than being a race of hippo people), it Saliva is their overwhelming love for explosives. In fact, even their own biology seems to have (2 an affinity for the field, a the saliva of a giff contains a unique melange of chemicals that vials) can be added to gunpowder mixes in order to make them more stable and resistant to outside moisture. This explains the distinct habit that many giff display in which they absent-mindedly lick their ammunition and weapons as they maintain them. While it is off-putting to most, some alchemists are willing to buy giff saliva for their own uses, and most do not care whether or not it comes directly from the source.	4 gp	1 lb.	
15	Giff Skull Despite all their pomp and fancy over their intellectual and tactical talents, one of the giff's greatest wartime assets is a good old fashioned thick skull. Indeed, the giff's skull is so powerful that one of their many rites of passage involve tracking down an ogre and challenging it to a headbutt contest (something that the easily amused ogre tends to indulge in). Aside from their plain utility as helmets, there are some macabre collectors out there that are willing to purchase giff skulls at a decent price, apparently as a strange hobby wherein they attempt to assemble several of them in order to form a "regiment." Don't worry, I don't quite understand it either.	28 gp	12 lb.	

GITH

"The similarities and differences of the subspecies of gith yield volumes of information on their history and divergent evolution. Scholars could study for years on the intricate ways in which their bodies have developed in response to their differing environments and as such, it is my duty to continue harvesting samples of them to continue this worthy academic endeavour." - Hamund

GITHYANKI TRINKET TABLE

Item	Value	Weight
1 1d4 energy stimulating chewable roots	8 sp	-
2 1 githyanki battle standard	5 gp	10 lb.
3 1 officer badge	2 gp	1 lb.
4 1 book of battle tactics	5 gp	2 lb.
5 1 map of the Astral Plane	50 gp	5 lb.
6 1 whetstone	1 cp	1 lb.
7 1 set of dragon reins	10 gp	3 lb.
8 1d8 stolen trinkets	10 gp	2 lb.

GITHZERAI TRINKET TABLE

Item	Value	Weight
1 1d4 pieces of ornate jewelry	5 gp	1 lb.
2 1 bag of sweet-smelling herbs	4 sp	-
3 1d4 rolls of medicine-soaked bandages	1 gp	1 lb.
4 1d4 pouches of rare tea	1 gp	1 lb.
5 1d4 bottles of meditative body oil	6 sp	1 lb.
6 1d6 bags of crushed gems	10 gp	2 lb.
7 1d4 tokens from a defeated githyanki	5 sp	-
8 1 set of ornate hand wraps	3 gp	1 lb.

GITHYANKI GISH

DC	Item	Description	Value	Weight	Crafting
10	Githyanki Hair Braid	The hair braid of a mighty githyanki warrior is a symbol of their prowess in combat. An intact braid can fetch a tidy sum among collectors back on the Material Plane.	20 gp	1 lb.	
15	Githyanki Heart	The githyanki are not originally a species native to the Astral Plane, and yet they have made it their home regardless. Prolonged exposures to the unaging nature of the Astral Plane has caused some of their organs, particularly their hearts, to develop curious qualities that are valuable to scholars attempting to unlock the secrets of that place.	5 gp	1 lb.	
20	Githyanki Brain	The githyanki brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than that of most other humanoids. Although doing so may be distasteful for civilized folk, consuming the brain of a githyanki can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githyanki brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>jump</i> spell up to 3 times.	10 gp	4 lb.	

GITHYANKI KITH'RAK

DC	Item	Description	Value	Weight	Crafting
10	Githyanki Hair Braid	The hair braid of a mighty githyanki warrior is a symbol of their prowess in combat. An intact braid can fetch a tidy sum among collectors back on the Material Plane.	20 gp	1 lb.	
15	Githyanki Heart	The githyanki are not originally a species native to the Astral Plane, and yet they have made it their home regardless. Prolonged exposures to the unaging nature of the Astral Plane has caused some of their organs, particularly their hearts, to develop curious qualities that are valuable to scholars attempting to unlock the secrets of that place.	5 gp	1 lb.	
20	Githyanki Brain	The githyanki brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than that of most other humanoids. Although doing so may be distasteful for civilized folk, consuming the brain of a githyanki can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githyanki brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>jump</i> spell up to 3 times.	10 gp	4 lb.	

GITHYANKI SUPREME COMMANDER

DC	Item	Description	Value	Weight	Crafting
10	Githyanki Hair Braid	The hair braid of a mighty githyanki warrior is a symbol of their prowess in combat. An intact braid can fetch a tidy sum among collectors back on the Material Plane.	20 gp	1 lb.	
15	Githyanki Heart	The githyanki are not originally a species native to the Astral Plane, and yet they have made it their home regardless. Prolonged exposures to the unaging nature of the Astral Plane has caused some of their organs, particularly their hearts, to develop curious qualities that are valuable to scholars attempting to unlock the secrets of that place.	5 gp	1 lb.	
20	Githyanki Brain	The githyanki brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than that of most other humanoids. Although doing so may be distasteful for civilized folk, consuming the brain of a githyanki can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githyanki brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>jump</i> spell up to 3 times.	10 gp	4 lb.	



GITHZERAI ANARCH

DC	Item	Description	Value	Weight	Crafting
10	Githzerai Brand	The githzerai practice many rituals in their constant adherence to discipline and tradition. One of these is a ritualistic branding of their bodies. Each brand may only be earned after the githzerai have demonstrated a mastery of a skill respected within the githzerai culture. Young and novice githzerai may only have a simple brand of a single skill, while the most revered and experienced in their society would have intricate brands, developed and layered on each other over their many years of learning. These brands are both rare and beautiful to admire, making them valuable to collectors elsewhere.	20 gp	1 lb.	
15	Githzerai Heart	The githyanki are not originally a species native to Limbo, and yet they have made it their home regardless. Their existence there is a paradox; a stretch of serenity in an otherwise chaotic sea. This is reflected in their own bodies which have gradually adapted to living in such a place. Their hearts in particular are noteworthy to scholars trying to unlock the power of that plane.	5 gp	1 lb.	
20	Githzerai Brain	The githzerai brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilized folk, consuming the brain of a githzerai can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githzerai brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>feather fall</i> spell up to 3 times.	10 gp	4 lb.	

GITHZERAI ENLIGHTENED

DC	Item	Description	Value	Weight	Crafting
10	Githzerai Brand	The githzerai practice many rituals in their constant adherence to discipline and tradition. One of these is a ritualistic branding of their bodies. Each brand may only be earned after the githzerai have demonstrated a mastery of a skill respected within the githzerai culture. Young and novice githzerai may only have a simple brand of a single skill, while the most revered and experienced in their society would have intricate brands, developed and layered on each other over their many years of learning. These brands are both rare and beautiful to admire, making them valuable to collectors elsewhere.	20 gp	1 lb.	
15	Githzerai Heart	The githyanki are not originally a species native to Limbo, and yet they have made it their home regardless. Their existence there is a paradox; a stretch of serenity in an otherwise chaotic sea. This is reflected in their own bodies which have gradually adapted to living in such a place. Their hearts in particular are noteworthy to scholars trying to unlock the power of that plane.	5 gp	1 lb.	
20	Githzerai Brain	The githzerai brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilized folk, consuming the brain of a githzerai can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githzerai brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>feather fall</i> spell up to 3 times.	10 gp	4 lb.	

GRAY RENDER

DC	Item	Description	Value	Weight	Crafting
10	Gray Render Claw (x2)	A gray render's claw resembles that of a bear's, and like a bear's, they are capable of mauling a target as well as rudimentary grasping. The gray render often employs both these functions when serving its master, slaughtering some prey before dragging the carcass back like an oversized, monstrous puppy.	85 gp	15 lb.	Any melee slashing weapon, +2 (DMG)
15	Gray Render Hide	Due to their vaguely psionic and mystical nature, the hide of a gray render has more uses than for simply tanning into a suit of armor (although it is certainly quite useful for that). One use that has always stood out to me, is its use as sheets on a marital bed. It is believed by some cultures that any freshly wed couple that sleeps upon a gray render blanket on their first night as a couple will be loyal to one another for life the way that the gray render is loyal to their chosen master. I cannot verify the validity of this claim, but I can attest that sleeping on a lumpy, tough, gray sheet is not the most romantic way to begin your marriage.	380 gp	20 lb.	Leather or Studded Leather, +2 (DMG)
20	Gray Render Brain	The gray render is known for forming lifelong bonds with a creature that it declares as its master. This need for companionship is so strong that it warps the gray render's brain, enlarging portions responsible for emotional attachment and increasing the production of certain enzymes and hormones. As such, a gray render's brain is a treasure trove for any alchemist looking to mix together a bewildering brew or charming concoction.	1,000 gp	3 lb.	Periapt of Love (DMG) or Concoction of Companionship

HARVEST TABLE: H & K

HOWLER

DC	Item	Description	Value	Weight	Crafting
10	Howler Blood (5 vials)	The terrifying power of a howler goes beyond a scary call and visage. There is something more sinister at work that grants the howler such a presence, something in its very blood. Indeed, it is no coincidence that the howler actually secretes its blood from its eyes and mouth at all times: all the better to spread its horrid fear. Use: As an action you may throw this vial at a space within 20 feet, shattering it on impact. All creatures within 5 feet of that space must succeed on a DC 12 Wisdom saving throw or become frightened of that space for the next minute. While frightened in this way, a creature must use its movement and any available Dash action to move as far away from that space as possible. If it is impossible for a creature to move without putting itself in danger, it stays in place instead, using its action to cower. A creature may 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.	10 gp	1 lb.	
15	Howler Teeth (large bag)	The gnashing jaws of a howler are filled with jagged teeth capable of rending apart even the sturdiest of plate armor. It is no surprise that these teeth are highly prized as crafting materials for weaponry with a literally fearsome edge.	115 gp	10 lb.	Any piercing melee weapon, +1 (DMG)
20	Howler Voice Box	The horrid call of a howler is not one that can ever be forgotten in one's lifetime. This terrifying screech owes its unique sound to the howler's vocal cords which are unlike that of any other creature's. These dry, chapped strings seem more like desiccated lines of sinew than vocal cords, but when they resonate, they create the warbling howl that is so known for shaking the courage of mortals. Indeed, fiends have been known to string their instruments with these cords, creating orchestras that terrify adventurers as they venture through their dark halls.	340 gp	4 lb.	Harp of Horror

KRUTHIKS

YOUNG KRUTHIK

DC	Item	Description	Value	Weight	Crafting
5	Kruthik Musk (vial)	Although kruthiks have their own language consisting of clicks and hisses, they also utilize an alternate form of communication that relies on scent. By leaving scent marks, a kruthik may leave messages and warnings to fellow members of its race. This versatile musk has been adopted for many uses by more civilized races including perfumes, alcohols, and (ironically) insect repellants.	2 sp	1 lb.	

ADULT KRUTHIK

DC	Item	Description	Value	Weight	Crafting
5	Kruthik Musk (3 vials)	Although kruthiks have their own language consisting of clicks and hisses, they also utilize an alternate form of communication that relies on scent. By leaving scent marks, a kruthik may leave messages and warnings to fellow members of its race. This versatile musk has been adopted for many uses by more civilized races including perfumes, alcohols, and (ironically) insect repellants.	2 sp	1 lb.	
10	Kruthik Spike (x5)	As a natural weapon, kruthiks can launch shards of chitin from their legs like arrows, skewering prey with uncanny accuracy. These lightweight but durable spikes are prized for arrow fletching in the wood-sparse Underdark, and it is not uncommon to find drow quivers filled with them. In fact, one common task for young drow is to form hunting packs to harvest kruthik spikes; hopefully collecting more arrow material than they use.	1 gp	1 lb.	Arrow or bolt, +1 (DMG)

KRUTHIK HIVE LORD

DC	Item	Description	Value	Weight	Crafting
5	Kruthik Musk (5 vials)	Although kruthiks have their own language consisting of clicks and hisses, they also utilize an alternate form of communication that relies on scent. By leaving scent marks, a kruthik may leave messages and warnings to fellow members of its race. This versatile musk has been adopted for many uses by more civilized races including perfumes, alcohols, and (ironically) insect repellants.	2 sp	1 lb.	
10	Kruthik Spike (x10)	As a natural weapon, kruthiks can launch shards of chitin from their legs like arrows, skewering prey with uncanny accuracy. These lightweight but durable spikes are prized for arrow fletching in the wood-sparse Underdark, and it is not uncommon to find drow quivers filled with them. In fact, one common task for young drow is to form hunting packs to harvest kruthik spikes; hopefully collecting more arrow material than they use.	1 gp	1 lb.	Arrow or bolt, +1 (DMG)
15	Kruthik Hive Lord Chitin	A kruthik hive lord is immensely durable due to being covered in a thick chitin shell that is stronger than most plate. It is usually pretty easy to spot a commander of an Underdark brigade of warriors, since they are often adorned in intimidating, spikey armor crafted from this chitin.	65 gp	40 lb.	Plate armor, +2 (DMG)

HARVEST TABLE: M

MARUT

DC	Item	Description	Value	Weight	Crafting
5	Sigil Oil (5 vials)	The oil that flows through the marut is no simple lubricant found on a cheap tinker's toy. It is believed that this oil is refined from the drippings of Primus himself, their oil giving life to their greatest creation. This oil is highly coveted by mortal crafters to use when making their own constructs as it is believed that they lend a more lifelike quality to their creation's movements.	100 gp	2 lb.	
15	Marut Hand (x2)	Forged with mechanical precision under hammers timed to the eternally ticking gears of Mechanus, the hands of a marut are as close to godly perfection as can be achieved in the metallic form. Capable of striking down even fiendish lords and celestial beings in service of the marut's goal of enforcing the law, these hands are almost impossible to work with for a mortal crafter. Yet, for the rare individual that can, a truly remarkable set of gauntlets can be created, one that can turn even mortals into executioners of the gods.	1,000 gp	50 lb.	Mechanus Gauntlets
20	Marut Metal	The alloy that constitutes a marut's frame cannot be found anywhere on the Material Plane. In fact, it cannot be found anywhere outside of Mechanus as it is actually smelted from the ancient gears of the modron home world. This metal is supremely durable yet lightweight, and traces of it have been found mixed into legendary pieces of weapons and armor across the realms. But, if you manage to scavenge a full intact shell of it, a worthy blacksmith can craft a suit of armor that will protect you from supernatural harm.	4,000 gp	200 lb.	Primus Plate
25	Enforcer's Eye	Cultures all across the Material Plane tend to share tales of leaders that sacrifice an eye in order to gain otherworldly levels of wisdom and judgement. While many are familiar with the subsequent exploits of these leaders, they never end up explaining what happens to the eye they sacrificed. Well, long story short, they end up on Sigil, where the modron leader, Primus, takes them and plants them into the marut where it grows to the size of a melon as the final step of their construction. These eyes see with both the wisdom of the universe and the empathy of mortals and they are what allow the marut to hunt and judge their contract holders better than any lesser construct possibly could. Use: While holding the eye, you may use your action to close your eyes and focus, allowing you to see through the eye. While seeing through the eye, you have darkvision out to a range of 60 feet, you are unaffected by visual illusions, and you automatically succeed on any Wisdom (Insight) check to determine if a creature is lying or not. You stop seeing through the eye if you ever open your own eyes (no action required) or if the eye ever leaves your hand.	14,000 gp	10 lb.	
30	Edict Engine	The edict engine is a swirling vortex of pure energy that powers the marut and allows its massive form to move with all the strength and grace of the mightiest angels. In a feat of engineering capable only from Primus itself, the engine runs on the logic of the Multiverse itself, keeping the marut operational so long as the ancient contract that binds the laws of physics together remains upheld. This engine is so perfect in its design that any attempt by mortal hands to tinker with it would ruin it irreparably. Use: While holding this item, you may use your action to activate it, causing all creatures within a 30-foot radius to take 45 radiant damage. Any creature that took any of that damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of your next turn. Once used, this item cannot be used again until the next dawn. Every time this item is used, there is a 10 per cent chance that it breaks apart due to mortal negligence and becomes useless.	20,000 gp	60 lb.	

MEAZEL

“There’s really nothing more depressing than someone that has been taken by the Shadowfell and transformed into a meazel. Not because of their dreadful situation, but because their corpses were almost certainly more valuable in their original forms; meazel corpses simply don’t have that much to offer in terms of utility. Truly the Shadowfell knows how to rob even someone like me of their simple pleasures.” - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Meazel Hair (small bag)	The meazel's body is covered with wispy tufts of black hair that flows and flutters like the edges of a shadow. Surprisingly soft for such a rough-natured creature, this hair is favored in lining leather armor for both its sound dampening and light absorbing properties.	5 sp	3 lb.	
10	Umbral Ichor (3 vials)	The thin liquid that flows through a meazel's veins acts similarly to blood, but is in fact concentrated shadow magic that has infused itself into the meazel's body. It is this substance that causes shadows to recognize the meazel as its own, allowing the wily creatures to slip in and out of them at will. When drunk by any other creature, it grants these same benefits, but be careful about taking it regularly; it can lead to overwhelming feelings of malaise and emptiness if one's intake is not managed properly. Use: You may drink this ichor as an action. For the next hour, you have darkvision out to a range of 120 feet and you can take the Hide action as a bonus action while in dim light or darkness. During this time however, you also gain a sensitivity to sunlight and have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.	1 gp	1 lb.	Potion of the Shadowjumper

MEAZEL TRINKET TABLE

Item	Value	Weight
1 1 waterskin	2 sp	5 lb.
2 1 whetstone	1 cp	1 lb.
3 1d4 pouches of snacking insects	6 cp	1 lb.
4 1 garrote	5 cp	-
5 1d4 strings of critter bones and teeth	1 sp	1 lb.
6 1 set of tattered clothes	2 cp	2 lb.
7 1d6 pieces of stolen jewelry	1 gp	1 lb.
8 4d10 copper pieces	Varies	Varies



HARVEST TABLE: N

NAGPA

DC	Item	Description	Value	Weight	Crafting
10	Nagpa Claw	Unlike most humanoid who are capable of building wonders with their hands, the sharp, gnarled claws of a nagpa are fit for only one purpose: destruction. Indeed, the magic that they emit from their claws never seem to involve building anything or transfiguring one thing into something better; it always seems to involve death and decay. The nagpas have become so good at this that they even developed their natural magic in one of their claws that disrupts and paralyzes the life functions of all creatures around them. When incorporated into a staff, this claw can channel the nefarious powers of a nagpa for all sorts of dark abilities.	600 gp	2 lb.	Staff of Maleficence
15	Nagpa Heart	The heart of a nagpa resembles the rest of its body: shriveled and twisted. In fact, their hearts are so corrupted that they are able to spread their taint to the hearts of others, bringing them under their dark sway. While it does take some skill to harvest this fragile organ without destroying it, the heart serves as a powerful charm for any spellcaster looking to enhance their own bewitching talents. Use: While holding this item, if you cast a spell that would result in a creature becoming charmed by you, you may double both the range of the spell and its duration. Once used, this item may not be used again until the next dawn.	1,800 gp	1 lb.	
20	Brand	When the Raven Queen cursed the craven wizards that would become the of the nagpas, she branded her mark on their very souls, condemning them to long lives of torment and punishment for their deeds. Once the nagpa has finally been Queen relieved of its mortal coil, this brand can be transferred to a sheet of spirit paper in an extremely difficult ritual. After being secured, the brand serves as a connection to the Raven Queen and can bestow on its owner a single one of her blessings...or curses depending on your outlook on things. Requires spirit paper. Use: If you die while this item is on your person, you may choose to have your soul re-enter your body immediately, bringing you back to life, fixing any mortal wounds, and restoring your hit points to half their maximum. If you are resurrected in this way however, the visual marks of the cause of your death remain permanently scarred on your body, even if such marks would seemingly make it impossible for you to still be functioning. For example, if you died via fire, you would permanently bear grievous burn marks all over your body, or if you died via bludgeoning, your face would look permanently bruised and swollen. This item cannot be used if you died in a manner that would also cause your soul to be destroyed or trapped somewhere else.	4,600 gp	1 lb.	

NAGPA TRINKET TABLE

Item	Value	Weight
1 1 spellbook	300 gp	7 lb.
2 1 ritual dagger	8 sp	3 lb.
3 1 arcane focus (staff)	5 gp	4 lb.
4 1 set of fine clothes	15 gp	6 lb.
5 1 forgery kit	15 gp	5 lb.
6 1d4 mementos of a destroyed kingdom	20 gp	2 lb.
7 1d12 pieces of expensive jewelry	50 gp	2 lb.
8 10d10 gold pieces	Varies	Varies



NIGHTWALKER

"I must clear my name and state that I had nothing to do with the death of the nightwalker that I harvested to make this entry. I have no idea which poor soul ended up trapped in the Negative Plane due to this creature's death, but I hope that wherever they are, they are happy to know the nightwalker also killed its assailants during their fight, thus exacting some revenge on those responsible for their eternal captivity." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Nightwalker Horn (x2)	The horns of a nightwalker act almost like an interplanar grounding rod. Within their semi-solid form lies ancient and forbidden magic that allows the nightwalker to remain in the Material Plane despite its paradoxical existence in our realm. When harvested properly, they can help keep any creature to keep a foothold in a realm they do not belong. Use: While you have this horn on your person, you have advantage on any saving throw to resist being sent to another plane or teleported against your will.	260 gp	15 lb.	
15	Nightwalker Doom Finger	Very few creatures can boast the amount of power that the nightwalker carries in a single finger. Within this digit, the nightwalker is able to channel energy directly from its home plane, materializing in our reality as a beam of dark power that strikes a target with a small taste of what it is like to enter the destructive storms of the Negative Plane. It is extraordinarily dangerous to attempt to harvest or craft with this appendage, yet if you can successfully do both, you will possess a wand that channels the force of anti-life itself. Use: While holding this finger, you may use your action to point it at a target you can see within 60 feet of you. The target must succeed on a DC 21 Wisdom saving throw or take 4d12 necrotic damage and become frightened of you until the end of your next turn. While frightened in this way, the creature is also paralyzed. Once used, this item cannot be used again until the next dawn. In addition, every time you use this item, there is a 10 per cent chance that it will explode into a burst of anti-matter instead. If this occurs, the finger is destroyed and all creatures within 60 feet of you must make a DC 21 Constitution saving throw, suffering 4d6 necrotic damage and becoming paralyzed until the start of your next turn on a failure, or half that and no paralysis on a success.	2,260 gp	5 lb.	Wand of Doom
20	Negative Plane Echo	Most of a nightwalker's semi-corporeal body appears to be formed from a wispy shadow substance that congeals, flickers, and dissipates repeatedly in a maddening dance. This shadow is actually pure Negative Plane energy and only appears the way it does due to our limited senses. Most of this energy dissipates soon after the nightwalker's death, but quick hands can harvest some of it into spirit paper to later be transferred into a more solid vessel capable of utilizing the nullifying abilities of Negative Plane energy. Requires spirit paper. Use: As an action, you may tear this item open, releasing the pent up energy inside and forcing all creatures within 60 feet of you must make a DC 21 Constitution saving throw, suffering 6d6 necrotic damage and becoming paralyzed until the start of your next turn on a failure, or half that and no paralysis on a success.	4,600 gp	1 lb.	Armor of Nullification
25	Anti-Heart	There is a great amount of debate as to whether nightwalkers exist naturally in the Negative Plane, or if they only come into being when a creature from the Material Plane crosses the threshold into that nightmarish realm. Supporters of the latter theory hold up the nightwalker's "anti-heart" as evidence to support their claim. This anti-heart appears to us as a dark, flame-like mote of negative energy nestled in the nightwalker's chest. The origin of its name is the fact that this organ seems to be diametrically linked to the trapped creature that released the nightwalker in the first place, shifting in unison with their own heartbeat and becoming stronger as the trapped creature grows weaker. Like all aspects of the nightwalker, the anti-heart exists only as a dark inversion of life and thus has powerful destructive and life-nullifying properties. Use: While holding onto this heart, you may use your action to communicate with the creature whose entrapment in the Negative Plane spawned the nightwalker. You are able to send a verbal message to that creature from any plane and they may respond in kind but are under no obligation to do so. If that creature dies, this item loses its ability, indicated by the anti-heart becoming noticeably inert and lacking the flame-like wisps that usually surround it.	12,000 gp	5 lb.	Talisman of Annihilation

HARVEST TABLE: O

OBLEX

OBLEX SPAWN

DC	Item	Description	Value	Weight	Crafting
5	Oblex Slime (vial)	The slime of most oozes comprises little more than strings of proteins and acids that give them form and digestive capabilities. Oblexes are a little different however, as instead of simply digesting the body of its prey, an oblex also feeds on their mind and mental energies, thus necessitating a unique set of enzymes that react to the psionic field all creatures produce. These enzymes become mostly inert upon the oblex's death, but some Underdark societies have discovered fermentation techniques that can recycle the slime into an amnesia-inducing drink called "fade." This drink is famous for helping the imbiber forget bad memories; something you would probably want to do too if you lived in the horror that is the Underdark.	2 gp	1 lb.	

ADULT OBLEX

DC	Item	Description	Value	Weight	Crafting
5	Oblex Slime (3 vials)	The slime of most oozes comprises little more than strings of proteins and acids that give them form and digestive capabilities. Oblexes are a little different however, as instead of simply digesting the body of its prey, an oblex also feeds on their mind and mental energies, thus necessitating a unique set of enzymes that react to the psionic field all creatures produce. These enzymes become mostly inert upon the oblex's death, but some Underdark societies have discovered fermentation techniques that can recycle the slime into an amnesia-inducing drink called "fade." This drink is famous for helping the imbiber forget bad memories; something you would probably want to do too if you lived in the horror that is the Underdark.	2 gp	1 lb.	
10	Dead Memory	As the oblex consumes the body of its prey, it also absorbs their minds and memories. Where exactly these are stored is a mystery considering their lack of brain, but even without this knowledge, it is possible to extract these into a sheet of spirit paper following the oblex's death. For harvesting and crafting purposes, the specific individual's memories are unimportant. What we actually focus on is the lingering psionic resonance that they create as they call out within the confines of the oblex's nightmarish form. This energy is incredibly potent and is used by alchemists as the final catalyst for a particularly mind-bending concoction. Requires spirit paper. Note: You can repeat the harvesting check for this item and get a new harvestable every time until the first time it is unsuccessfully harvested. The DC for this item increases by 2 every time it is harvested, however.	58 gp	1 lb.	Potion of the Gestalt



ELDER OBLEX

DC	Item	Description	Value	Weight	Crafting
5	Oblex Slime (5 vials)	The slime of most oozes comprises little more than strings of proteins and acids that give them form and digestive capabilities. Oblexes are a little different however, as instead of simply digesting the body of its prey, an oblex also feeds on their mind and mental energies, thus necessitating a unique set of enzymes that react to the psionic field all creatures produce. These enzymes become mostly inert upon the oblex's death, but some Underdark societies have discovered fermentation techniques that can recycle the slime into an amnesia-inducing drink called "fade." This drink is famous for helping the imbiber forget bad memories; something you would probably want to do too if you lived in the horror that is the Underdark.	2 gp	1 lb.	
10	Dead Memory	As the oblex consumes the body of its prey, it also absorbs their minds and memories. Where exactly these are stored is a mystery considering their lack of brain, but even without this knowledge, it is possible to extract these into a sheet of spirit paper following the oblex's death. For harvesting and crafting purposes, the specific individual's memories are unimportant. What we actually focus on is the lingering psionic resonance that they create as they call out within the confines of the oblex's nightmarish form. This energy is incredibly potent and is used by alchemists as the final catalyst for a particularly mind-bending concoction. Requires spirit paper. Note: You can repeat the harvesting check for this item and get a new harvestable every time until the first time it is unsuccessfully harvested. The DC for this item increases by 2 every time it is harvested, however.	58 gp	1 lb.	Potion of the Gestalt
15	Coalescence Gel (5 vials)	As an oblex continues to absorb minds and memories, it grows into a larger form and is considered an elder oblex. At this point, the melange of consciousnesses that inhabit its amorphous form collapse in on themselves, creating a new texture and consistency in the oblex with a new set of chemical properties. These chemicals are very reactive to transfiguration and illusion magic, but can also be rendered into an oil that causes extreme brain damage to creatures it strikes. Use: As an action, you may rub this gel into yourself where it is absorbed into you for the next 24 hours. During this time, if you cast the <i>disguise self</i> spell or similar self-targeted, illusion-based disguise magic, the gel reacts and shapes itself to the illusion, causing it to no longer fail to hold up to physical inspection. Note that this does not change your actual form to match the illusion, the gel merely creates a simulacrum that feels realistic to touch.	140 gp	1 lb.	Oil of the Memory Thief

OGRES

"I have met many, many ogres in my travels and none of them have displayed any aptitude for crafting or metalworking. Not only that, the goblins that they often associate with also display a distinct lack of patience for the finer weapon smithing arts. This only leads me to ask: where in the world are these ogres finding such large equipment to match their size?" - Hamund

OGRE BATTERING RAM

DC	Item	Description	Value	Weight	Crafting
5	Ogre Fat (3 vials)	An ogre has a repugnant odor that seems to combine moldy cheese, sour feet, and dank mud all at once. The fat around their rotund bellies seem to be the most potent source of this smell, and it takes a very stalwart alchemist to render this fat into tallow to make a vaguely magical candle.	1 gp	1 lb.	Repelling Candle
10	Ogre Hide	The tough skin of an ogre is undoubtedly smelly and unpleasant. However, when tanned, it makes for a very durable leather, and many would tanners would be glad to have them.	2 gp	30 lb.	
15	Ogre Hand (x2)	Brutish, rough, and very large, the hands of an ogre are meant for little more than wielding a club to smash those smaller than their owner.	5 gp	35 lb.	Gauntlets of Ogre Power (DMG)

OGRE BOLT LAUNCHER

DC	Item	Description	Value	Weight	Crafting
5	Ogre Fat (3 vials)	An ogre has a repugnant odor that seems to combine moldy cheese, sour feet, and dank mud all at once. The fat around their rotund bellies seem to be the most potent source of this smell, and it takes a very stalwart alchemist to render this fat into tallow to make a vaguely magical candle.	1 gp	1 lb.	Repelling Candle
10	Ogre Hide	The tough skin of an ogre is undoubtedly smelly and unpleasant. However, when tanned, it makes for a very durable leather, and many would tanners would be glad to have them.	2 gp	30 lb.	
15	Ogre Hand (x2)	Brutish, rough, and very large, the hands of an ogre are meant for little more than wielding a club to smash those smaller than their owner.	5 gp	35 lb.	Gauntlets of Ogre Power (DMG)

OGRE CHAIN BRUTE

DC	Item Description	Value	Weight	Crafting
5	Ogre Fat An ogre has a repugnant odor that seems to combine moldy cheese, sour feet, and dank mud all at once. The fat around their rotund bellies seem to be the most potent (3 source of this smell, and it takes a very stalwart alchemist to render this fat into tallow vials) to make a vaguely magical candle.	1 gp	1 lb.	Repelling Candle
10	Ogre Hide The tough skin of an ogre is undoubtedly smelly and unpleasant. However, when tanned, it makes for a very durable leather, and many would tanners would be glad to have them.	2 gp	30 lb.	
15	Ogre Hand Brutish, rough, and very large, the hands of an ogre are meant for little more than wielding a club to smash those smaller than their owner. (x2)	5 gp	35 lb.	Gauntlets of Ogre Power (DMG)

OGRE HOWDAH

DC	Item Description	Value	Weight	Crafting
5	Ogre Fat An ogre has a repugnant odor that seems to combine moldy cheese, sour feet, and dank mud all at once. The fat around their rotund bellies seem to be the most potent (3 source of this smell, and it takes a very stalwart alchemist to render this fat into tallow vials) to make a vaguely magical candle.	1 gp	1 lb.	Repelling Candle
10	Ogre Hide The tough skin of an ogre is undoubtedly smelly and unpleasant. However, when tanned, it makes for a very durable leather, and many would tanners would be glad to have them.	2 gp	30 lb.	
15	Ogre Hand Brutish, rough, and very large, the hands of an ogre are meant for little more than wielding a club to smash those smaller than their owner. (x2)	5 gp	35 lb.	Gauntlets of Ogre Power (DMG)



HARVEST TABLE: R

RETRIEVER

DC	Item	Description	Value	Weight	Crafting
10	Retriever Leg (x8)	The metal of a retriever's legs are formed of a dark metal alloy that has been untouched by the warmth of the sun. Quite often, the materials that go into the retriever's body are actually stolen by the drow from their duergar neighbors, since drow societies usually do not have the expertise or patience to engage in such difficult metallurgy. Regardless, the end result is an incredibly sharp and durable edge that the retriever uses to either kill its quarry or to fend off anyone trying to protect them.	30 gp	50 lb.	Any piercing or slashing melee weapons, +2 (DMG)
15	Pedipalp Sensor (x2)	Like all spiders, the retriever also has two small mandibles emerging from the underside of their "mouth" which are meant to funnel prey and food into their deadly maw. However, since a retriever does not eat, these pedipalp are repurposed for the retriever's tracking purposes, capable of finding even the tiniest scent of its quarry in the air. These pedipalp actually remain active when removed carefully from the retriever, however their utility is slightly reduced due to not having the support systems that the rest of the retriever's body would normally provide. Use: If you hold an object owned by a creature to one of these pedipalp for at least 1 minute, the pedipalp becomes tuned to that creature. When held loosely in one hand, the pedipalp will reorient itself towards the direction of the creature so long as it is within 5 miles and on the same plane of existence.	250 gp	10 lb.	
20	Retriever Spirit	Drow lack the technological prowess to create a fully sentient automaton the way the gnomes can. Instead, they rely on extraordinarily dark magic to provide the animating force for their constructs: torturing and binding a demon spirit until it can do nothing but obey and serve. The resulting spirit can hardly even be called by its original name, and at this point is little more than a tool to be used like any other. While it is distasteful, a skilled tinker can take this spirit and use it in their own experiments to lend them a darker, but stronger edge. Requires spirit paper.	1,110 gp	1 lb.	Tracker Drone
25	Beam Turret	One of the retriever's most deadly weapons is the turret located near where its mouth should be. This turret's design is based off of blueprints stolen by the drow from workshops in the Abyss and is capable of firing incredibly potent streams of energy to either kill or debilitate the retriever's opponents. It is incredibly difficult to reverse engineer these turrets, but they can be modified into something more suitable for mortal hands to wield into battle. In a pinch, this turret may also be used to fire the last of its lingering magic, but doing so without the bracing systems that the retriever would normally provide will irreversibly damage this piece. Use: As an action, you target one creature you can see within 60 feet of you, forcing them to succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target 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, this turret breaks apart and becomes useless.	4,700 gp	20 lb.	Demon Cannon



HARVEST TABLE: S

SALAMANDER, FROST

"I must confess that I actually encountered frost salamanders before I met their fiery cousins. This led me to believe that the frost salamander was actually the default variety, and I ended up referring to the fire-based variety as "fire salamanders" for quite some time. The uncles at the Hamund clan hall still joke about it whenever I go back for family reunions." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Frost Salamander Blood (7 vials)	The blood of a frost salamander moves with all the frigid pace of a glacier. Permanently cold to the touch, it retains some magic in it at all times that can be turned into a makeshift weapon oil to add frigid power to one's strikes. Use: Can be used to coat up to 5 pieces of ammunition or one melee weapon. Applying this blood takes 1 minute. For the next minute, any creature successfully hit must make a DC 17 Constitution saving throw. On a failure, they suffer an additional 1d6 cold damage and their movement is halved until the start of your next turn.	1 gp	1 lb.	
10	Frost Salamander Fang	The fangs of a frost salamander carry within them all the bite of winter's cold. They are highly prized as a weapon material, and it is common to see strings of them adorning the necks of frost giants to boast of their hunting prowess.	20 gp	2 lb.	Frost Dagger
15	Frost Salamander Scales (large pouch)	Like their fire-based cousins, frost salamander scales are incredibly valuable for their elemental harnessing properties. A frost salamander's scales stay supernaturally cold long after death, and they are coveted as materials for making iceboxes in the larders of wealthy individuals. Crafted into armor, they take advantage of the frost salamander's strange reaction to heat in which they seem to derive energy from blazing fires despite their own icy constitution.	65 gp	18 lb.	Permafrost Plate
20	Frost Salamander Breath Pouch	Worse than a wintery blast, the breath of a frost salamander is capable of snapping just about anything that it comes across. The organ responsible for such power is a melon-sized bladder located just above its gullet. Filled with special chemicals, this bladder can either be tapped for unique potion ingredients, or simply burst open to create a freezing explosion. Use: As an action, you may throw this bladder to a space up to 20 feet away, causing it to burst upon impact, releasing a nova of freezing cold. Any creature within 10 feet of it must make a DC 17 Constitution saving throw, taking 8d10 cold damage on a failed save or half as much damage on a successful one.	700 gp	10 lb.	Potion of the Ice Hunter

SHADAR-KAI

"The shadar-kai are elves with the dubious honour of being blessed by the Raven Queen, having their forms altered to both serve her and survive in the Shadowfell. I'll admit that I'm rather curious what other races would have looked like if they instead had been chosen by the Raven Queen, but I suppose a shadar-halfling would be more amusing than intimidating." - Hamund



SHADAR-KAI TRINKET TABLE

Item	Value	Weight
1 1d4 day's worth of rations	5 sp	2 lb.
2 1 iron idol of the Raven Queen	5 gp	3 lb.
3 1 book of poetry	10 gp	5 lb.
4 1 string of hunting trophies	2 gp	2 lb.
5 1 skin of sour wine	2 sp	1 lb.
6 1d4 bottles of soot	3 cp	2 lb.
7 1d6 precious gems	50 gp	2 lb.
8 7d10 gold pieces	Varies	Varies

GLOOM WEAVER

DC	Item	Description	Value	Weight	Crafting
5	Shadow Blight (3 vials)	Due to their prolonged exposure to the draining environment of the Shadowfell, the shadar-kai have become infused irrevocably with the shadows themselves. While this darkness permeates their entire being, the most obvious side effect is the way their own shadows seem to shift and fall from their being like smoke or dripping water. This unique shadow is referred to as "shadow blight" and is used as a catalyst in many nefarious potions and concoctions, or simply taken on its own to suppress one's emotions and life force whenever such a thing would become necessary. Requires enchanted vial. Use: You may empty this vial over yourself, allowing the shadows to wash over you. For the next hour, you become preternaturally stoic and emotionless, and all of your regular life functions slow down considerably. During this time, you have advantage against being charmed and frightened and any ability check made to track you via your life functions such as heat emissions, scent, and vitality have disadvantage.	15 gp	1 lb.	
10	Mark of the Raven Queen	The Raven Queen is a notoriously difficult deity to worship. Mercurial, capricious, and distant at the best of times, it is no small wonder why she seems to boast so few followers. Yet, those that do serve her do so with utmost devotion. It is to these special few she grants her mark: a silhouetted raven head. From this mark, her followers are able to draw strength from the queen of death herself. Even when this mark has been removed from a deceased follower, it continues to channel power that can be repurposed into items usable even by those that shun her. The true question is whether this means we have found a loophole to her powers, or whether she simply doesn't care what we mortals do with her gifts.	60 gp	1 lb.	Raven Queen's Boon
15	Gloom Weaver Heart	A gloom weaver is a special shadar-kai that has become so infused with the dark energies of the Shadowfell, that it begins to emit some of it on its own. As a gloom weaver stalks its quarry through the Shadowfell, it emits an aura of pure destitution that saps the will to live from anyone not native to that plane. If removed with care, one can cause their hearts to pulse this foul aura by manually squeezing it in their hands, weakening the resolve of everyone within the vicinity. Use: As an action, you may squeeze this heart, forcing all beasts and humanoids that are not shadar-kai within 10 feet of you to have disadvantage on saving throws until the start of your next turn. Once this ability has been used 5 times, the heart runs out of any remaining energy and dissolves into a useless dust.	430 gp	1 lb.	

SHADOW DANCER

DC	Item	Description	Value	Weight	Crafting
5	Shadow Blight (3 vials)	Due to their prolonged exposure to the draining environment of the Shadowfell, the shadar-kai have become infused irrevocably with the shadows themselves. While this darkness permeates their entire being, the most obvious side effect is the way their own shadows seem to shift and fall from their being like smoke or dripping water. This unique shadow is referred to as "shadow blight" and is used as a catalyst in many nefarious potions and concoctions, or simply taken on its own to suppress one's emotions and life force whenever such a thing would become necessary. Requires enchanted vial. Use: You may empty this vial over yourself, allowing the shadows to wash over you. For the next hour, you become preternaturally stoic and emotionless, and all of your regular life functions slow down considerably. During this time, you have advantage against being charmed and frightened, and any ability check made to track you via your life functions such as heat emissions, scent, and general vitality have disadvantage.	15 gp	1 lb.	
10	Mark of the Raven Queen	The Raven Queen is a notoriously difficult deity to worship. Mercurial, capricious, and distant at the best of times, it is no small wonder why she seems to boast so few followers. Yet, those that do serve her do so with utmost devotion. It is to these special few she grants her mark: a silhouetted raven head. From this mark, her followers are able to draw strength from the queen of death herself. Even when this mark has been removed from a deceased follower, it continues to channel power that can be repurposed into items usable even by those that shun her. The true question is whether this means we have found a loophole to her powers, or whether she simply doesn't care what we mortals do with her gifts.	60 gp	1 lb.	Raven Queen's Boon

SOUL MONGER

DC	Item	Description	Value	Weight	Crafting
5	Shadow Blight (3 vials)	Due to their prolonged exposure to the draining environment of the Shadowfell, the shadar-kai have become infused irrevocably with the shadows themselves. While this darkness permeates their entire being, the most obvious side effect is the way their own shadows seem to shift and fall from their being like smoke or dripping water. This unique shadow is referred to as "shadow blight" and is used as a catalyst in many nefarious potions and concoctions, or simply taken on its own to suppress one's emotions and life force whenever such a thing would become necessary. Requires enchanted vial. Use: You may empty this vial over yourself, allowing the shadows to wash over you. For the next hour, you become preternaturally stoic and emotionless, and all of your regular life functions slow down considerably. During this time, you have advantage against being charmed and frightened, and any ability check made to track you via your life functions such as heat emissions, scent, and general vitality have disadvantage.	15 gp	1 lb.	
10	Mark of the Raven Queen	The Raven Queen is a notoriously difficult deity to worship. Mercurial, capricious, and distant at the best of times, it is no small wonder why she seems to boast so few followers. Yet, those that do serve her do so with utmost devotion. It is to these special few she grants her mark: a silhouetted raven head. From this mark, her followers are able to draw strength from the queen of death herself. Even when this mark has been removed from a deceased follower, it continues to channel power that can be repurposed into items usable even by those that shun her. The true question is whether this means we have found a loophole to her powers, or whether she simply doesn't care what we mortals do with her gifts.	60 gp	1 lb.	Raven Queen's Boon
15	Soul Monger Heart	A soul monger is one of the strongest and most pitiful soldiers in the Raven Queen's army. Racked by overwhelming feelings of ennui, these emotions in turn strengthen the soul monger's powers, making them feel even closer to the concept of death that their mistress embodies. Their hearts are surprisingly heavy for their size, weighed down as they are by negative emotions and pain. A simple squeeze is all it takes to release this stored power and ruin the strength of all those around you. Use: As an action, you may squeeze this heart, causing all beasts and humanoids that are not shadar-kai within 5 feet of you to have their speed reduced by 20 feet until the start of your next turn. Once this ability has been used 5 times, it loses all remaining energy and dissolves into a useless dust.	870 gp	3 lb.	Void Talisman

SKULK

DC	Item	Description	Value	Weight	Crafting
10	Shadow Visage	A skulk is a pitiful figure, a creature that has lost all sense of identity due to its endless wandering through the Shadowfell. The effects of this is so intense that they even lose their physical features, becoming virtually indistinguishable from a mannequin or dummy. If their blank faces are removed carefully, they can be repurposed as a magical mask that will also help hide your own identity from those gazing at you (mostly just because it covers your face).	1 gp	1 lb.	Vacant Mask

SKULL LORD

DC	Item	Description	Value	Weight	Crafting
10	Treachery Skull (x3)	A skull lord is formed when three treacherous individuals fail a dark master who punishes them with eternal bondage to one another. The level of hate and betrayal necessary to warrant such a cruel punishment is reserved only for the most wicked of creatures, and such acts of evil have a tendency to leave magical traces in the bodies of those creatures themselves. As such, the skulls of a skull lord carry strong traces of dark magic, something you can tell even by just looking at their permanently smirking faces. Use: So long as you carry this skull on your person, you have advantage on Charisma (Deception) checks and any attempt to magically compel you to tell the truth or to discern your true intentions automatically fails.	205 gp	7 lb.	
15	Trident Spine	While at a cursory glance, the skull lord may seem like an ordinary human skeleton with two extra skulls jammed on, there are actually many more subtle differences than that. One is the so-called "trident spine," a twisted, branching version of the human spine that resembles the weapon that bears its name.	1,285 gp	30 lb.	Staff of the Chained Spell
20	Fused Soul	The creation of a skull lord is an irreversible process; once three wretched individuals have been bound together by whatever dark force sought to punish them, they are joined for all eternity. Even their souls become merged into a chaotic swirl of conflict and hate that would seem impossible were it not for the sheer spite that all three use to maintain the cohesion of their spirit. In magical terms, the fused soul of a skull lord is extremely valuable for use as a crafting material as it displays properties that cannot be found anywhere else in the multiverse. Requires spirit paper.	2,880 gp	1 lb.	Amulet of Spiritual Obfuscation

SORROWSWORN

"Back when I was a young man, harvesting anything and everything, my friends used to joke that I would harvest a creature's emotions if I could! I can only guess what their reactions would be if they found me harvesting the literal walking emotions that are the sorrowsworn today." - Hamund

THE ANGRY

DC	Item	Description	Value	Weight	Crafting
10	Boiling Blood (3 vials)	The blood of the angry permanently bubbles and boils, long after death has finally calmed their rage. Within this blood is the pure manifestation of the Shadowfell's fury: the feeling of malevolence and frustration that all creatures who become trapped there inevitably feel about their imprisonment. Use: When you drink this blood, you become preternaturally angry for the next 10 minutes. During this time, you cannot cast or maintain concentration on any spells, but any time a creature damages you, you have advantage on weapon attacks against that creature until the end of your next turn. If you hit on this attack, you may roll an additional damage dice from your weapon and add the result to your total.	50 gp	1 lb.	
15	Sorrowsworn Anger Hook (x2)	The hooks that make the Angry's hands are more than simple keratin or bone like would be found on normal monsters. Instead, these hooks are formed from pure emotion and are able to channel the psychic rage that the sorrowsworn feels at all times. Transforming it for mortal use is a difficult task, but the result is a chain that can when used in battle, can transform even the most devoted pacifist into a rage-fueled embodiment of violence.	250 gp	10 lb.	Chain of Violence
20	Primal Anger	The sorrowsworn are beings of pure emotion, spawned from the collective psyche of the Shadowfell itself. After their corporeal forms have been slain, this emotion leaks back into its home plane, unless captured first by a harvester skilled with their spirit paper. Whenever this emotion is released, it will then embody the closest creature to it, temporarily granting a myriad of abilities depending on the sorrowsworn. Requires spirit paper. Use: As an action, you may tear this item open, releasing the anger inside to possess the nearest living creature for the next 10 minutes. While possessed by anger, a creature has advantage on melee weapon attacks and all attacks against them have advantage. Whenever a creature possessed by anger successfully hits a target with a melee weapon attack, they may choose to make a shove attack against that target as a bonus action.	1,000 gp	1 lb.	

THE HUNGRY

DC	Item	Description	Value	Weight	Crafting
10	Scouring Bile (3 vials)	The hunger craves more than simply flesh, bone, and gristle to satiate their constant appetites. These sorrowsworn consume anything and everything; from intangible objects like the screams of their prey to even concepts like the fear of their victims. In order to digest such strange delicacies, the hunger uses a magical bile that is capable of scouring away virtually anything from what it touches. If diluted and stored properly, its more harmful aspects can be reduced and actually be repurposed for more medicinal uses. Requires enchanted vial. Use: As an action, you may pour this bile on yourself, suffering 1d8 acid damage in the process. If you do so while suffering something that would allow you to end its effect by rolling a successful saving throw at some point, you may make that saving throw immediately, adding a bonus to your roll equal to the amount of acid damage you took. If you are suffering under multiple effects simultaneously, you may attempt to make a saving throw for all of them, making a separate roll for each one. Attempting a saving throw in this way does not prevent you from attempting again later when you normally would be able to.	45 gp	1 lb.	
15	Ravenous Maw	Capable of fitting an entire man's head inside of it, the yawning mouth of the hungry is a dark pit into which you should hope to never have to see. That said, if you are capable of slaying one of these sorrowsworn, their jawbone is incredibly useful as a weapon that literally hungers for the death of your enemies. Just be careful that it's ravenous influence does not spread to you.	370 gp	10 lb.	Axe of the Devourer
20	Primal Hunger	The sorrowsworn are beings of pure emotion, spawned from the collective psyche of the Shadowfell itself. After their corporeal forms have been slain, this emotion leaks back into its home plane, unless captured first by a harvester skilled with their spirit paper. Whenever this emotion is released, it will then embody the closest creature to it, temporarily granting a myriad of abilities depending on the sorrowsworn. Requires spirit paper. Use: As an action, you may tear this item open, releasing the hunger inside to possess the nearest living creature for the next 10 minutes. Whenever a creature possessed by hunger sees a creature regain hit points, they gain advantage on their next melee weapon attack, and if that attack is successful, they deal an additional 2d10 necrotic damage.	750 gp	1 lb.	

THE LONELY

DC	Item	Description	Value	Weight	Crafting
10	Lonely Blood (3 vials)	The black ichor that flows through the lonely's veins seems to yearn for those around it; sticking relentlessly to whatever it touches and never letting go. It takes a powerful throat to manage to swallow such a thick ooze, and an even stronger constitution to do so unharmed. It does, however, contain many benefits for whoever manages to do so and helps one to really appreciate the company of those around them. Required enchanted vial. Use: You may drink this blood as an action. For the next 10 minutes, you have advantage on attack rolls while you are within 30 feet of at least two other creatures. You otherwise have disadvantage on attack rolls.	25 gp	1 lb.	
15	Harpoon Arm (x2)	The lonely carries two deadly harpoons designed to reel in their prey and grapple them in a twisted embrace. These harpoons are considerably stronger than the average whaler's harpoon, however, and can be turned into a fine weapon that inverts the lonely's magical signature and actually keeps your foes away from you.	95 gp	15 lb.	Lance of Isolation
20	Primal Loneliness	The sorrowsworn are beings of pure emotion, spawned from the collective psyche of the Shadowfell itself. After their corporeal forms have been slain, this emotion leaks back into its home plane, unless captured first by a harvester skilled with their spirit paper. Whenever this emotion is released, it will then embody the closest creature to it, temporarily granting a myriad of abilities depending on the sorrowsworn. Requires spirit paper. Use: As an action, you may tear this item open, releasing the loneliness inside to possess the nearest living creature for the next 10 minutes. Any creature that starts its turn within 5 feet of a creature possessed by loneliness must succeed on a DC 15 Wisdom saving throw or take 2d6 psychic damage.	450 gp	1 lb.	

THE LOST

DC	Item	Description	Value	Weight	Crafting
10	The Lost Arm (x3)	As a creature condemned to become a lost of the sorrowsworn continues their futile pilgrimage through the Shadowfell, their features inevitably take on aspects of the desolate land around them. One such key feature is how their arms warp to resemble the jagged spikes and rocks of the Shadowfell peaks. These arms are often used to embrace other creatures in a deadly hug, but become great weapon material when repurposed. It is in fact common to find shadar-kai wielding spears made from these arms, which they find easier to use in conjunction with their shadow manipulating abilities.	13 gp	15 lb.	Spear, +1 (DMG)
15	The Lost Skin	The skin of the lost is as dry and desiccated as that of a long-dead mummy; the result of their eternal wandering through the windswept valleys and mountains of the Shadowfell. It takes an experienced leatherworker to tan this hide into a form that won't simply crumble away as soon as it is worn, but the successful result is a leather that protects the wearer from even the most inhospitable environments the multiverse can offer.	100 gp	10 lb.	Wanderer's Hide

THE WRETCHED

DC	Item	Description	Value	Weight	Crafting
10	The Wretched Fangs (small bag)	The tiny fangs of the wretched resemble that of a leech in the way they latch onto their prey and refuse to let go. These teeth make supremely wonderful hooks, even if there is rarely anything to catch in the desolate wastes of the Shadowfell.	2 sp	6 lb.	
15	The Wretched Spirit	The wretched are exactly that; tiny horrors to behold and to fight. The trouble with fighting a pack of these comes not with their bite, but their simple-minded obsession with hunting their prey to the ends of the Shadowfell. While the thought of embodying this same spirit may seem unpleasant, it does grant the user the same stubbornness and wicked ruthlessness that these sorrowsworn possess. Requires spirit paper. Use: As an action, you may tear this item open, releasing the wretchedness inside to possess the nearest living creature for the next 10 minutes. A creature possessed by wretchedness may use their reaction to move up to half their speed whenever a hostile creature willingly moves away from them. This movement must be used to move themselves closer to that hostile creature.	1 gp	1 lb.	

STAR SPAWN

STAR SPAWN GRUE

DC	Item	Description	Value	Weight	Crafting
5	Grue Fangs (small bag)	The teeth of the star spawn grue are misshapen, discolored, and many. They are incredibly unsettling to behold and even to own; they seemingly rattle by themselves in their bag, go missing and reappear at random, move too much or too little in relation to how they're shaken, and other strange phenomenon. They are best sold off quickly to whatever strange collector is willing to take them.	2 sp	3 lb.	
10	Psionic Overflow	The star spawn are notorious for the way in which they interfere with minds of creatures native to the Material Plane. While research on them is sparse at best, it is widely believed that this phenomenon is due to the discordant resonance that their own minds constantly emit that is at odds with our own. Who knows? Perhaps on their own worlds, the star spawn are harmless and peaceful, only becoming violent and cruel when they interact with creatures like us that are incompatible with their own structure of reality. Further study is definitely needed on this topic, thus fueling demand for samples of the star spawn's inherent psychic energy. Requires spirit paper.	2 gp	1 lb.	

STAR SPAWN HULK

DC	Item	Description	Value	Weight	Crafting
10	Psionic Overflow	The star spawn are notorious for the way in which they interfere with minds of creatures native to the Material Plane. While research on them is sparse at best, it is widely believed that this phenomenon is due to the discordant resonance that their own minds constantly emit that is at odds with our own. Who knows? Perhaps on their own worlds, the star spawn are harmless and peaceful, only becoming violent and cruel when they interact with creatures like us that are incompatible with their own structure of reality. Further study is definitely needed on this topic, thus fueling demand for samples of the star spawn's inherent psychic energy. Requires spirit paper.	2 gp	1 lb.	
15	Star Spawn Hulk Hide	The eerie, translucent hide of the star spawn hulk glistens like the refracted light of a far away star and yet, is as tough as twice-boiled leather. Indeed, little work needs to be done to transform this hide into a proper piece of armor. However, there are rumors that wearers of this armor begin acting a little...eccentric after a while, so probably best to take it off once in a while if you can.	260 gp	40 lb.	Doublet of Cosmic Protection
20	Star Spawn Hulk Brain	A star spawn hulk's brain is unlike anything found on the Material Plane. Instead of the soft, squishy gray matter that we would be familiar with, the brain of a star spawn hulk resembles a large opal, through which the light of the cosmos constantly gleams. This feature is most likely by design, as the hulk is used by its masters as an amplifier for their psionic barrages; any such attack on the hulk simply reflects off onto other creatures around them. The uses of such a resource are obvious for any crafter, but the structure of this organ is still so alien that many are afraid to work with it. Use: So long as you have this brain on your person, your thoughts and location can't be discerned by magic. In addition, if you take psychic damage, you may spend your reaction to force all creatures within 10 feet of you to make a DC 17 Intelligence saving throw. On a failure, a creature receives an amount of psychic damage equal to the amount that you just received.	875 gp	7 lb.	



STAR SPAWN LARVA MAGE

"If there's anything that drives me up a wall, it's a creature that doesn't leave behind a stable corpse to harvest. When I killed a larva mage and saw it dispersing into writhing vermin, I was just about ready to cry out in frustration. However, on a lark, I tried harvesting the worms instead. To my delight, the attempt was successful (and also quite profitable). I'm not sure what the moral of this story is, something to do with never giving up, I suppose?" - Hamund

In order to harvest the star spawn larva mage, you must first kill the *swarm of insects* that is formed when it uses its *return to worms* trait. The bulk of this swarm is treated as the larva mage's corpse for the purpose of harvesting.

DC	Item	Description	Value	Weight	Crafting
10	Star Spawn Venom (3 vials)	It is questionable if the toxins that line the fangs of star spawn worms are toxins at all. Analysis by the finest alchemical minds can find no resemblance between it and any other toxin found on our plane. As such, it is widely believed that their "venomous" nature is simply the fact that their makeup is so foreign to our bodies that they simply do not know how to react and they shut down instead to prevent even worse harm. 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 19 Constitution saving throw or take 2d8 necrotic damage and become poisoned until the end of your turn.	230 gp	1 lb.	
15	Star Worms (large pouch)	The worms that constitute the writhing mass of the larva mage are unlike any found on any of the familiar planes. They do not breed and they do not eat in ways that make sense to the rest of us. Vivisection has revealed that they have no internal organs, and are really more akin to writhing black tubes of organic star dust. Study into them remains difficult, especially since any researcher that does so seems to descend into madness soon after. The only reliable use for these worms have been discovered by half-crazed alchemists that have rendered them down into a concoction that is surprisingly spicy in flavor.	1,850 gp	3 lb.	Potion of the Space Worm
20	Alien Consciousness	The alien consciousness that merges with a cultist to form a larva mage is so strange and foreign to us that to even behold it is to go mad. The most we can hope to do is trap a whisper of it inside spirit paper and hand it to a crafter that has the mental fortitude to handle such a volatile essence. Requires spirit paper.	4,000 gp	1 lb.	Amulet of the Expanded Mind

STAR SPAWN MANGLER

DC	Item	Description	Value	Weight	Crafting
10	Psionic Overflow	The star spawn are notorious for the way in which they interfere with minds of creatures native to the Material Plane. While research on them is sparse at best, it is widely believed that this phenomenon is due to the discordant resonance that their own minds constantly emit that is at odds with our own. Who knows? Perhaps on their own worlds, the star spawn are harmless and peaceful, only becoming violent and cruel when they interact with creatures like us that are incompatible with their own structure of reality. Further study is definitely needed on this topic, thus fueling demand for samples of the star spawn's inherent psychic energy. Requires spirit paper.	2 gp	1 lb.	
15	Star Spawn Mangler Arm (x4)	The star spawn mangler is a horrid creature that lurks on the edges of both sight and mind. Difficult to fathom properly even in visible light, they are very capable of using their gangly arms to fulfill their namesake. The claws they wield are sharp and many; as such they make wonderful harvesting sources for weaponry.	25 gp	15 lb.	Any piercing or slashing melee weapon, +1 (DMG)



STAR SPAWN SEER

DC	Item	Description	Value	Weight	Crafting
5	Star Spawn Seer Tumor (large bag)	As a star spawn entity merges with a mortal body, it warps its form with horrible tumors and growths. This is due to the space-warping presence of the star spawn enacting its influence on a physical body. As such, the tumors themselves are extra-dimensional anomalies and are extremely useful as items for research into the stars and the mysteries of the multiverse. A curious quality of these tumors is that gathering enough of them in one spot tends to result in spatial anomalies around them such as random objects floating, distances not matching initial perceptions, and endlessly duplicated spaces, among others.	1 gp	5 lb.	
10	Psionic Overflow	The star spawn are notorious for the way in which they interfere with minds of creatures native to the Material Plane. While research on them is sparse at best, it is widely believed that this phenomenon is due to the discordant resonance that their own minds constantly emit that is at odds with our own. Who knows? Perhaps on their own worlds, the star spawn are harmless and peaceful, only becoming violent and cruel when they interact with creatures like us that are incompatible with their own structure of reality. Further study is definitely needed on this topic, thus fueling demand for samples of the star spawn's inherent psychic energy. Requires spirit paper.	2 gp	1 lb.	
15	Star Spawn Seer Brain	The corrupted mind of a star spawn seer is almost unrecognizable from its original humanoid form. Instead of lobes and wrinkles, this brain seems to be more a random mass of writhing tentacles that attach themselves to the soft skull of the seer. These continue to move and twitch long after the seer's death and it is speculated by some that the brain is in fact the totality of the star spawn's physical form; that the star spawn entity is in fact more like a parasite inside the cranial cavity of its humanoid host.	640 gp	6 lb.	Helm of the Dark Reach
20	Elder Star Fragment	Within a rare few star spawn is a small, durable shard that shines with the white light of an collapsing star. Extraordinarily difficult to work with, these fragments contain the power of celestial bodies themselves and can forge weapons that glitter with the maddening beauty of the distant cosmos.	1,110 gp	10 lb.	Star Breaker

STEEDER

FEMALE STEEDER

DC	Item	Description	Value	Weight	Crafting
10	Steeder Leg (x4)	The sticky legs of a steeder act as their main method for ensnaring prey. While they are certainly strong, the cartilage quickly breaks down following the steeder's death. However, they can still be rendered down for their adhesives, much like turning horse hooves into glue. Duergar society is literally kept together by this adhesive, and as such, these legs are always in high demand.	5 sp	12 lb.	
15	Steeder Shell	A hardy exoskeleton befitting a creature that resembles a giant spider. This hardy, yet lightweight shell has a myriad of uses ranging from housing, to tools, to armor.	1 gp	60 lb.	
20	Female Steeder Pheromones (vial)	A female steeder keeps to its arachnid-like resemblance by devouring its mate after breeding. In order to circumvent the instinctive fear that a male would have towards its natural predator, a female steeder is capable of producing a special pheromone that attracts them and overrides their usual survival instincts. This pheromone actually works on other, similar creatures as well, and wild steeders have been known to use it to attract other prey when they feel the need to hunt. Use: As an action, you may smear this bottle of pheromones on the ground next to you. For the next 10 minutes, the first time an insectoid or arachnid creature comes or starts its turn within 60 feet of that spot, they must succeed on a DC 10 Wisdom saving throw or be forced to use any of its available speed and Dash action to move towards that spot, using the safest and most direct route possible. A creature that succeeds on the saving throw is immune to the effects of this item for the next 24 hours.	3 gp	1 lb.	

MALE STEEDER

DC	Item	Description	Value	Weight	Crafting
10	Steeder Leg (x4)	The sticky legs of a steeder act as their main method for ensnaring prey. While they are certainly strong, the cartilage quickly breaks down following the steeder's death. However, they can still be rendered down for their adhesives, much like turning horse hooves into glue. Duergar society is literally kept together by this adhesive, and as such, these legs are always in high demand.	5 sp	12 lb.	
15	Steeder Shell	A hardy exoskeleton befitting a creature that resembles a giant spider. This hardy, yet lightweight shell has a myriad of uses ranging from housing, to tools, to armor.	1 gp	60 lb.	

STEEL PREDATOR

DC	Item	Description	Value	Weight	Crafting
5	Target's Spoor	At the core of a steel predator is a trace of its primary target: it is this identifiable possession that defines the steel predator's purpose and entire existence. This item can be recovered if the predator's body isn't too damaged, but it is quite a mixed bag on what may pop out.	Variable	N/A	
10	Steel Predator Claw (x4)	The claws of the steel predator take inspiration from many of the beasts through the multiverse and are intended to be machine-precise weapons of perfection. The compositing alloy alone is the envy of blacksmiths everywhere, and they can easily be reformed into an incredibly sharp weapon.	150 gp	30 lb.	Any piercing or slashing melee weapon, +2 (DMG)
15	Predator Sensor	Located where the brain would be in a normal creature, the predator sensor resembles a large black tuning fork with several rings of notches on its prongs. This sensor is one of the finest tracking implements ever invented and is capable of both tracking prey across dimensions and supplying the predator with incredibly sharp senses. With a slight bit of tinkering, it can be rewired to hook into the senses of a normal creature with much the same effect.	1,150 gp	5 lb.	Helm of the Predator
20	Artificial Voice Box	The voice box of a steel predator is capable of releasing a cacophony of noise that seems to be the perfect fusion of every apex predator's roar and howl. This terrifying noise speaks to something primal inside the mind, bypassing the fight-or-flight response and landing simply on freeze. Use: As an action, you may activate this voice box, emitting a roar in a 60-foot cone in front of you. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 5d10 thunder damage, drops everything it's holding, and is stunned for 1 minute. On a successful save, a creature takes half as much damage and suffers no other effect. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this item cannot be used again until the next dawn. In addition, every time this item is used, there is a 25 per cent chance that it falls apart from lack of maintenance and becomes useless.	2,220 gp	15 lb.	
25	Adaptive Plating	Although the steel predator is a heartless metal construct, the master craftsmanship that went into it means that it moves, fights, and hunts much like a real beast. This is especially true in its mastercrafted metal plating which flexes and bends as if it were skin. While such incredible smithing is impossible for any mortal to achieve, they are still capable of reusing existing samples into a durable armor that feels more like a second skin than a full set of plate.	6,750 gp	90 lb.	Terminator Armor

STONE CURSED

DC	Item	Description	Value	Weight	Crafting
5	Living Rubble (large bag)	The rubble created upon the death of a stone cursed is soaked in the magical traces of alchemy that animated the stone cursed in the first place. This rubble has use in cementing roads and building bridges as it demonstrates a certain amount of flex and expansion that would cause a regular stone to crack. In fact, it is not uncommon for an alchemist to earn some extra coin for the local government by collecting basilisk victims, turning them into stone cursed, and then quickly harvesting them for this precious material.	1 gp	30 lb.	
10	Petrifying Ichor (3 vials)	Dripping from the stone cursed's hands is a thick grey goo that is capable of spreading its horrible petrifying curse to others upon entering a fresh wound. This goo is produced by the stone cursed itself, but is based off essences of both the basilisk and the cockatrice and combines elements from both of them. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying this ichor takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 12 Constitution saving throw, or it begins to turn to stone and is restrained until the end of its next turn, when it must repeat the saving throw. The effect ends if the second save is successful; otherwise the target is petrified for 24 hours.	2 gp	2 lb.	

SWORD WRAITH

"I've always wondered: if a sword wraith is formed when a soldier dies before seeing glory in battle, is it possible for a harvesting wraith to be formed when a harvester dies before snagging their dream trophy? Much like the actual sword wraiths that I slew to make this entry, this question haunted me for quite some time. In the end, I decided that the best way for me to avoid this hypothetical fate was to ensure that I harvested anything and everything that I set my fancy to." - Hamund

SWORD WRAITH COMMANDER

DC	Item	Description	Value	Weight	Crafting
5	Black Blood (3 vials)	As a spiritual entity, many would assume that wraiths do not have blood, and in most definitions they would be correct. The "blood" to be harvested from a sword wraith is actually a congealed ooze that drips in their wake from their phantom wounds; a constant reminder of their abrupt deaths and lost chance of glory. Running this blood through a crucible can provide some of the important components for the useful <i>potion of heroism</i> .	7 gp	1 lb.	Potion of Heroism (DMG)
10	Lost Valor	Like many spirits, the sword wraith is bound to the plane of its death by feelings of regret and unfinished business. In the sword wraith's case, this is their rage at the loss of their chance to win glory in battle. This rage consumes them and fuels both their incorporeal form and their reckless battle tactics. If captured in spirit paper, it can be embodied inside the wielder, granting them the same bravery and deathless zeal at the cost of some tactical sensibility. Requires spirit paper. Use: As an action, you may tear this item open, causing you to become embodied by the lost valor for the next hour. While embodied, you cannot take the Hide action, but you also cannot be frightened, and whenever you are reduced to 0 hit points and not killed immediately, you may roll a d20. On an 11 or higher, you instantly regain 1 hit point.	20 gp	1 lb.	
15	Commander's Mark	A true commander feels the pain of the soldiers under their command; as such, you can imagine that it is incredibly painful for them to feel the crushing regret of their entire army dying in vain. A sword wraith commander's feelings of helpless responsibility often manifest themselves into tangible tokens that represent their damaged sense of authority: a dented badge, a torn flag, etc. These marks are highly prized for their strong emotional resonance and can easily be repurposed into useful magical items, or simply sold as morbidly curious trinkets.	355 gp	3 lb.	Boon of the Wraith Leader

SWORD WRAITH WARRIOR

DC	Item	Description	Value	Weight	Crafting
5	Black Blood (3 vials)	As a spiritual entity, many would assume that wraiths do not have blood, and in most definitions they would be correct. The "blood" to be harvested from a sword wraith is actually a congealed ooze that drips in their wake from their phantom wounds; a constant reminder of their abrupt deaths and lost chance of glory. Running this blood through a crucible can provide some of the important components for the useful <i>potion of heroism</i> .	7 gp	1 lb.	Potion of Heroism (DMG)
10	Lost Valor	Like many spirits, the sword wraith is bound to the plane of its death by feelings of regret and unfinished business. In the sword wraith's case, this is their rage at the loss of their chance to win glory in battle. This rage consumes them and fuels both their incorporeal form and their reckless battle tactics. If captured in spirit paper, it can be embodied inside the wielder, granting them the same bravery and deathless zeal at the cost of some tactical sensibility. Requires spirit paper. Use: As an action, you may tear this item open, causing you to become embodied by the lost valor for the next hour. While embodied, you cannot take the Hide action, but you also cannot be frightened, and whenever you are reduced to 0 hit points and not killed immediately, you may roll a d20. On an 11 or higher, you instantly regain 1 hit point.	20 gp	1 lb.	



HARVEST TABLE: T & U

TORTLES

"I've always liked turtles. Their natural wanderlust makes them fantastic travelling companions, and their ability to carry large quantities of supplies on their shells make them fantastic porters. Although I have ended up autopsying a few of the turtles that travelled with me, I must state that I obtained their express, oral permission to do so just before they died...or at least I'm pretty sure that's what they said" - Hamund

TORTLE TRINKET TABLE

Item	Value	Weight
1 1d6 days' worth of rations	5 sp	2 lb.
2 1 memento from home	2 gp	1 lb.
3 1d4 bags of chewing fungi	8 cp	-
4 1d4 bottles of shell wax 1 sp	1 lb.	
5 1 small wind instrument	2 gp	1 lb.
6 1 flask of homemade berry-wine	1 sp	1 lb.
7 1d4 pieces of simple wooded jewelry	6 cp	1 lb.
8 2d10 gold pieces	Varies	Varies

TORTLE

DC	Item	Description	Value	Weight	Crafting
15	Turtle Shell	Considering the big trade in turtle shells for cosmetics, decorations, or even aphrodisiacs, it is no small wonder that there is an illicit trade in harvested turtle shells. Although they are, for the most part, gentle and good-natured people, wandering turtles should maintain constant vigilance for poachers and traffickers looking to make some quick coin.	2 gp	100 lb.	

TORTLE DRUID

DC	Item	Description	Value	Weight	Crafting
15	Turtle Shell	Considering the big trade in turtle shells for cosmetics, decorations, or even aphrodisiacs, it is no small wonder that there is an illicit trade in harvested turtle shells. Although they are, for the most part, gentle and good-natured people, wandering turtles should maintain constant vigilance for poachers and traffickers looking to make some quick coin.	2 gp	100 lb.	



TROLLS

"I do wish that other creatures had the adaptable nature that the trolls do. Imagine being able to enter a new biome and finding the same creatures but with a wonderful new spin on them. I'll tell you what, it would certainly keep the sense of adventure alive (as opposed to all the creatures that I would soon be harvesting)" - Hamund

DIRE TROLL

DC	Item	Description	Value	Weight	Crafting
5	Troll Flesh (30 pounds)	While the taste leaves much to be desired, troll flesh is indeed nutritious and can be a very sustainable source of sustenance. It is however not recommended to be used as a long-term food option, as repeated consumption can lead to strange effects in the eater. Use: A pound of troll flesh can be consumed to fulfill any food requirements you may have for an entire day. A pound of troll flesh that has not been exposed to fire or acid will regenerate a quarter pound of flesh every 24 hours. If you eat 3 pounds of troll flesh within a time frame of 7 days, you must succeed on a DC 15 Constitution saving throw or undergo a permanent mutation in which one of your body parts changes to look more troll-like (but with no added benefits). This mutation can only be reversed by the <i>greater restoration</i> spell or similar magic.	1 gp	1 lb.	
10	Troll Blood (7 vials)	Famous for their regenerative ability, troll blood has widely been used as the basis for the ubiquitous healing potion. Indeed, troll blood is so potent that it can be diluted repeatedly and still deliver a healing effect. As such, it is usually used to mass produce the basic version of the healing potion.	7 gp	1 lb.	Potion of Superior Healing (DMG)
15	Troll Heart	The troll heart is one of the few organs in a troll's body that is not pledged to their terrible deity: Vaprak the Destroyer. As such, a troll heart is one of the few pieces of a troll that will not form a new troll around itself over time, and yet, its constant infusion of troll blood gives it some measure of regenerative ability which can be infused into an amulet for an ordinary humanoid to take advantage of.	83 gp	12 lb.	Troll Amulet
20	Dire Soul	I suppose it makes sense that one of the few ways to make a troll even worse is to cram more trolls into it. That is essentially what a dire troll is, the amalgamated bodies of several trolls fused into one monstrous body by the cannibalistic hunger of the prime one. However, such an alteration of the flesh comes with a corruption of the spirit, as several traces of consumed troll spirit latch onto and corrupt the original's. The result is a dire soul, a spiritual force with very peculiar qualities usable by an experienced thaumaturge. Requires spirit paper.	1,770 gp	1 lb.	Amulet of the Dire

ROT TROLL

DC	Item	Description	Value	Weight	Crafting
10	Troll Blood (5 vials)	Famous for their regenerative ability, troll blood has widely been used as the basis for the ubiquitous healing potion. Indeed, troll blood is so potent that it can be diluted repeatedly and still deliver a healing effect. As such, it is usually used to mass produce the basic version of the healing potion.	7 gp	1 lb.	Potion of Greater Healing (DMG)
15	Troll Heart	The troll heart is one of the few organs in a troll's body that is not pledged to their terrible deity: Vaprak the Destroyer. As such, a troll heart is one of the few pieces of a troll that will not form a new troll around itself over time, and yet, its constant infusion of troll blood gives it some measure of regenerative ability which can be infused into an amulet for an ordinary humanoid to take advantage of.	83 gp	12 lb.	Troll Amulet
20	Essence of Degeneration	A regenerating troll is particularly susceptible to the throes of necrotic energy which transform them into a lumbering mass of open sores and weeping wounds. Robbed of their regenerative abilities, the rot troll instead emits an aura of degeneration, harming all living creatures near it, and apparently making them more palatable to the trolls altered tastes. Captured in spirit paper, this aura can be released at your leisure, either as a handy trap, or a desperate last move. Requires spirit paper. Use: As an action you may tear this item open, releasing the necrotic energy trapped within into yourself. For the next minute, all creatures within 5 feet of you take 2d10 necrotic damage at the end of each of your turns.	700 gp	1 lb.	

SPIRIT TROLL

DC	Item	Description	Value	Weight	Crafting
10	Troll-plasm (5 vials)	Even though their bodies have since become incorporeal and intangible, a spirit troll still somehow manages to leave an unholy amount of muck and grime in its wake. This strange, sticky substance has been dubbed "troll-plasm," and carries many of the same properties that troll blood had during its life. As such, it can be used for the ubiquitous <i>potion of healing</i> .	65 gp	1 lb.	Potion of Greater Healing (DMG)
15	Essence of Troll	When trolls are properly vanquished, their souls are forfeit to their god Varpak for devouring. However, since a spirit troll is entirely formed of soul, and since Varpak is apparently a messy eater, some trace amounts remain behind which can be trapped in spirit paper and reused for later. Requires spirit paper.	575 gp	1 lb.	Amulet of the Spirit Hunter

VENOM TROLL

DC	Item	Description	Value	Weight	Crafting
5	Venom Troll Pustule (x5)	The venom troll does not simply deliver its poison through fang or claw like other creatures (although it is certainly capable of doing that). The much more potent version of their poison comes directly from the festering pustules all over its body which it slices open with its own claws to release a torrent of toxins on its prey. These can be harvested as useful little poison bombs; just make sure they don't pop open in your bag. Use: As an action you may throw this pustule at a space within 20 feet of you, bursting it on impact. All creatures within 5 feet of that space must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 2d8 poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	3 gp	2 lb.	
10	Mutagenic Blood (5 vials)	One of the most mutated troll subspecies, the venom troll is practically a walking sack of chemicals and toxins. These mix with its regenerative blood to create a mutagenic substance capable of interfering with the regular body functions of a humanoid and granting them great abilities...or simply poisoning them. It's a bit of a gamble to be honest.	7 gp	1 lb.	Potion of Adaptation
15	Troll Heart	The troll heart is one of the few organs in a troll's body that is not pledged to their terrible deity: Vaprak the Destroyer. As such, a troll heart is one of the few pieces of a troll that will not form a new troll around itself over time, and yet, its constant infusion of troll blood gives it some measure of regenerative ability which can be infused into an amulet for an ordinary humanoid to take advantage of.	83 gp	12 lb.	Troll Amulet

VAMPIRIC MIST

DC	Item	Description	Value	Weight	Crafting
15	Blood Mist (5 vials)	Like their tangible counterparts, the vampire mist is driven by an intense craving for blood. A mystery arises, however, in the fact that the vampire mist lacks any discernible organs with which to digest this blood; it simply absorbs it and leaves. This blood mixes with its misty form, creating a unique substance that has the life-extending properties of a vampire, but is also compatible with the humanoid circulatory system. As such, it is extremely useful as a base for creating potent healing potions and other medicines.	9 gp	1 lb.	Potion of Greater Healing (DMG)



HARVEST TABLE: Y

YUGOLOTHS

"I thank whatever fate decided that yugoloth ichor is actually valuable, unlike the ichor of regular fiends. It is especially good because I have had to fend off many yugoloths after a lifetime of contracting them for expeditions and neglecting to pay for their services. They never seem to understand that by including them in my books, I am practically overcompensating them in publicity!" - Hamund

Like regular devils, yugoloths slain outside of their native plane also dissolve into an ichor rather than leave behind a corpse. Given the yugoloths artificial nature however, this ichor tends to be more useful than devil ichor and can be harvested for some benefit.

Either way, a yugoloth slain outside of Gehaena cannot be harvested for anything except their respective ichor. Yugoloths slain on Gehenna can be harvested like a regular creature, including their ichor, traces of which can still be found in their veins.

CANOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Canoloth Ichor (3 vials)	A canoloth is a nightmare for magic users for many reasons; one of which being its ability to prevent them from escaping combat through teleportation. This magical signature remains even through their nasty ichor which can be used in a special tar to ward off a location against magical incursion. Requires enchanted vial. Use: You may spread this vial of ichor in a thin line of up to 100 feet long. If this line creates a perimeter, no creature may teleport into or out of that space; any attempt to do so is wasted. This effect lasts for 1 year or until the perimeter is broken by washing off a portion of the ichor. Alternatively, you may make a ranged attack with this vial against a creature within 20 feet of you, causing the vial to shatter on impact and spreading the ichor over your target. Until this ichor is washed off, that creature cannot use any magic that would magically teleport it to another location. Washing the ichor off requires complete submersion in water and constant scrubbing for at least 1 minute.	14 gp	2 lb.	
10	Canoloth Tongue	Like the guard hounds they vaguely resemble, a canoloth bears a long tongue that it is fond of letting roll from its mouth. Unlike a guard ounds however, this tongue is extremely deadly due to the myriad of spiked covering it. It is quite useful as a whip, and yugoloth taskmasters have been seen carrying canoloth whips, ironically, to motivate other canoloths.	75 gp	15 lb.	Whip, +1 (DMG)
15	Canoloth Hide	The hide of a canoloth is rough and hard, but manages to allow a degree of sensitivity that they use to pick up on tiny vibrations and changes in the atmosphere around them. This is partly what allows the canoloth to act as such an uncanny guardsman and this property can be transferred to a magical cloak with much of the same properties.	185 gp	30 lb.	Cloak of the Guard
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation



JAMES
ZHANG
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DHERGOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Dhergoloth Ichor (vial)	Dhergoloths are probably the most bloodthirsty of all yugoloths. Forgoing any sense of tactics, they simply charge into battle and slaughter their enemies. This resonates into every fiber of their being and especially into their ichor, which may be imbibed to enhance your own violent tendencies and thirst for battle. Requires enchanted vial. Use: You may drink this ichor as an action, gaining a lust for battle at the expense of safety. For the next 10 minutes, you may use your action to move up to your walking speed in a straight line and target each creature within 5 feet of you during your movement. Each target must succeed on a Dexterity saving throw with a DC equal to 8 + your Strength score + your proficiency score. On a failure, they suffer damage as if hit by whichever melee weapon you are currently wielding. This damage does not include any extra benefits that your weapon may impart on a successful hit. If you use this ability, all attacks made against you have advantage until the start of your next turn.	18 gp	1 lb.	
10	Dhergoloth Claw (x4)	A literal whirling dervish, the dhergoloth wades into battle with its claws spinning and slashing at all enemies in their path. Excellent for slicing through swathes of unarmored foes, or fields of wheat, I suppose.	10 gp	15 lb.	Any melee slashing weapon, +1 (DMG)
15	Dhergoloth Exoskeleton	The exoskeleton of a dhergoloth is incredibly hard, and yet due to its unique limb configuration, is also very flexible and modular. Due to this bizarre property, it can create a suit of armor that provides good protection without sacrificing mobility.	75 gp	40 lb.	Acrobat's Plate
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

HYDROLOTH

DC	Item	Description	Value	Weight	Crafting
5	Hydroloth Ichor (3 vials)	As slimy as they were in life, touching the ichor of a hydroloth feels much like sticking your hand into the bottom of a bog. This unnerving feeling comes due to the hydroloth's innate connection to the River Styx, as the hydroloth's ichor is just as capable of tampering with memories as its owner was in life. Requires enchanted vial. Use: A creature that drinks this ichor must succeed on a DC 16 Intelligence saving throw or have their memories stolen. A creature with their memories stolen loses all proficiencies, can't cast spells, can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A <i>greater restoration</i> or <i>remove curse</i> spell cast on the target ends this effect early.	25 gp	1 lb.	
10	Hydroloth Claw (x2)	Tipped by hooks designed to drag their victims to the depths, the hydroloth's claws are incredibly deadly and make a wonderful base for constructing weapons such as tridents.	70 gp	20 lb.	Any piercing melee weapon, +1 (DMG)
15	Hydroloth Bladder	Like many amphibians, the hydroloth possesses a bladder in their throats that serves many functions. Other than allowing the hydroloth to survive underwater, it also acts as a supernatural storage mechanism for the hydroloth's memory thefts. In its properly harvested and unaltered state, it can be used to modify one's own memories for whatever purpose you may wish to achieve. Use: If you spend 1 minute with this bladder over your head willingly, you may modify your own memories as if you had been subjected to the effects of the <i>modify memory</i> spell. You may choose any memory from your entire life to modify, and you decide on which memory is changed and how during the minute you spend with the bladder over your head. Once this bladder is taken off your head, you instantly forget you used it, thus making you oblivious to any altered memories you may now have. Once this ability has been used, this item may not be used again in this way until the next dawn. This item also keeps track of all memories it has altered, removed, or implanted. A creature with this bladder over their head can spend their action to have all of these memories shown to them simultaneously, along with the knowledge of who their original owner was and how the memory has been modified. They may also choose to have a memory permanently erased from the bladder once they are aware of the memory's existence.	300 gp	10 lb.	Hood of the Aquatic Ambush
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

MERRENOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Merrenoloth Ichor (3 vials)	The ichor of a merrenoloth has a briny odor to it, like the kind of brackish seawater found in the depths of an old ship. It carries some traces of the merrenoloth's mastery of ships, and some superstitious sailors have taken to mixing it with tar and using it to coat their ships to ward them from harm. Requires enchanted vial. Use: As an action, you may rub this ichor into your hands. For the next 24 hours, you have advantage on any ability check made to helm, steer, or sail a ship.	2 gp	1 lb.	
10	Merrenoloth Hide	The thin, tight skin of a merrenoloth resembles that of a sailor that has spent far too long in the salt and sun. While it doesn't make for good armor, there is a seafaring tradition of the most notorious pirates that lure merrenoloths to their ships with contracts, slaughter them, and then craft their flags from their hides. Whether this is true or simply a salty dog tale is still to be confirmed.	10 gp	17 lb.	
15	Merrenoloth Skull	Due to their naturally gaunt faces, the skull of a merrenoloth looks pretty much the same as it did even when it still had skin. Even its now hollow eyes appear to still be able to see, constantly watching over their vessel and ensuring it finds safe passage to its destination. Use: This skull provides an inherent protection over whichever ship it is mounted to the front of. If it is mounted on the front facing outwards, the ship always stays on course to the destination that the captain of the ships names. If it is mounted on the front facing inwards, creatures on the ship aren't discomfited by wind or weather, though this effect doesn't protect against damage.	350 gp	8 lb.	
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

OINOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Oinoloth Ichor (vial)	Even a casual whiff of this ichor would inform you that it is not safe for humanoid consumption; it reeks of decomposition, decay, and death. Despite this, it does actually have many benefits that can restore a body's vitality instantly. However, as with everything involving a yugoloth, doing so comes with a price. Requires enchanted vial. Use: You may drink this potion as an action. If you do so, you instantly regain all hit points and you end one disease or condition from yourself from a choice of: blinded, deafened, paralyzed, or poisoned. You then gain 1 level of exhaustion, and your hit point maximum is reduced by 2d6. This reduction can be removed only by a <i>wish</i> spell or by the <i>greater restoration</i> spell being cast on you three times within the same hour. You die if your hit point maximum is reduced to 0.	150 gp	1 lb.	
10	Oinoloth Plague Pustule (x3)	Undulating and pulsating even after removal, these pustules contain concentrated doses of the oinoloth's plagues and it is common to see them prick these open as they spread their invisible death. A very steady hand needs to handle these, but afterwards, they can be thrown at one's enemies as disease bombs. Use: As an action, you may throw this pustule at a space within 20 feet of you, blighting the area within 10 feet of that spot similar to the <i>bringer of plagues</i> ability of the oinoloth (your DM has the stats).	95 gp	1 lb.	
15	Oinoloth Claw (x2)	The claws of an oinoloth are fascinating structures, resembling syringes more than actual nails. These sharp, hollow tubes allow the oinoloth to deliver virulent payloads to their foes. With a little bit of adjustment, these claws can make a deadly pair of gloves that can bring both fast and slow deaths to one's opponent.	300 gp	8 lb.	Gloves of Pestilence
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

YAGNOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Yagnoloth Ichor (3 vials)	As slippery as the contracts the yagnoloth writes, traces of this ichor can actually be found in the ink that they use in their business with potential employers. There is nothing stopping us from doing the same with the ichor in order to write nefarious contracts or simple coded messages. Requires enchanted vial.	55 gp	1 lb.	Confidant's Ink
10	Yagnoloth Ear (x2)	Long and resembling a bat's wing, the ears of a yagnoloth allow them to hear exceptionally well; a talent they often use to listen on secret conversations to give themselves an edge in negotiations. While not inherently magical, some witches and alchemists quite like adding them to serums for curing deafness, under the belief that it will not just heal the affliction, but even grant a degree of supernatural hearing.	110 gp	1 lb.	
15	Yagnoloth Giant Arm	Almost comically large, the giant arm of a yagnoloth is nothing to laugh at in a combat situation. Capable of inherent magic or simply brutish strength, the arm is incredibly valuable as a weapon base for the versatile warrior, even if it is a bit volatile and unpredictable at times.	460 gp	30 lb.	Trickster's Hammer
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

CHAPTER 4: CRAFTING

The ingenuity and creativity of crafters never fails to astound me. For every new material that we harvesters find, they discover a new way to make them even more astounding and powerful. I present their latest findings to you here, dear reader.” - 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 **crafters**. 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
+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 all sorts of potions, concoctions, and tinctures. In general, if an organic material needs to be crushed, powdered, dried, boiled, melted, burned, etc, and then mixed with other ingredients before it becomes useful, it is 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 molding, 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 turn 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 brought back secrets from 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 armor. 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 armor. 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 neighbors, while the master smiths of dwarven kingdoms smelt adamantine 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 armor 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 armor 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 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.

Tinkers are a rare profession, but their work possesses incredible value. Tinkers are usually associated with finnick 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.

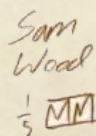
Any character that is proficient in the tinker's tools may be considered a tinker for crafting purposes.

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.

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

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: DMG for Dungeon Master's Guide.

In order to understand the quantities of harvestable materials required and the type of crafter, the following table has been made:



BLUES ARE VAIN AND TERRITORIAL. THEY ARE DISTINGUISHED BY THEIR DRAMATIC FRILLED EARS AND SINGLE, MASSIVE BROW HORN. THEY ARE ALSO ONE OF THE BEST ADAPTED DRAGON BREEDS FOR DIGGING INTO SAND. THEIR HIDES TEND TO HUM AND CRACKLE FAINTLY WITH BUILT-UP STATIC ELECTRICITY, AND TO EMIT SMALL ARCS OF ELECTRICITY. THESE EFFECTS INTENSIFY WHEN THE DRAGON IS ANGRY OR ABOUT TO ATTACK. THEY SMELL OF OZONE + SAND.

BLUE DRAGON IDENTIFIERS

PUBLISHED BOOK ITEMS

Craftable Item	Harvesting Material	Crafter
Arrow, +1	Kruthik Spike (x1)	Blacksmith
Bolt, +1	Kruthik Spike (x1)	Blacksmith
Drow Poison	Drow Blood (x1 vial)	Alchemist
Elemental Gem (Blue Sapphire)	Mote of Air (x1)	Artificer
Elemental Gem (Emerald)	Mote of Water (x1)	Artificer
Elemental Gem (Red Corundum)	Mote of Fire (x1)	Artificer
Elemental Gem (Yellow Diamond)	Mote of Earth (x1)	Artificer
Gauntlets of Ogre Power	Ogre Hand (x2)	Artificer
Leather, +2	Gray Render Hide (x1)	Leatherworker
Melee Bludgeoning Weapon, +1	Armanite Hoof (x2)	Blacksmith
Melee Bludgeoning Weapon, +3	Astral Dreadnought (x1)	Blacksmith
Melee Piercing Weapon, +1	Armanite Claw (x1), Howler Teeth (x1 large bag), Hydroloth Claw (x1), Star Spawn Mangler Arm (x2)	Blacksmith
Melee Piercing Weapon, +2	Retriever Leg (x2), Steel Predator Claw (x2)	Blacksmith
Melee Piercing Weapon, +3	Astral Dreadnought (x1)	Blacksmith
Melee Slashing Weapon, +1	Armanite Tail (x1), Dhergoloth Claw (x1), Howler Teeth (x1 large bag), Star Spawn Mangler Arm (x2)	Blacksmith
Melee Slashing Weapon, +2	Gray Render Claw (x1), Retriever Leg (x2), Steel Predator Claw (x2), Wastrilith Claw (x1)	Blacksmith
Melee Slashing Weapon, +3	Astral Dreadnought (x1)	Blacksmith
Periapt of Love	Gray Render Brain (x1)	Alchemist
Plate Armor	Quartz Plating (x1)	Blacksmith
Plate Armor, +2	Kruthik Hive Lord Chitin (x1)	Blacksmith
Potion of Greater Healing	Blood Mist (x1 vial)	Alchemist
Potion of Heroism	Black Blood (x1 vial)	Alchemist
Potion of Superior Healing	Troll Blood (x1 vial)	Alchemist
Ram, +3	Astral Dreadnought Claw (x1)	Blacksmith
Spear, +1	The Lost Arm Spike (x1)	Blacksmith
Splint Armor	Quartz Plating (x1)	Blacksmith
Studded Leather, +1	Armanite Hide (x1)	Leatherworker
Studded Leather, +2	Gray Render Hide (x1)	Leatherworker
Whip, +1	Canoloth Tongue (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.

ABYSSAL OIL

Potion, very rare

Crafted by: Abyssal Weapon Ichor x1 vial (Alchemist)

This green, viscous oil carries within it all of the rage and power of the Demon Lords of the Abyss. The oil can coat one melee weapon or up to 10 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical, and any critical hit made with that item deals an extra 6d8 damage. This damage is not doubled.

ACROBAT'S PLATE

Armor (plate), rare

Crafted by: Dhergoloth Exoskeleton x1 (Blacksmith)

While wearing this armor, you have advantage on Dexterity saving throws and Dexterity (Acrobatics) checks. In addition, due to its unique materials and design, this armor has no Strength requirement and does not impose disadvantage on Dexterity (Stealth) checks.



AMULET OF SPIRITUAL OBFUSCATION

Wondrous item, very rare

Crafted by: Fused Soul x1 (Thaumaturge)

This gold framed amulet has a large red stone in its center, inside of which, is a swirling vortex that resemble souls chasing each other for eternity. The spiritual chaos inside this amulet is capable of masking its wearer's spiritual presence, among other protections. While wearing this amulet, you gain the following benefits:

- You act as if you are under the *nondetection* spell.
- You, and everything you carry, are immune to the effects of truesight. Anything attempting to view you with truesight simply sees you as if they were using any of their other senses (if any).
- You cannot be subjected to any magical effect that would attempt to possess your body or remove your soul against your will.
- Undead, celestials, and fiends have disadvantage on Wisdom (Perception) checks to find you, as your chaotic spiritual energy partially masks you from their senses.

AMULET OF THE DIRE

Wondrous item, very rare (requires attunement)

Crafted by: Dire Soul x1 (Artificer)

While wearing this amulet, you may use your action to speak its command word and grow one size larger, doubling your size in all dimensions and multiplying your weight by eight. Everything you are carrying and wearing also increases relative to you; it returns to its original size immediately if it is dropped. If there isn't enough available free space for you to grow, you attain the maximum possible size in the space available.

While enlarged in this way, you have advantage on Strength checks and Strength saving throws, and your weapon attacks done with your enlarged weapons deal an extra 1d4 damage. In addition, when you use this ability, you also gain a random trollish mutation for the duration of the enlargement. Roll a d4 and consult the table below to find your mutation.

TROLLISH MUTATION

D4 Mutation

- 1 You gain the incredible regenerative abilities of the trolls. You regain 10 hit points at the start of each of your turns so long as you start with at least 1 hit point and you have not taken any acid or fire damage since the end of your last turn.
- 2 You gain an extra head. You have advantage on saving throws against becoming blinded or deafened, and you can still function even if one of your heads is destroyed or removed from your body.
- 3 You gain an extra set of arms tipped with claws. As a bonus action, you may make an unarmed strike with them, dealing 1d6 + your Strength modifier slashing damage on a successful hit.
- 4 Your skin becomes green and tough, giving you a +2 bonus to AC.

This enlarging lasts for 1 hour, after which you return to your original size. You may also end the effect early by speaking the command word again (no action required). Once this ability has been used once, you cannot use it again until you finish a short or long rest.

AMULET OF THE EXPANDED MIND

Wondrous item, very rare (requires attunement)

Crafted by: Alien Consciousness x1 (Artificer)

While wearing and attuned to this amulet, your Intelligence score increases by 2, as does your maximum for that score. In addition, any attempt to charm you or read your thoughts without your permission fails, and the creature attempting to do so suffers 2d8 psychic damage.

AMULET OF THE FLESH-SHAPER

Wondrous item, legendary (requires attunement)

Crafted by: Sibriex Frontal Cortex x1 (Artificer)

This wrinkled, pale-pink amulet resembles the shriveled brain of a monstrous entity. This amulet has 20 charges which you may expend to use any of the following abilities:

Spellcasting. While wearing this amulet, you may use your action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC, or 8 + your Intelligence modifier if you do not have a spell save DC: *alter self* (2 charges), *polymorph* (4 charges), *animal shapes* (8 charges), *shapechange* (9 charges), or *true polymorph* (9 charges).

Twisted body. Using your action and expending 5 charges, you target a non-construct creature you can see within 60 feet of you, attempting to twist its body into a debilitated state. The targeted creature must make a DC 18 Constitution saving throw. On a failure, they suffer 6d10 necrotic damage, and for the next 10 minutes, their speed is reduced by half and they make all Strength and Dexterity saving throws at disadvantage. On a success, they take half damage and suffer no other negative effects. The targeted creature may attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Mutated Gift. Using your action and expending 3 charges, you target a willing creature within 30 feet of you that you can see. If you do so, roll a percentile dice and consult the Flesh Warping table in the *sibriex* creature information section to determine a mutation that transpires to your target. This mutation lasts until the end of your target's next long rest. Alternatively, you may use this ability on your target again to end the effect early. There is no limit to how many mutations a creature can have.

The amulet regains 2d8+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, this amulet dissolves into a foul ichor and becomes worthless.

AMULET OF THE SPIRIT HUNTER

Wondrous item, very rare (requires attunement)

Crafted by: Essence of Troll x1 (Thaumaturge)

While wearing this amulet, you may use your action to speak the amulet's command word and transform yourself and anything you are wearing or carrying into a spiritual version of yourself for the next hour. If you drop anything, they return to their regular form immediately. While in spiritual form, you have the following benefits:

- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.
- Your weapon attacks deal psychic damage instead of their usual bludgeoning, piercing, or slashing damage and are considered magical.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You have a fly speed equal to your speed.

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

AMULET OF THE USURPER

Wondrous item, legendary (requires attunement by a spellcaster)

Crafted by: Heart of Moloch x1 (Artificer)

This amulet has 20 charges. While wearing it, you may use your action to spend a number of charges for any of the following properties.

Spellcasting. You may use the amulet to cast any of the following spells using your spell save DC and spell attack bonus: *animate dead* (3 charges), *burning hands* (1 charge), *confusion* (4 charges), *detect magic* (1 charge), *flame strike* (5 charges), *fly* (3 charges), *geas* (5 charges), *major image* (3 charges), *stinking cloud* (3 charges), *suggestion* (2 charges), and *wall of fire* (4 charges).

Teleport. As an action, you may expend 3 charges to teleport, along with any equipment you are wearing and carrying, up to 120 feet to an unoccupied space you can see.

Corruptive Influence. As an action, you may expend 3 charges to release a 20-foot radius burst of corruption centered on yourself. Any creature other than you inside this burst must succeed a DC 18 Wisdom saving throw or be charmed by you until the start of your next turn. While you have a creature charmed by you in this way, you may determine who they consider to be friends and who they consider to be enemies (no action required by you). This may result in them attacking creatures they once thought allies, or aiding creatures they once thought enemies. Once a creature has saved against this ability once, they are immune to its effects for the next 24 hours.

This amulet regains all expended charges upon the next dawn.

ANTI-MAGIC CRYSTAL

Wondrous item, very rare

Crafted by: Astral Dreadnought Eye x1/3 (Artificer)

This roughly basket sized crystal radiates a field of energy that disrupts the normal flow of the multiverse and prevents magical forces from acting in its proximity. This crystal creates an area of antimagic around itself, as in the *antimagic field* spell, in a 150-foot radius. This field passes through all solid objects except a layer of lead that is at least 1 inch thick. This crystal cannot be deactivated (including in other antimagic fields) and only stops functioning if it is destroyed. The crystal has 30 hit points, 15 AC and is immune to poison and psychic damage.

ARMOR OF NULLIFICATION

Armor (plate), legendary (requires attunement)

Crafted by: Negative Plane Echo x1 (Blacksmith)

While wearing this armor, you gain a +3 bonus to AC, you are immune to necrotic damage, and if you are struck by a critical hit, you may use your reaction to turn it into a normal hit instead, cancelling any effects that would normally be triggered by that critical hit.



ARMOR OF THE ETERNAL FLAME

Armor (plate), legendary (requires attunement)

Crafted by: Phoenix Ashes x1 small pouch (Blacksmith)

While wearing this armor, you gain a +3 bonus to AC and you have resistance to fire damage. In addition, if you receive damage that would reduce your hit points to 0, you may use your reaction to negate that damage and release a fiery nova from yourself, forcing all creatures within 10 feet of you to make a DC 20 Dexterity saving throw, suffering 4d8 fire damage on a failed save, or half as much damage on a successful one. Once you use this ability, you may not use it again until your next long rest.

ARMOR OF THE INFERNAL ENFORCER

Armor (studded leather), legendary (requires attunement)

Crafted by: Hide of Hutijin x1 (Leatherworker)

You gain a +3 bonus to AC while wearing this armor and you gain resistance to cold, fire, and poison damage. In addition, when you take damage you may use your reaction to cause an infernal sound to bellow forth from the armor, forcing all creatures of your choice within 30 feet of you to make a DC 20 Wisdom saving throw or become frightened of you 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. A creature that saves against this effect is immune to this ability for 24 hours. Once you use this ability once, you cannot use it again until you finish a short or long rest.

ASTRAL HARPOON

Wondrous item, very rare

Crafted by: Astral Dreadnought Spike x1 (Blacksmith)

When fired from a ballista or similar firing mechanism, this harpoon has a +3 to attack and damage rolls and deals 6d10 piercing damage instead of the normal amount of damage. When firing this destructive harpoon, if you roll a 20 on your attack roll against a non-magical ship, you cause catastrophic hull damage that causes fractures and breakages to compound. For the next minute, the struck ship suffers 2d10 at the end of each round.

ASTRAL HULL PLATING

Wondrous item, very rare

Crafted by: Astral Dreadnought Scale x1 (Blacksmith)

This hard plating is surprisingly light, buoyant, and specially tuned to the Astral Plane, allowing ships outfitted with it to sail through that Astral Sea with little effort.

A ship that has been appropriately outfitted by this plating gains a +1 bonus to AC and may sail through the Astral Plane as if it were water. Piloting and sailing the ship like normal allows it to travel as if it were subjected to an average travel wind on the Material Plane, and it moves at the appropriate speed. The ship may also angle itself up or down to achieve the same freedom of movement that creatures enjoy on the Astral Plane; doing so only requires the helmsman of the ship to concentrate on the angle change as they steer.

For a ship to be considered appropriately outfitted, two scales are required for every 10 feet of ship length: one on each side.

AXE OF THE DEVOURER

Weapon (battleaxe or greataxe), very rare (requires attunement)

Crafted by: Ravenous Maw x1 (Blacksmith)

Whenever you deal a lethal blow to a creature with this weapon, your maximum and current hit points increase by an amount equal to the amount of hit points that creature had remaining just before you killed it. This increase remains until the end of your next long rest.

Curse: The lingering hunger of this weapon compels you to not wield anything else, forcing you to only use this weapon when making weapon attacks against other creatures. Any time that you increase your hit point maximum beyond double its original amount using the ability of this weapon, you must make a DC 16 Wisdom saving throw. On a failure, you are wracked with extreme hunger, suffering 1 point of exhaustion until you consume at least 5 pounds of food.

BAG OF COLDING

Wondrous item, uncommon

Crafted by: Maurezhi Hide x1 (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 *gentle repose* spell cast on 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.

BASIN OF WATER CONTROL

Wondrous item, very rare

Crafted by: Wastrilith Bladder x1 (Artificer)

This stone basin measures 1 foot in diameter. If you fill this basin with a sample of water from a source of water that has a radius of less than half a mile, this basin gains a connection to that source of water for 1 hour. A source of water may include a river, a pond, or even a barrel or pitcher. If the source of water is larger than half a mile in radius, this basin has a connection only to the water in a half-mile radius of the point from which you gathered the water.

So long as you hold the basin, you may use your action to exert your influence over the connected area of water as if you had cast the *control water* spell over it. If an action you use in this way would force a target to make a saving throw, the DC is considered 17.

This basin loses its connection to the water after the 1-hour duration has passed, if you drop the basin, or if the water inside the basin spills out. After this, all effects created by the basin cease immediately. Once used, the basin cannot be used again until the next dawn.

BERSERKER BREW

Potion, very rare

Crafted by: Alkith Spore x1 vial (Alchemist)

When you drink this potion, you become instilled with a maddening thirst for violence for the next 10 minutes. During this time, you deal an extra 2d6 damage to your target whenever you make a successful weapon attack, and you cannot be charmed or frightened. However, if you do not cause damage to a target on your turn, you suffer 2d6 psychic damage as your rage burns into your own mind. This damage cannot be reduced in any way. This crimson red potion continuously roils and froths as if constantly agitated by an unseen force.

BOON OF THE WRAITH LEADER

Wondrous item, rare (requires attunement)

Crafted by: Commander's Mark x1 (Thaumaturge)

Whenever you score a critical hit on a weapon attack against a creature, you may use your reaction to summon a sword wraith warrior (your DM has the statblock) in an unoccupied space within 5 feet of you. This sword wraith warrior takes its turn immediately after you on the same initiative count. The sword wraith warrior follows your commands to the best of its ability or attempts to fight the nearest creature hostile to you if no command is given. A sword wraith warrior summoned in this way disappears completely once your next turn ends, or if it drops to 0 hit points. A sword wraith warrior summoned in this way cannot be harvested.



BONECLAW CENSER

Wondrous item, rare

Crafted by: Boneclaw Skull x1 (Thaumaturge)

This censer has an innate connection with the boneclaw from whom it was crafted. When held by a creature, faint wisps of smoke will emerge and blow in the direction of that boneclaw if that boneclaw is still animate and on the same plane of existence as the holder. The intensity and thickness of the smoke will increase as proximity to the boneclaw decreases. A creature holding this item may also spend 10 minutes focusing on it, after which, a wisp of smoke will emerge and blow in the direction of the boneclaw's master if it is on the same plane of existence as the censer.

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

CHAIN OF VIOLENCE

Wondrous item, very rare

Crafted by: Sorrowsworn Anger Hook x2 (Blacksmith)

This 20-foot metal chain has one hook on either end. As an action, you may throw one end of this chain at a target within 20 feet of you, forcing them to succeed on a DC 16 Dexterity saving throw or suffer 1d6 piercing damage and have the hook lodge itself in their body. If the hook lodges itself in a target, the hook on the end that you hold automatically lodges itself in your own body, dealing 1d6 piercing damage to you as well and chaining you and your target together.

While chained in this way, neither creature may willingly move more than 20 feet away from the other and they may not take any action that does not involve attempting to damage the other chained creature. The hooks can only be removed once at least one of the chained creatures dies, or another creature adjacent to one of the chained creatures removes the hook from their body with a successful DC 16 Strength check, at which point the other hook will also automatically dislodge.

CLOAK OF SAFE HARBOR

Wondrous item, very rare (requires attunement)

Crafted by: Dimensional Gullet x1 (Leatherworker)

While wearing this cloak, you may use your action to pull the hood up over your head, transporting yourself and everything you are wearing and carrying to a pocket dimension that resembles a blank void with a breathable atmosphere. You may stay in this pocket dimension for up to 1 hour per day, which you may do so all at once, or in several shorter increments. If your time runs out or if you take the hood off (no action required) you return to your original plane in the space which you disappeared from, or the nearest unoccupied space if that is impossible.

If you receive damage while wearing this cloak, you may use your reaction to pull the hood up, transporting you to your pocket dimension and negating the damage you just took. You automatically return to your original space or nearest unoccupied space at the start of your next turn. The time spent in your pocket dimension in this way does not count towards the overall time spent in your pocket dimension for the day and this ability can be used even if you have already been in your pocket dimension for 1 hour this day. However, once you have used the cloak in this way, it may not be used again like this until you finish a short or long rest.

CLOAK OF TARGETED INVISIBILITY

Wondrous item, very rare (requires attunement)

Crafted by: Balhannoth Hide x1 (Leatherworker)

While wearing this cloak, you may spend your bonus action to force one creature you can see within 60 feet of you to make a DC 16 Wisdom saving throw. On a failure, magic clouds its senses and you become invisible to that creature for the next minute. This invisibility ends if you damage that creature in any way or you target another creature with this ability.

CLOAK OF THE ARACHNID

Wondrous item, very rare (requires attunement)

Crafted by: Arachidney Gland x1 (Leatherworker)

This long cloak has undergone a unique tanning process that utilized the magical bile from the magical transformation gland of a drow priestess. While wearing this cloak, you may use your action to speak its command word to meld it to you, causing eight spider legs to grow from your back. These spider legs are capable of growing through clothes and armor without damaging them.

Each of these legs has a reach roughly equal to the length of one of your legs, and while they are present, you may use them as basic appendages that you are naturally coordinated in using. As part of this, you may use them for the following abilities:

- You have a climb speed equal to your movement speed and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. In addition, because your spider legs do the climbing for you, you retain use of both of your normal hands even while climbing.
- You ignore movement restrictions caused by webbing and you may cast the *web* spell at will.
- You may use your bonus action to make an unarmed strike with your spider legs at a target adjacent to you. This attack deals 1d8 + your Strength modifier in slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

These spider legs last for 1 hour or until you cancel them early by speaking the command word again, after which they recede into your back and your cloak reappears. Once used once, this item may not be used again until the next dawn.

CLOAK OF THE GUARD

Wondrous item, rare

Crafted by: Canoloth Hide x1 (Leatherworker)

While wearing this cloak, you cannot be surprised so long as you aren't incapacitated, and you may perform up to 4 hours of light activity during a long rest and still gain its benefits; this cloak must be worn during the entirety of the long rest in order for the latter ability to apply.

CLOAK OF THE SCORCHED MARTYR

Wondrous item, legendary (requires attunement)

Crafted by: Wings of Zariel x1 (Thaumaturge)

While wearing and attuned to this cloak, you have a +1 bonus to your AC, resistance to fire damage, and whenever you hit with a weapon attack, you may deal an additional 2d10 fire damage to your target. In addition, you may use your action to target one creature you can see within 120 feet of you and command them to combust; that target must succeed on a DC 18 Wisdom saving throw or take 4d10 fire damage.

COATING OF CORROSION

Potion, very rare

Crafted by: Sibriex Bile x1 vial (Alchemist)

This bright green oil is magically attuned to react when it is used to coat a weapon, transmuting itself into a highly corrosive acid that leaves the weapon undamaged. It can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the oil takes 1 minute. For 1 hour, any successful attack rolls made with a coated weapon deals an extra 2d6 acid damage.

CONCOCTION OF COMPANIONSHIP

Potion, very rare

Crafted by: Gray Render Brain x1 (Alchemist)

This gray potion is divided into two layers that never mix: a cloudy top half, and a clear bottom half. As an action, you may drink the cloudy half, allowing another creature to drink the clear half. For the next 7 days, whoever drank the cloudy half is considered the "guardian" and the drinker of the clear half is considered the "charge" as both of you gain a psychic connection with one another. If one creature drinks both halves or if no creature drinks the second half within 1 minute of the first, the magic of this potion fades and it becomes useless.

Guardians and charges may communicate telepathically over any distance and are always aware of each other's location, direction, and distance from each other, so long as they are on the same plane of existence as each other. If a creature within the guardian's reach damages their charge, they may spend their reaction to make a melee weapon attack against the damaging creature. This attack is made with advantage. In addition, if a charge starts their turn with 0 hit points while within 60 feet of their guardian, they instantly stabilize.

CONCOCTION OF CONTAMINATION

Potion, very rare

Crafted by: Sibriex Miasma x1 vial (Alchemist)

This pale green potion constantly appears to form clots of material inside it that quickly turn grey and dissolve back into the liquid. For 1 hour after you drink this potion, your blood becomes a dangerous disease-carrying fluid. This does not harm you, but it does grant you the following abilities:

- You are immune to disease and poison.
- Any time a creature within 5 feet deals piercing or slashing damage to you, they must make a DC 15 Dexterity saving throw. On a failure, they take 2d6 poison damage as your infected blood splashes onto them.
- Any creature that drinks at least one ounce of your blood must succeed on a DC 15 Constitution saving throw or become poisoned. While poisoned in this way, a creature suffers 4d6 poison damage at the start of each of their turns. A poisoned creature may make the saving throw again at the end of their turn, ending the effect on themselves on a success. Your blood is tasteless, odorless, and mostly colorless when mixed into other fluids and can only be detected in a drink by a successful DC 15 Intelligence (Investigation) check.

CONFIDANT'S INK

Wondrous item, rare

Crafted by: Yagnoloth Ichor x1 vial (Alchemist)

This 1-ounce bottle of ink carries an enchantment that causes an illusion to be placed on whatever message it is used to write. Once you have finished writing the message, you speak a command word of your choosing over it, sealing the magic inside. Any creature that attempts to read this message only sees it as indecipherable gibberish unless they speak the command word within 5 feet of it, at which point the true message reveals itself to them. A creature that is able to see through illusions is immune to the ability of this ink.

CONTAGION PLATE

Armor (plate), very rare (requires attunement)

Crafted by: Wastrilith Scales x1 large bag (Blacksmith)

While wearing this armor, you gain a +1 bonus to AC, a swim speed equal to your walking speed, you have resistance to poison damage, and advantage on saving throws against effects that would cause you to become poisoned. In addition, if you are submerged in a body of water, you may use your bonus action to speak this armor's command word, causing it to emit an aura of contagion for the next 10 minutes that befouls the water 30 feet around you at the start of each of your turns. Befouled water is considered lightly obscured and any creature other than you that consumes or swims in this water must make a DC 18 Constitution saving throw. On a successful save, a creature is immune to the effects of this water for 24 hours. On a failed save, a creature takes 4d6 poison damage and is poisoned for 1 minute. At the end of this time, the poisoned creature must repeat the saving throw. On a failure, the creature takes 4d8 poison damage and is poisoned until it finishes a long rest.

You may end this effect early by using your bonus action to speak the command word again, ending the aura and removing any befouling effect on contaminated water.

CORPSE MAKER'S WAR PAINT

Wondrous item, rare

Crafted by: Corpse Flower Petal x1 (Alchemist)

This jar of magical paint is a swirl of red and yellow, like the skin of a bloated cadaver. You may spend 1 minute smearing this paint over your body, after which you enter a trance for 1 hour in which you are driven by a lust for death and violence. During this hour, you gain the following benefits:

- You cannot be charmed or frightened.
- You may use your bonus action to move up to your speed towards a hostile creature you can see.
- You have advantage on weapon attacks against creatures as long as at least one of your allies are within 5 feet of the creature and your ally isn't incapacitated.

While in this trance, whenever a creature you can see hits you with a weapon attack, you must succeed on a DC 13 Wisdom saving throw or enter a frenzied state (you may choose to fail this saving throw willingly). While in this state, attacks made against you are made at advantage and you must spend your action to attack the creature that hit you, using as much of your movement speed as possible to reach them if necessary. In addition, opportunity attacks you make against the creature that hit you are made at advantage and also reduce their speed to 0 upon a successful hit.

You remain in this frenzied state until either the creature that hit you is dead, you are no longer aware of the location of the creature that hit you, you fall unconscious, or the effects of this paint wear off. If a different creature hits you while in this frenzied state, you must make the saving throw as normal, switching your focus to that different creature upon a failed save.



CROWN OF THE ETERNAL BOLT

Wondrous item, legendary (requires attunement)

Crafted by: Elder Tempest Spark x1 vial (Tinker)

While wearing and attuned to this item, you have resistance to lightning damage. This crown also has 6 charges. As an action, you may spend a charge to use any of the following abilities:

Lightning Bolt. You may cast the *lightning bolt* spell using the crown. You may spend additional charges to cast this spell at a higher level, spending one extra charge per level. This spell uses your spell save DC. If you do not have one, it is set to 8 + your Intelligence modifier.

Electrical Resuscitation. As part of the action to do this ability, you must touch an adjacent unconscious or dead creature, releasing a jolt of electricity from your hands as you do so. If the creature was unconscious, you cause that creature to immediately wake up, also restoring them to 1 hit point if they had less than that at the time. If you touch a creature that died within the last minute, you immediately restore them to life with 1 hit point, however, you cannot restore missing body parts with this ability.

Volt Shield. You cover yourself in a pulsing blue electrical current that harms other creatures that come into contact with it. Until the start of your next turn, you have immunity to lightning damage, and any creature that touches you suffers 2d8 lightning damage, or double that if they are wearing metal armor or covered in water. A creature can only suffer this damage once per turn.

Lightning Strike. As part of the action used to do this ability, you must make a weapon attack against one creature within range. If your attack is successful, you deal an additional 2d8 lightning damage and they must succeed on a DC 20 Constitution saving throw or be stunned until the start of your next turn.

This crown regains 1 charge per 20 lightning damage you take in a single turn while wearing it. It also recovers all expended charges at dawn.

DAGGER OF APATHY

Weapon (dagger), rare (requires attunement)

Crafted by: Maurezhi Fang x2 (Blacksmith)

While this item is in your hand, you may use your bonus action to speak its command word, causing it to radiate a lifeless energy for the next minute. While it is radiating this energy, any creature hit by this weapon that is not a construct or undead must succeed on a DC 12 Charisma saving throw or be struck by an overwhelming sense of apathy and lifelessness for 1 minute. An apathetic creature has disadvantage on attack rolls and saving throws, and on its turn may use either an action or a bonus action, but not both. At the end of its turn, a creature affected by this ability may attempt the saving throw again, ending the effect on itself on a success. A creature that succeeds this saving throw is immune to the effects of this dagger for the next 24 hours.

DEATH MASK

Wondrous item, rare

Crafted by: Cadaver Collector Face Plate x1 (Tinker)

While wearing this mask, you have advantage on Charisma (Intimidation) checks and anyone attempting to read your emotional state has disadvantage on their Wisdom (Insight) check. In addition, you may spend your action to release a paralyzing gas in a 30-foot cone in front of you. Each creature in that cone must make a successful DC 16 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. Once this ability has been used once, it cannot be used again until the next dawn. Each time you use this ability, roll a d6. On a 1, the internal mechanism of this item breaks and cannot be used to release the paralyzing gas anymore.

DEATH'S GRIP

Weapon (pike), very rare

Crafted by: Bone Claw x2 (Blacksmith)

You gain a +1 bonus to attack and damage rolls made with this magical weapon. When you hit a target with this weapon on your turn, you may immediately use your bonus action to attempt to grapple them, using this weapon instead of a free hand. If your target is a creature with less than half of its maximum hit points, your grapple check is made with advantage, and if it is successful, your target is considered restrained as well.

While you have a creature grappled in this way, you may not make attacks with this weapon.

DEMON CANNON

Weapon (heavy crossbow), very rare

Crafted by: Beam Turret x1 (Tinker)

This unique crossbow has replaced its string firing mechanism with a single tube inscribed with Abyssal runes that makes this weapon seem more like a handheld cannon with a trigger. When you make a critical hit with this magical weapon against a target, you may choose for your ammunition to burst, creating a 5-foot wide, 60-foot long line of dark energy behind your target that forces all creatures caught in it to make a DC 16 Dexterity saving throw. On a failure, a target takes 4d10 force damage, or half that on a success.

DIIRINKA'S BOON

Wondrous item, uncommon (requires attunement)

Crafted by: Mark of Diirinka x1 (Thaumaturge)

While attuned to this item, you cannot be surprised in combat and you have advantage on Wisdom (Perception) checks to spot hidden enemies.

When you become attuned to this item, roll a d20 and look up the results on the *Derro Madness* table in the derro statblock page. Your roll indicates what madness you suffer from while attuned to this item. This madness cannot be cured in any way except by ending attunement to this item which ends this condition immediately.

DOUBLET OF COSMIC PROTECTION

Armor (leather, studded leather, or hide), very rare

Crafted by: Star Spawn Hulk Hide x1 (Leatherworker)

While wearing this armor, you have resistance to psychic damage, and if you succeed on a saving throw against an effect imposed by a creature that would have resulted in you either becoming charmed or taking psychic damage, you may use your reaction to reflect that effect back on the creature that targeted you originally. That creature makes the same saving throw with the same DC, and if they fail, they suffer the same effects that you would have suffered. If that effect is to become charmed, they become charmed by you for the duration.

DRAGONREIGN CROWN

Wondrous item, legendary (requires attunement)

Crafted by: Red Abishai Horn x1 (Artificer)

While wearing this crown, you gain the following benefits:

- You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks.
- Whenever a creature with the type “dragon” attempts to do something that would directly result in damage to you, they must make a DC 18 Wisdom saving throw. On a failure, the creature must choose a different action instead that does not directly result in damage to you, wasting their action if they do not.
- As an action, you may choose up to four of your allies within 60 feet of you that you can see. Until the start of your next turn, those allies make attack rolls with advantage and can't be frightened.
- As an action, you may force all creatures of your choice within 120 feet of you and can see you to make a DC 18 Wisdom saving throw. On a failed save, a creature is frightened of you 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.
- As an action you may target one dragon you can see within 120 feet of you, forcing them to make a DC 18 Charisma saving throw. If they are a chromatic dragon, they make this save with disadvantage. On a successful save, the target is immune to this ability for 1 hour. On a failed save, the target is charmed by you for 1 hour. While charmed in this way, the target regards you as a trusted friend to be heeded and protected. This effect ends if you or your allies deal damage to the target. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours.

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.

DUST OF DARKNESS

Wondrous item, rare

Crafted by: Black Abishai Horn x1 (Alchemist)

This fine black dust is crafted from ground black abishai horn and is capable of creating a cloud of darkness once released into the air. As an action, you may throw a pinch of this dust into the air around you, instantly creating a 15-foot radius cloud of shadow similar to the *darkness* spell. You, and creatures you choose upon throwing the dust, are unaffected by this darkness and are able to see clearly through it. The darkness remains for 10 minutes. This bag has enough dust in it for 5 uses.

ELEMENTAL ARMLETS

Wondrous item, rare (requires attunement)

Crafted by: Myrmidon Shackles x1 (Blacksmith)

When you become attuned to these armlets, you may choose one of the following damage types: fire, cold, lightning, or thunder. If you do so, all of your weapon attacks are considered magical for the purposes of overcoming resistance and immunity, and you may choose to deal their damage using your chosen damage type instead of their original ones. In addition, whenever you score a critical hit, you deal an additional 1d8 of damage of your chosen damage type (this damage is not doubled).

You may change your chosen damage type at any time by focusing on these armlets for 10 minutes.

ENIGMA SHEET

Wondrous item, rare

Crafted by: Psyche Echo x1 (Artificer)

This sheet of vellum constantly swirls with random text, runes, and symbols that form vaguely coherent thoughts before they disappear again into the chaos of the ink. As part of a wizard's long rest, they may place this item into their spellbook, placing an enchantment over all of their spells and knowledge. So long as a wizard has this sheet in their spellbook, they may choose to invoke it whenever they cast a spell of level 1 or higher (no action required). If they do so, they must roll a d6 and use the table below to determine what random effect occurs.

ENIGMA

D6 Effect

- 1 Your spell fails without any effect and you waste the spell slot used to cast it.
- 2 Targets that are affected by your spell make any associated saving throws at advantage. If your spell involved an attack roll, that attack roll is made at disadvantage.
- 3 If your spell damages a creature, you take damage equal to the amount that creature took. If your spell damages multiple creatures, you take damage equal to the most amount of damage inflicted on one creature. This damage is unmitigable in any way.
- 4 You cast the spell as if it were done using a spell slot one level higher than the one you used, even if that is not a spell slot level that you would normally have access to.
- 5 Targets that are affected by your spell make any associated saving throws at disadvantage. If your spell involved an attack roll, that attack roll is made at advantage.
- 6 You instantly regain use of the spell slot you used to cast that spell.

FROST DAGGER

Weapon (dagger), rare

Crafted by: Frost Salamander Fang x1 (Blacksmith)

This dagger continually radiates a wave of cold that intensifies when sunk into exposed flesh. You have a +1 to attack and damage rolls made with this weapon, and when you deal damage with it, you may choose to convert the piercing damage into frost damage instead.

GEARSTRING LAUNCHER

Weapon (any kind of crossbow or bow), rare

Crafted by: Oaken Bolter Gear x1 (Tinker)

This specialized weapon is fitted with an intricate series of gears that can add custom payloads to the wielder's ammunition. While holding this weapon, you may use your bonus action to load or unload an item that is no larger than 6 inches in any dimension and that weighs up to 10 pounds into the launching slot. If you have an item in the launching slot, you may choose to use your action to fire that loaded item as a specialized ammunition-head at any space or target within your weapon's normal range. If your loaded item would normally involve making an attack roll against a target, you roll that attack roll as a normal ranged weapon attack and use any effects from that loaded item instead of your normal damage roll.

GEM OF TELEPORTATION

Wondrous item, rare (requires attunement)

Crafted by: Yugoloth Heart x1 (Artificer)

This gem has 5 charges. While holding this gem, you may spend your action and 1 charge in order to teleport yourself and any equipment you are wearing or carrying up to 60 feet to an unoccupied space you can see. This gem regains 1d4+1 charges at dawn.

Alternatively, you may use 5 charges to cast the spell *plane shift* through the gem with the plane of Gehenna as your destination. If used in this way, the gem dissolves into a useless black ichor and is destroyed.

GERYON'S SPITE

Weapon (pike), legendary (requires attunement)

Crafted by: Stinger of Geryon x1 (Blacksmith)

You have a +3 bonus to attack and damage rolls made with this magic weapon and any creature you hit must succeed on a DC 21 Constitution saving throw or take 2d12 poison damage and become poisoned until it finishes a short or long rest. The target's hit point maximum is reduced by an amount equal to half the poison damage it takes. If its hit point maximum drops to 0, it dies. This reduction lasts until the poisoned condition is removed.

GHOSTFIRE PACK

Wondrous item, very rare

Crafted by: Ghostfire Engine x1 (Tinker)

This 1-foot cube mechanical pack contains the key components of a cadaver collector's internal engine and is designed to be attached to a suit of plate armor to bolster the wearer's abilities with unholy, mechanical endurance. Attaching this pack to the back of a suit of plate armor takes 1 hour and takes 10 minutes to remove it. A suit of plate armor that has had this pack attached to it has the following properties:

- The wearer of the suit's Strength score increases to 18 if it was less than that before.
- The wearer of the suit is immune to the exhaustion condition and has advantage on Constitution saving throws.
- The wearer of the suit may use their bonus action to imbue themselves with necrotic energy, causing their next successful weapon attack this turn to deal an extra 2d6 necrotic damage. Once this ability has been used once, it cannot be used again until the wearer has killed another creature.



GLOVES OF PESTILENCE

Wondrous item, very rare

Crafted by: Oinoloth Claw x2 (Leatherworker)

While wearing these gloves, you gain a +2 bonus to attack and damage rolls made with your unarmed strikes, and their damage type changes to slashing. In addition, if you make a successful critical hit against a creature with an unarmed strike, that creature must succeed on a DC 16 Constitution saving throw or become infected by a disease for the next minute. Constructs and undead automatically succeed this saving throw. While infected in this way, a creature can't regain hit points and they suffer 1d4 necrotic damage at the start of each of their turns. They may make the saving throw again at the end of each of their turns, ending the disease on a success.

GUARDIAN MASK

Wondrous item, rare (requires attunement)

Crafted by: Merregon Mask x1 (Artificer)

While wearing this mask, whenever a creature within 5 feet of you is hit by an attack, you may use your reaction to cause that attack to hit you instead. In addition, if a creature within 5 feet of you fails a death saving throw, you may use your reaction to turn that failure into a success.

HAMMER OF THE ETERNAL QUAKE

Weapon (warhammer), legendary (requires attunement)

Crafted by: Zaratan Rubble x1 large pouch (Artificer)

You have a +3 bonus to attack and damage rolls made with this weapon. Strikes made with this weapon have a chance to reverberate constantly, compounding the damage you do to your target. If you roll the maximum value on a damage dice with this weapon, you may reroll that dice, adding the result to your total damage dealt. Rerolled dice may also trigger this effect, and there is no limit to how many times this effect can repeat.

In addition, while holding this hammer you may use the Attack action to slam its head into the ground, creating a shockwave that forces all targets within 30 feet of you to succeed on a DC 20 Dexterity saving throw or be knocked prone. If you are able to make multiple attacks with the Attack action, this attack replaces one of them.

HARP OF HORROR

Wondrous item, rare

Crafted by: Howler Voice Box x1 (Tinker)

You must be proficient with stringed instruments to use this harp. This harp has 3 charges. As an action, you can expend 1 charge to create a horrid, mind-shattering tune. Each creature within 30 feet of you that hears this performance must succeed on a DC 16 Wisdom saving throw or become frightened of you until the end of your next turn. While frightened in this way, a creature's speed is halved and it is incapacitated. If you wish, you may choose to make all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that succeeds on its saving throw is immune to the effect of this harp for 24 hours. The harp regains 1d3 expended charges daily at dawn. If you use the last charge, there is a 20 per cent chance that the harp crumbles into dust and becomes useless.

HAUNTED FIGURE

Wondrous item, rare

Crafted by: Dybbuk Spirit x1 (Tinker)

This figure resembles an infant child of a humanoid race of your choice. Due to the tamed dybbuk spirit possessing it, this figure is incredibly lifelike and seems like a real child to anyone but the most discerning observers.

When first created, this figure is deactivated and only awakens once a chosen command word is spoken within 10 feet of it. This figure is then loyal to whomever spoke the command word and follows its verbal commands; however, it often fulfills vague orders in mischievous ways. If it has fulfilled all of its duties, the haunted figure attempts to entertain itself through a variety of (often dangerous) pranks.

This figure remains active until its command word is spoken again or if it the creature that spoke its command word moves more than 1 mile away from it or is on a different plane of existence. If this figure is reduced to 0 hit points, it is broken beyond repair and the animating spirit within dissipates.

Use the following statblock for your haunted figure when it is animated:

HAUNTED FIGURE

Tiny construct, chaotic neutral

Armor Class 14

Hit Points 12 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	16 (+3)	15 (+2)	14 (+2)

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 12

Languages understands the language of its owner but can't speak

False Appearance. While the haunted figure remains motionless, it is indistinguishable from a regular doll.

Actions

Telekinetic Thrust. The haunted figure targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds. If the target is a creature, the haunted figure makes a Charisma check contested by the target's Strength check. If the haunted figure wins the contest, the haunted figure hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. If the target is an object that isn't being worn or carried, the haunted figure hurls it up to 30 feet in any direction. The haunted figure can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 2d4 bludgeoning damage on a hit.

HELLBOLT STRIKER

Weapon (any melee weapon), very rare

Crafted by: Hellbolt Coil x1 (Tinker)

You gain a +1 to attack and damage rolls made with this magical weapon. This weapon is lined with a fiendish coil designed to release stored energy once it is charged by a particularly powerful strike. When you make a successful critical hit against a creature with this weapon, up to three other creatures of your choice within 30 feet of your target that you can see must make a DC 20 Dexterity saving throw as an arc of lightning streaks from the original target towards them. Creatures take 5d8 lightning damage on a failed save, or half as much damage on a successful one.

HELM OF ABYSSAL DOMINATION

Wondrous item, legendary (requires attunement)

Crafted by: Demon Lord's Authority x1 (Thaumaturge)

This helmet has 11 charges. While wearing this helm, you spend an action to expend 1 or more charges to do one of the following:

- You may cast the spell *detect magic* (1 charge) *fireball* (3 charges plus 1 additional charge for every level above 3rd) *hold monster* (5 charges plus 1 additional charge for every level above 5th) or *wall of fire* (4 charges plus 1 additional charge for every level above 4th).
- For the next minute, any creature hostile to you that starts its turn within 20 feet of you must make a DC 21 Wisdom saving throw, unless you are incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to this ability for the next 24 hours (2 charges).
- For the next 10 minutes you gain truesight out to a range of 120 feet (1 charge).
- For the next hour you gain telepathy out to 120 feet and are able to both understand and speak Infernal (1 charge).
- For the next hour you gain resistance to cold, fire, and poison damage (2 charges).
- You may target a devil with a CR less than 20 that you can see within 60 feet of you. That devil must succeed on a DC 21 Wisdom saving throw or be charmed by you for 1 hour. While charmed by you, that devil must obey any command you give it that is not directly harmful to it. If a devil succeeds on the saving throw, it is immune to this ability for the next 24 hours (3 charges).

This helmet regains 1d10 charges at dawn.

HELM OF THE BRONZE GENERAL

Wondrous item, legendary (requires attunement)

Crafted by: Twin Horns of Bael (Blacksmith)

While wearing this helm you have a +2 bonus to AC and you may use your bonus action to appear dreadful until the start of your next turn, forcing each creature that starts their turn within 10 feet of you to succeed on a DC 18 Wisdom saving throw or be frightened until the start of their next turn.

HELM OF THE DARK REACH

Wondrous item, very rare (requires attunement by a spellcaster)

Crafted by: Star Spawn Seer Brain x1 (Artificer)

The spatial bending essence trapped in this helm imparts your magic with extra abilities. This helm has 6 charges. Whenever you cast a spell that targets only one creature and uses an attack roll, you may expend a charge to add any of the following effects to the results of your successful hit:

- Your target must succeed on a Strength saving throw or be pushed up to 10 feet away from you.
- Your target must succeed on a Strength saving throw or be pulled up to 10 feet towards you.
- Your target must succeed on a Wisdom saving throw or have their speed halved until the start of your next turn.
- Your target must succeed on a Wisdom saving throw or be marked by spatial energy until the end of your next turn. A creature marked by spatial energy is considered a valid target for all of your spells even if they are out of range or not in your line of sight.

This helm regains all expended charges daily at dawn.

HELM OF THE PREDATOR

Wondrous item, very rare

Crafted by: Predator Sensor x1 (Tinker)

While wearing this helm, you have blindsight out to a range of 30 feet and darkvision out to a range of 60 feet. In addition, if you spend an action holding and focusing on an item that could identify a creature (such as a lock of hair, a well-worn glove, or a much-used weapon), you become tuned to that creature's physical presence for as long as you are wearing this helm. While tuned in this way, you are aware of their direction from you, their distance from you accurate to within 1000 yards, and which plane of existence they are on if it is different your current one.

HELM OF THE THUNDER CHARGER

Wondrous item, rare

Crafted by: Armanite Skull x1 (Blacksmith)

While wearing this helm, if you move at least 15 feet in a straight line immediately before making a successful melee weapon attack, you may add an additional 1d4 lightning damage to your damage roll.

HIDE OF HIDING

Armor (leather), very rare (attunement required)

Crafted by: Orthon Hide x1 (Leatherworker)

While wearing this armor, you can spend your action to make yourself and everything you are carrying and wearing become invisible until the start of your next turn. This invisibility ends immediately if you make an attack roll or are hit by an attack.

HOOD OF THE AQUATIC AMBUSH

Wondrous item, rare

Crafted by: Hydroloth Bladder x1 (Leatherworker)

While wearing this hood, you can breathe underwater, you have a swimming speed of 60 feet, and if you make a weapon attack against a surprised creature while both of you are submerged in liquid, your attack is considered a critical hit so long as it hits successfully.

INERTIA PISTON

Weapon attachment, rare

Crafted by: Copperstone Joint x1 (Tinker)

This item may be attached to any melee bludgeoning weapon. Attaching or removing this item from a weapon takes 10 minutes to complete. A weapon can only have one attachment at a time.

If you score a critical hit with a weapon that has this item attached against a creature that is size Large or smaller, you may choose to also knock them prone or move them up to 5 feet away from you.

INFERNAL ENGINE

Wondrous item, legendary

Crafted by: Hellfire Core x1 (Tinker)

This dark metal box measures 1 foot on all sides and is engraved with ancient runes taken from the manuals of Mechanus. As an action, you may place this item on the ground while speaking its command word. If you do so, the engine attempts to form the shape of a wagon around itself using any solid inorganic material within a 30-foot radius around it that is not worn, carried, or firmly attached to a structure. This open-topped wagon measures 10 feet wide, 20 feet long, and 10 feet high. This process takes 1 minute and fails if there is less than 15 cubic feet of material to use.

Once completed, the wagon can be piloted as an action by the creature that spoke its command so long as that creature is inside the wagon. Piloting the wagon is done through mental commands and requires no manual input. The wagon has a move speed of 60 feet and can hold up to 2,000 lb., but its speed is reduced to half if it carries more than 1,000 lb. The wagon has 18 AC (regardless of material used), 100 hit points, and immunity to poison and psychic damage.

The wagon may be used for up to 4 hours in one day which may be used all at once or in shorter intervals. The time it takes to form the wagon is not subtracted from this total. The wagon transforms back into the infernal engine instantly if the time elapses, the wagon is reduced to 0 hit points, or the original user speaks the command word again while within 10 feet of it. Once the wagon reverts back into the engine, all used material drops to the ground, inert.

INFERNAL WINGS

Wondrous item, rare (requires attunement)

Crafted by: Demon Wing x2 or Devil Wing x2 (Leatherworker)

A repurposed pair of wings harvested from a fiend and inlaid with enchantments to make them suitable for mortal use. While they normally take the appearance of a black cloak with a crimson tinge, you may speak their command word as an action to transform them into replicas of the wings of the fiend that they were harvested from and attach them to your back for 1 hour, or until you repeat the command word as an action. In this form, they give you a flying speed of 60 feet. In addition, if you are subject to an effect that would cause you to suffer fire damage, you may instead spend your reaction to wrap your wings around yourself and become immune to fire damage and lose the flying speed granted by this item until the start of your next turn.

Once the wings have disappeared, they may not be activated again until the next dawn.

IRONLEATHER SPLINT

Armor (splint), rare

Crafted by: Ironleather Hide x1 (Blacksmith)

This flexible armor acts like regular splint but does not impose disadvantage on Dexterity (Stealth) checks.

LANCE OF ISOLATION

Weapon (lance), rare

Crafted by: Harpoon of Loneliness x1 (Blacksmith)

You gain a +1 bonus to attack and damage rolls made with this magical weapon. Whenever you successfully hit a creature with this weapon, they must make a DC 16 Wisdom saving throw. On a failure, that creature cannot willingly enter a space that is within 5 feet of you until the start of your next turn.

LENSES OF THE HUNTER

Wondrous item, rare (requires attunement)

Crafted by: Orthon Eye x2 (Artificer)

While wearing these lenses, you have darkvision to 120 feet, truesight to 30 feet, and advantage on Wisdom (Perception) checks that rely on sight.

LIFESTEALER'S MASK

Wondrous item, very rare

Crafted by: Nabassu Eye x2 (Artificer)

While wearing this mask, if a creature you can see within 60 feet of you attempts to regain hit points, you may spend your reaction to force it to make a DC 16 Charisma saving throw. On a failure, that creature gains no hit points, and any that it would have gained is instead restored to you as temporary hit points.

LONG-LASTING CANDLE

Wondrous item, common

Crafted by: Nupperibo Blubber x1 vial (Alchemist)

This candle burns for 1 year, shedding bright light in a 5-foot radius and dim light for an additional 5 feet. The stench emitted by this item when lit is particularly repellant.



MECHANUS GAUNTLETS

Wondrous item, legendary

Crafted by: Marut Hand x2 (Tinker)

While wearing these gauntlets, you automatically succeed on any contested Shove attack made against a target that is Huge or smaller. If the target is larger than that, you have advantage on your check instead. You also have a +3 bonus to attack and damage rolls on melee weapon attacks.

MINDWIPE LENSES

Wondrous item, legendary (requires attunement)

Crafted by: Amnizu Eye x2 (Artificer)

These lenses have 10 charges. While wearing and attuned to these lenses, you may expend those charges to do any of the following.

Devil's Sight. You may use a bonus action and expend 1 charge to enhance your vision with fiendish energy. For the next hour, you have darkvision out to a range of 120 feet, and magical darkness doesn't impede your vision.

Spellcasting. You may spend your action and a number of charges to cast any of the following spells: *charm person* (1 charge), *command* (1 charge), *dominate person* (5 charges), *dominate monster* (8 charges), *feeblemind* (9 charges). These spells are cast using your spell save DC. If you do not have one, the DC is set to 8 + your Intelligence modifier.

Poison Mind. You may use an action to expend 3 charges to target one creature you can see within 60 feet of you or expend 5 charges to target two creatures instead. Targeted creatures must succeed on a DC 19 Wisdom saving throw or take 4d12 necrotic damage and be blinded until the start of your next turn.

Forgetfulness. You may use an action to expend 4 charges to target one creature you can see within 60 feet of you. That creature must succeed on a DC 18 Intelligence saving throw or become stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

These lenses recover all expended charges daily at dawn.

NECRO GAUNTLETS

Wondrous item, rare

Crafted by: Death Claw x2 (Blacksmith)

While wearing these gauntlets, your unarmed strikes deal 1d6 necrotic damage instead of the damage normal for an unarmed strike and they count as magical for the purposes of overcoming magic resistance.

NECROPLATE

Armor (plate), very rare (requires attunement)

Crafted by: Acheron Steel x1 (Blacksmith)

While wearing this armor, you gain a +2 bonus to AC, you are immune to necrotic damage, and you are immune to any ability that would attempt to possess your body or remove your soul without your consent. In addition, any time an intangible creature attempts to move through your body (such as if they were on the Border Ethereal or by using the *incorporeal movement* trait), the attempt fails, and they take 1d0 force damage instead.

OIL OF THE MEMORY THIEF

Oil, very rare

Crafted by: Coalescence Gel x1 vial (Alchemist)

As an action, you can coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon with this oil. For the next 10 minutes, any creature struck by this weapon or ammunition must succeed on a DC 15 Wisdom saving throw or become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically. While memory drained, a creature must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour or until it takes damage, whichever comes first.

PARALYZING DUST

Wondrous item, uncommon

Crafted by: Maurezhi Claw x1 (Alchemist)

As an action, you may blow this pouch of grey dust into the face of a non-undead creature within 5 feet of you. That creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turn, ending the effect on a success.

If this dust is dissolved into a liquid first and then drunk by a non-undead creature, they automatically fail the save and all subsequent saves for the next minute.



PERMAFROST PLATE

Armor (plate), rare (requires attunement)

Crafted by: Frost Salamander Scales x1 large pouch (Blacksmith)

While wearing this armor, you are resistant to cold damage. In addition, whenever you take fire damage, you may use your reaction to halve the damage taken and gain a +2 bonus to your AC until the end of your next turn.

PIPES OF THE DECEIVER

Wondrous item, legendary (requires attunement)

Crafted by: Tongue of Titivilus x1 (Artificer)

This pipe has 10 charges. If you are proficient in a wind instrument, you may expend charges and use your action to play this pipe and use one of the following abilities of your choice:

Spellcasting. You use the pipe to cast one of the following spells of your choice: *alter self* (2 charges), *animate dead* (3 charges), *bestow curse* (3 charges), *confusion* (4 charges), *major image* (3 charges), *modify memory* (5 charges), *mislead* (5 charges), *nondetection* (3 charges), or *sending* (3 charges).

Frightful Word. You expend 2 charges and target one creature you can see within 10 feet of you. The target must succeed on a DC 18 Wisdom saving throw or become frightened of you for 1 minute. While frightened in this way, the target must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Twisting Words. You expend 3 charges and target one creature you can see within 60 feet of you. The target must succeed on a DC 18 Charisma saving throw or become charmed by you for 1 minute. The charmed target can repeat the saving throw if you deal any damage to it. A creature that succeeds on the saving throw is immune to this ability for 24 hours. If you use this ability on a creature already charmed by you in this way, that creature must make the saving throw again. On a failure, you decide how that target acts on its next turn.

This pipe regains all expended charges at dawn.

PLANAR PREVENTION PAINT

Wondrous item, very rare

Crafted by: Plane Blocking Ichor x1 gallon (Alchemist)

An area that is enclosed by an outline of this viscous paint becomes magically sealed to teleportation and planar-based transportation. When viewed from another plane, the area appears to have a shimmering barrier of solid light that is impassable. Any travel into or out of the area by any method via a plane other than the one that the paint was used on is impossible. For example, you cannot walk through the barrier while you are in the Border Ethereal, nor can you succeed on a *plane shift* spell while inside the area.

Furthermore, any attempt at teleporting into or out of the area automatically fails. However, teleportation within the confines of the area is still possible.

This item has 1 gallon of paint in it, and each gallon of paint is enough to draw a 5-foot line. The protection that the paint bestows on an area is permanent and can only be removed by damaging the paint enough to break the outline.

PLATE OF THE BLACK RIDER

Armor (plate), very rare (requires attunement)

Crafted by: Narzugon Soul x1 (Thaumaturge)

These thick, pitch-black armor plates are infused with the lingering soul of a narzugon, granting you some of their fiendish abilities. You gain a +1 bonus to AC while wearing this armor. In addition, while adjacent to a horse that is friendly to you, you may spend 10 minutes bonding with it, transforming it into your steed. At your DM's discretion, this ability may also be used on other riding creatures such as mastiffs, elks, camels, etc.

While a creature is your steed, it is completely loyal to your commands and you may use your action to summon your steed to an unoccupied spot within 5 feet of you, so long as both of you are on the same plane of existence. While mounted on your steed, all creatures allied with 30 feet of you that can see you are immune to the charmed and frightened conditions, and whenever you score a critical hit on a melee weapon attack you may deal an additional 2d10 fire damage.

You may only have one steed at a time; using this ability on another creature while you already have a steed transfers all the benefits from this ability to your new target.

PLATE OF THE PURSUER

Armor (plate), very rare (requires attunement)

Crafted by: Astral Dreadnought Crown Plate x1 (Blacksmith)

While wearing this armor, you gain a +2 bonus to AC, and you may not be teleported or sent to another plane of existence against your will; any attempt to do so automatically fails.

POTION OF ADAPTATION

Potion, rare

Crafted by: Mutagenic Blood x1 vial (Alchemist)

When you drink this potion, your form becomes particularly malleable and you quickly adapt to hazardous environments. For the next 6 hours, you gain the following benefits:

- You have darkvision out to a range of 60 feet if you had less than that before.
- You automatically succeed on saving throws against becoming exhausted imposed by being subjected to the effects of extreme weather.
- You can breathe underwater and have a swim speed equal to your walking speed.
- Any transmutation magic cast on you has double its normal duration.

Due to the dubious origins of this potion's ingredients, when this potion's effects end, you must succeed on a DC 15 Constitution saving throw or become poisoned for the next hour. This potion's contents constantly change in hue and colour, ranging from a vibrant red, to a dull blue.

POTION OF THE DUERGAR

Potion, uncommon

Crafted by: Duergar Brain x1 (Alchemist)

When you drink this potion, you gain the ability to cast the *mage hand* and *minor illusion* spells at will for the next hour. This thick, grey potion seems to move around by itself as if acted on by an invisible force.

POTION OF THE ETERNAL TIDE

Potion, legendary

Crafted by: Leviathan Drop x1 (Alchemist)

When you drink this potion, you imbibe the power of an elder elemental, gaining all the strength of the ocean and the waves. You gain the following benefits for the next hour:

- You gain a swim speed equal to twice your walk speed and you can breathe underwater
- When you make a critical hit with a melee weapon attack, you may add the force of the tides to your strike. In addition to the usual effects of a critical hit, you deal an extra 2d8 force damage (this damage is not doubled), and your target must succeed on a DC 20 Strength saving throw or be knocked prone.
- You may cast the *shape water* spell at will. When you cast the spell in this way, you can affect water in a 50-foot cube instead of the usual 5 feet.
- If you are in contact with a body of water, you may use your action to absorb it in order to heal injuries, recovering 1 hit point for every ounce of water you absorb. You cannot absorb water if you are not missing hit points.

24 hours after this potion was drunk, the vial it was in magically refills itself to be used again. This effect does not occur if the bottle was emptied through any other means such as being poured out into another container. This potion is constantly swirling without any outside force, and its cerulean blue color is punctuated by two dark spots resembling eyes peering out into the world.

POTION OF THE GESTALT

Potion, rare

Crafted by: Dead Memory x1 (Alchemist)

As part of drinking this potion, you must first drop a small piece of a humanoid's body into it such as: a hair, a drop of blood, or a nail. When you drink this potion, your body transforms into a duplicate of whoever's body part you dropped into the potion for the next 6 hours. Your racial abilities change to match your new body, as does your Strength, Dexterity, and Constitution scores. You do not gain any class abilities, spells, or proficiencies, however. While transformed in this way, you are able to perfectly imitate the voice and mannerisms of your chosen humanoid, and you have advantage on any Charisma checks made to persuade other people of your stolen identity. This thick potion constantly shifts inside its bottle, creating images inside its liquid of whomever is holding it.

POTION OF THE ICE HUNTER

Potion, very rare

Crafted by: Frost Salamander Breath Pouch x1/4 (Alchemist)

When you drink this potion, you become one with the frost and cold, able to move around in it with ease. For the next hour, you have resistance to cold damage, and you cannot be slowed down by snowy or icy terrain. You have advantage on Dexterity (Stealth) checks made to hide in snowy or icy terrain, and you have a burrow speed equal to your move speed so long as you are moving through snow or ice. In addition, on your turn you may use your bonus action to imbue your next strike with frosted fury, causing the next successful weapon attack you make on your turn to deal an additional 1d10 cold damage. This potion is a cloudy white color with pinpricks of icy blue that constantly float and flutter through the liquid.

POTION OF THE SHADOWJUMPER

Potion, uncommon

Crafted by: Umbra Ichor x1 vial (Alchemist)

When you drink this potion, you gain the ability to merge with the shadows for the next hour. During this time, you may use your action to teleport yourself and anything you are wearing and carrying up to 500 feet to an area in line of sight, so long as both your starting and ending locations are in dim light or darkness.

POTION OF THE SPACE WORM

Potion, very rare

Crafted by: Star Worms x1/4 large pouch (Alchemist)

When you drink this potion, you temporarily gain an other-dimensional awareness of reality, as if the secrets of the universe have been laid bare before you. For the next hour, you have the following benefits:

- You have truesight out to a range of 100 feet.
- You cannot be surprised.
- You have advantage on Wisdom (Perception) checks.
- You have advantage on any Wisdom (Survival) checks made to navigate or find your way to something, and you are immune to any magical effect that would attempt to misdirect you or hamper your navigation.
- Whenever you roll to make an ability check, attack roll, or saving throw, you may use your reaction to reroll that dice and use the new result instead. You may decide to use this ability after making the initial roll, but before the DM determines if it is a success or not.

This potion has a chunky consistency and is pitch black. It has a lingering flavor of spice that is vaguely reminiscent of cinnamon.

POWER FIST

Wondrous item, very rare

Crafted by: Despot Fist x1 (Tinker)

This iron gauntlet moves with a surprising fluidity and dexterity, despite what its large size would imply. Due to this gauntlet's strength and grip, a hand wearing it is considered to be two hands for the sake of satisfying a weapon's two-handed or versatile properties. In addition, any weapon wielded in that hand is considered to have the light property.



PRIMUS PLATE

Armor (plate), legendary (requires attunement)

Crafted by: Marut Metal x1 (Blacksmith)

The metal of this armor was smelted by the unwavering hand of Primus and grants its wearer all the relentless endurance of their mechanical constructs. While wearing this armor, you have a +3 bonus to AC, you are immune to any magical effect that would change your form against your will or reduce your movement speed, and you are immune to the exhaustion, paralyzed, and restrained conditions.

PSIONIC OIL

Potion, very rare

Crafted by: Psychic Engine x1 (Alchemist)

You may spend 1 hour rubbing this weapon oil on any non-magical weapon to irreversibly transform it into your bonded psychic weapon. A bonded psychic weapon is considered magical and has the following properties:

- If you score a critical hit on your attack roll with this weapon, you deal an additional 1d6 psychic damage to all creatures of your choice within 5 feet of your original target (this damage is not doubled).
- You are aware of the location of your bonded psychic weapon at all times so long as you are on the same plane of existence, and if you are within 30 feet of it and it is within line of sight, you may use your bonus action to mentally call it to you, causing it to fly to your hand by the safest route possible.

You may only have one bonded psychic weapon at a time. If you attempt to bond to another weapon, your connection to the original is lost and it instead becomes a magic weapon that any creature may attune to in order to utilize its special properties.

RAVEN QUEEN'S BOON

Wondrous item, rare (requires attunement)

Crafted by: Mark of the Raven Queen x1 (Thaumaturge)

This boon takes the form of a necklace strung with the Raven Queen's symbol and several feathers plucked from a freshly slain raven. While wearing and attuned to it, you have advantage on death saving throws. In addition, when you make a successful weapon attack against a target, you may choose to deal an additional 1d12 necrotic damage. Once this ability has been used once, it may not be used again until you complete a short or long rest.

REACTIVE PISTON

Wondrous item, uncommon

Crafted by: Pain Engine x1 (Tinker)

This piston may be attached to heavy armor. Doing so takes 1 hour and it takes 10 minutes to remove. While wearing armor that has this piston attached, if you are struck by a critical hit by a creature within 5 feet of you, you may spend your reaction to force that creature to make a DC 15 Dexterity saving throw. On a failure, that creature is struck by this piston and suffers 2d8 bludgeoning damage, and if they are size Large or smaller, are also pushed back 5 feet.

REPELLING CANDLE

Wondrous item, common

Crafted by: Ogre Fat x1 vial (Alchemist)

This pale-yellow candle is made from ogre tallow and emits a powerful odour when burned. Any beast that possesses the *keen smell* trait or similar that starts their turn within 100 feet of this lit candle, must succeed on a DC 12 Constitution saving throw or be forced to spend their turn moving as far away from this candle as safely possible. A creature that succeeds on this saving throw is immune to this effect for 24 hours. This item otherwise acts as a normal candle and will last for a total of 1 hour while lit.

ROD OF SEASONS

Rod, very rare

Crafted by: Eladrin Heart x1 (Artificer)

This rod has 4 charges. While holding it, you can use your action to swing it, expending a charge and creating a magical, 30-foot radius aura centered on the rod for the next 10 minutes. This aura becomes a self-contained atmosphere with an effect determined by the season that you designate when you swing the rod which you may choose from below:

Autumn's Bounty. The aura becomes filled with the calming breezes of autumn. Whenever a creature inside the aura casts a spell by using a spell slot, the caster has a 10 per cent chance to immediately recover use of that spell slot. In addition, creatures in the aura have resistance to lightning damage.

Spring's Rejuvenation. The aura becomes filled with the sweet aromas of spring. Whenever a creature in the aura rolls dice to recover hit points, they may ignore results of 1 and 2 and reroll those dice, taking the new result even if it is another 1 or 2. In addition, creatures in the aura have resistance to poison damage.

Summer's Vitality. The aura becomes filled with the energizing heat of summer. Any creature that makes a weapon attack in the aura may choose to either do so with advantage, or to roll an additional damage dice on a successful hit. The decision must be made before the attack roll is made. In addition, creatures in the aura have resistance to fire damage.

Winter's Rest. The aura becomes filled with the slowing cold of winter. The space within the aura is considered difficult terrain, and any creature that ends their turn inside the aura must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion. This exhaustion is removed once the creature leaves the aura. In addition, creatures in the aura have resistance to cold damage.

If this rod is swung again before 10 minutes has passed, the user may expend another charge to change the aura's effect to a different season, ending the original one in the process and refreshing the duration. This rod regains all expended charges at dawn. If you use the last charge, there is a 25 per cent chance that the rod crumbles into dust and becomes useless.

ROPE OF FANTASY

Wondrous item, rare

Crafted by: Balhannoth Tentacle x2 (Leatherworker)

This coil of rope is 30 feet long. Any creature restrained by this rope for 1 minute must succeed on a DC 15 Wisdom saving throw or become charmed. While charmed in this way, a creature becomes extremely calm and unaggressive as they receive visions of their deepest wishes. The creature remains charmed until the rope is removed or until they receive damage. Once a creature has become charmed by this rope once, or if they passed the initial saving throw, they cannot be charmed again by this rope for 24 hours.

RUMBLE QUIVER

Wondrous item, very rare (requires attunement)

Crafted by: Shock Barrel x1 (Tinker)

This magical quiver can store up to thirty arrows or bolts. Ammunition drawn from this quiver is considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage, so long as it is fired within the same turn as it was drawn. As a bonus action, you may speak the quiver's command word, causing it to enchant the next piece of ammunition that you draw from it. If this enchanted ammunition successfully hits a creature, all other creatures within 5 feet of the initial target must succeed on a DC 20 Dexterity saving throw or suffer 1d6 thunder damage. If the ammunition does not strike a creature by the end of your turn, the enchantment on it ends.

SHADOW ROBE

Wondrous item, very rare (requires attunement)

Crafted by: Shadow Robe Wisps x1 (Artificer)

This robe constantly billows wisps of protective shadow as if it were smoke. While wearing this robe, you have a +1 bonus to AC, and if you are in dim light or darkness, creatures that rely on sight have disadvantage on attack rolls made against you.

SHADOW SWORD

Weapon (shortsword), rare (requires attunement)

Crafted by: Shadowy Soul x1 (Thaumaturge)

When you successfully hit a target with this sword, you may fill a 5-foot cube within 5 feet of your target with magical darkness that only you are able to see in. This darkness remains for 1 minute or until you dismiss it as a free action.

SINGING SKULL

Wondrous item, uncommon

Crafted by: Berbalang Tongue x1 (Artificer)

While holding this item, you may cast the *speak with dead* spell. Once used, this item cannot be used again until the next dawn.

SIPHON BOON

Wondrous item, rare (requires attunement)

Crafted by: Patron's Favour x1 (Thaumaturge)

When you cast a spell, you may instead cast it as if you used a spell slot one level higher than the one you actually used, even if such a level would not normally be available to you. Once you have used this ability once, you may not use it again until you have finished a short or long rest. If you are attuned to this item, you may also use it as a spellcasting focus.

SOUL CLEAVER

Weapon (greataxe), very rare (requires attunement)

Crafted by: Nabassu Jaw x1 (Blacksmith)

You have a +2 bonus to attack and damage rolls made with this weapon. In addition, if you successfully hit a creature with this weapon, you may force them to make a DC 16 Constitution saving throw. On a failure, a creature has their connection to their life force disrupted until the end of your next turn. During this time, they cannot regain hit points, they lose any damage resistances they may have had, and they have disadvantage on Constitution saving throws. Undead and constructs are immune to this ability. Once used, this ability cannot be used again until you kill a creature that is not undead or a construct.

STAFF OF DEMON TONGUE

Staff, very rare (requires attunement by a spellcaster)

Crafted by: Molydeus Snake Head x1 (Thaumaturge)

This staff has 10 charges. While holding this staff, you may use your action to expend 1 or more charges to do one of the following:

Spellcasting. You can cast the following spells using the staff. Spells are cast at their lowest level, but can have their spell level increased by expending more charges at a rate of 1 extra charge per extra spell level: *conjure animals* (2 charges, can only be used to summon snakes), *detect thoughts* (2 charges), *dispel magic* (3 charges), *lightning bolt* (3 charges), *polymorph* (4 charges, can only be used to polymorph into snakes), *telekinesis* (5 charges), *teleport* (7 charges), *imprisonment* (9 charges).

Demonic Authority. You expend 4 charges and target a humanoid or a demon that you can see within 60 feet of you, forcing them to succeed on a Wisdom saving throw or become charmed by you for 1 hour. This ability is able to charm demons even if they have immunity to the charmed condition. While charmed in this way, the target views you as a feared commander and does their best to follow your orders as if they were given under threat of punishment (whether this is true or not is irrelevant). Anytime you or your allies damage the target, they may make the saving throw again, ending the effect on itself on a success. As an action, you may end the charm effect early, and as part of that, you may force the target to make another Wisdom saving throw. On a failure, the target suffers 2d8 psychic damage and is frightened of you for the rest of the duration of the original charm effect.

Demonic Corruption. You expend 3 charges and target a creature within 60 feet of you that is not undead or a construct. That creature must succeed on a Constitution saving throw or suffer 4d6 necrotic damage and have their hit point maximum reduced by the same amount. This reduction lasts until the target finishes a long rest. The target dies if their hit point maximum is reduced to 0.



STAFF OF MALEFICENCE

Staff, legendary (requires attunement by a spellcaster)

Crafted by: Nagpa Claw x1 (Artificer)

This twisted staff has 10 charges. While holding it, you can expend 1 or more of its charges to use any of the following abilities:

Spellcasting. You use the staff to cast any of the following spells using your spell save DC. Spells are cast at their lowest level, but you may increase their level by spending 1 extra charge per increased spell level: *charm person* (1 charge), *witch bolt* (1 charge), *hold person* (2 charges), *ray of enfeeblement* (2 charges), *confusion* (4 charges), *dominate person* (5 charges), *geas* (5 charges), *circle of death* (6 charges), *disintegrate* (6 charges), *feeblemind* (8 charges).

Paralysis. As an action, you expend 3 charges and slam this staff into the ground, releasing a shockwave of atrophic energy that interferes with the motor functions of all creatures around you. All creatures within 30 feet of you must succeed on a DC 20 Wisdom saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Undead and constructs are immune to this effect.

Extend Dominion. As an action, you expend 4 charges and target one creature within 30 feet that you can see that is charmed by you. Any elapsed duration of that charm effect is reset as if that creature had just become charmed by you. In addition, until that charm effect ends, any saving throw that creature makes to end that charm effect is made at disadvantage.

Harvest Knowledge. When a creature you can see within 30 feet of you dies, you may use your reaction to steal their knowledge for yourself, which you retain for the next 24 hours. Doing so takes a number of charges equal to their Intelligence score minus your own (minimum of 1 charge). While you have their stolen knowledge, you have access to all of their memories, giving you all the languages that they knew and any proficiencies they may have had (except for saving throw proficiencies). In addition, if their Intelligence score was greater than yours, your Intelligence score rises to equal theirs. You do not gain access to any of their spells or abilities through this knowledge.

This staff regains all expended charges at dawn. Whenever you use the last charge, there is a 10 per cent chance that this staff disintegrates into feather-like ashes and becomes useless.

STAFF OF MOCKERY

Wondrous item, common

Crafted by: Rutterkin Tentacle x1 (Tinker)

This gnarled staff possesses a fully functioning mouth set into its head and starts with 1d4 charges. While holding this staff, you may use your action and 1 charge to target a humanoid you can see within 10 feet of you. If you do so, this staff repeats everything that humanoid says in an off-putting, mocking voice. This voice changes every time you target a new humanoid with this staff. This staff continues copying that humanoid's words until that humanoid moves more than 10 feet away from the staff, 10 minutes pass, or you use your action to deactivate it. This staff regains all expended charges at dawn.

STAFF OF THE CHAINED SPELL

Staff, very rare (requires attunement by a spellcaster)

Crafted by: Trident Spine x1 (Artificer)

While holding this three-headed staff, you may target up to 3 creatures you can see within 60 feet of you, forcing them to make a Wisdom saving throw against your spell save DC. A creature can choose to fail this saving throw if they wish. On a failure, a target becomes linked for the next 24 hours to any other creature that also failed this saving throw. Whenever you target a linked creature with a spell while holding this staff, all other linked creatures are targeted as well, duplicating the effect of the spell on them without requiring extra actions or spell slots. All regular rules for spell targeting still apply, e.g. they must be within range, within line of sight, etc. Linked creatures make all relevant saving throws and resolve effects independently of one another.

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

STAR BREAKER

Weapon (any melee weapon), very rare (requires attunement)

Crafted by: Elder Star Fragment x1 (Blacksmith)

You gain a +1 bonus to attack and damage rolls with this weapon. This weapon has 6 charges. While holding this weapon, you may use your bonus action to expend a charge and use either of the following abilities:

Collapse Distance. You target a creature you can see within 60 feet of you. That creature must succeed on a DC 19 Wisdom saving throw or be magically teleported, along with any equipment it is wearing or carrying, to an unoccupied space you can see within 5 feet of you.

Spatial Leap. You magically teleport yourself, along with any equipment you are wearing or carrying to an unoccupied space you can see within 60 feet of you.

This weapon regains all expended charges daily at dawn.

STYLUS OF DRAGONIC INFLUENCE

Wondrous item, very rare

Crafted by: Green Abishai Horn x1 (Artificer)

This stylus has 8 charges. While holding this stylus, you may spend 1 minute and a number of charges to cast the *glyph of warding* spell, choosing the Spell Glyph option and infusing it with a spell chosen from the following list: *charm person* (1 charge), *fear* (3 charges), *confusion* (4 charges), *dominate person* (5 charges), *mass suggestion* (6 charges). All spells are cast at their lowest possible level and all spells use your spell save DC. If you do not have a spell save DC, the DC is set to 8 + your Intelligence modifier.

This item recovers 1d8 charges at dawn. If you use the last charge, there is a 10 per cent chance that it crumbles into dust and becomes useless.

SUIT OF SHADOWS

Armor (Hide), rare (requires attunement)

Crafted by: Nabassu Hide x1 (Leatherworker)

While wearing this armor, you have a +1 bonus to AC and you constantly exude an aura of magical darkness that only you can see in around yourself in a 10-foot radius. Within this aura, non-magical light can be no brighter than dim light. You may turn this aura on or off by speaking the item's command word as a bonus action.

TALISMAN OF ANNIHILATION

Wondrous item, legendary

Crafted by: Anti-Heart x1 (Artificer)

While wearing this talisman, you may use your bonus action to exude an aura of anti-life in a 30-foot radius around you until the start of your next turn. Any creature in the aura that attempts to recover hit points must make a DC 21 Constitution saving throw. On a failure, they recover 0 hit points instead. Undead are immune to this aura.

As an action, you may destroy this talisman by breaking it upon the ground. If you do so, the talisman bursts into a 60-foot radius sphere of anti-life, enveloping all creatures not behind total cover from the talisman. All creatures caught inside the sphere must make a DC 21 Constitution saving throw, suffering 12d12 necrotic damage on a failure, or half that on a success.

Any creature that dies either in your aura, or as a result of the anti-life sphere, explodes in a burst of negative energy, forcing all creatures adjacent to them other than you to succeed on a DC 21 Constitution saving throw or take 4d6 necrotic damage and, if they exploded due to dying in your aura, granting you advantage on attack rolls against them until the start of their next turn.

TALISMAN OF NATURE'S WRATH

Wondrous item, very rare (requires attunement by a spellcaster)

Crafted by: Entropy Shard x1 (Artificer)

This talisman has 4 charges and channels energy from the elemental plane, bolstering your magic with primal power. If you cast a spell that deals either fire, cold, lightning, or thunder damage, you may expend a charge in order to give that spell an additional effect as determined by its damage type:

Fire. Any creature that received fire damage from your spell is set ablaze and suffers 1d8 fire damage at the end of their turn unless they, or an adjacent creature, spends their action to pat the fire out.

Cold. Any creature that received cold damage from your spell must succeed on a Constitution saving throw or have their speed halved until the end of your next turn.

Lightning. Any creature that received lightning damage from your spell must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Thunder. Any creature that received thunder damage from your spell must succeed on a Strength saving throw or be knocked prone until the start of your next turn.

This item regains all expended charges at dawn.

TIAMAT'S BOON

Wondrous item, rare (requires attunement)

Crafted by: Mark of Tiamat x1 (Thaumaturge)

When you first become attuned to this item, choose a damage type from the following: acid, poison, fire, lightning, and cold. You gain resistance to that damage type. You also gain the ability to use your action to release a wave of deadly breath from your mouth. Targets in a 30-foot cone in front of you must make a DC 14 Dexterity saving throw, suffering 2d8 damage of the damage type you chose on a failure, or half that on a success. Once this ability has been used, it may not be used again until you finish a long rest. After a long rest, you may choose to switch your chosen damage type to a different one from the list.

TERMINATOR ARMOR

Armor (plate), very rare

Crafted by: Adaptive Plating x1 (Blacksmith)

While wearing this armor, you gain a +2 bonus to AC, and anytime you receive fire, cold, lightning, thunder, necrotic, poison, or acid damage, you may spend your reaction to gain resistance to that damage type for the next 10 minutes. You may only have resistance to one damage type at a time through this ability; attempting to use this ability again before the 10 minutes elapses replaces the damage resistance type you already have. In addition, due to the near-organic way in which this metal armor moves, it does not impose disadvantage on Dexterity (Stealth) checks like regular plate armor does.

TOURNIQUET OF PROPHYLACTIC

Wondrous item, rare

Crafted by: Bulezau Tail x1 (Alchemist)

This tourniquet is made from a bulezau tail treated with medicinal herbs and oils. So long as you wear this tourniquet, you have advantage on saving throws to avoid becoming diseased or to end a disease on yourself. Any time you succeed on either of those saving throws, you gain a number of temporary hit points equal to your Constitution modifier.

TRACKER DRONE

Wondrous item, very rare

Crafted by: Retriever Spirit x1 (Tinker)

This tiny, spider-like drone is roughly the size of a tick and has a small degree of sentience due to the animating spirit inside it. While within 30 feet of the drone, you may speak its command word as an action, causing it to become active and tuning it to yourself. Speaking its command word again causes it to deactivate and become lifeless. While active, the drone is capable of moving at a speed of 30 feet, has AC 10 and 1 hit point. It makes both Wisdom (Perception) and Dexterity (Stealth) checks with a +5 bonus.

So long as you and the drone are on the same plane of existence, it follows your commands which you are able to issue to it telepathically, and you are both always aware of your direction and distance from each other. As an action, the drone is able to bury itself painlessly inside a living creature's skin where it becomes undetectable at a passing glance. If a creature uses its action to examine the creature the drone is hiding in, they may be able to spot a small lump in their skin with a successful DC 20 Wisdom (Medicine) check. There is no limit to how long the drone can remain inside a creature's body, and it will only be removed if you command it to, or if a creature that has detected it spends their action to dig it out of the body it is hiding in (no check required).



TRICKSTER'S HAMMER

Weapon (Warhammer), very rare (requires attunement)

Crafted by: Yagnoloth Giant Arm x1 (Blacksmith)

You have a +2 bonus to attack and damage rolls made with this weapon. When you make a successful critical hit against a creature with this weapon, you add a random extra effect to your attack. Roll a d4 and consult the table below for your result:

EFFECT

D4 Effect

- 1 You deal 1d8 necrotic damage and gain temporary hit points equal to the damage dealt (this damage is not doubled).
- 2 You deal an additional 2d8 lightning damage to your target (this damage is not doubled).
- 3 Your target must succeed on a DC 16 Constitution saving throw or become stunned until the end of your next turn.
- 4 You teleport, along with any equipment you are wearing or carrying, up to 60 feet to an unoccupied space you can see.

TROLL AMULET

Wondrous item, rare (requires attunement)

Crafted by: Troll Heart x1 (Artificer)

This amulet contains the crystallized form of a troll heart preserved in tar. While wearing and attuned to this amulet, you may spend an action to activate it. For the next minute, you regain 10 hit points at the start of your turn so long as you haven't taken acid or fire damage since the end of your last turn and so long as you start your turn with at least 1 hit point. Once you have used this ability once, you cannot use it again until the next dawn.

VACANT MASK

Wondrous item, common

Crafted by: Shadow Visage x1 (Leatherworker)

This blank, featureless mask has been formed from the expressionless face of a skulk that has lost all sense of identity. Once you put on this mask, it merges with you, creating an illusion on you that causes your face to seem completely flat and featureless. You retain the ability to see through the illusion however, and your sense of vision is not impaired. This illusion does not hold up to physical inspection, and a creature can discern the nature of the illusion (but not your true identity underneath) by succeeding on a DC 15 Intelligence (Investigation) check.

Only you may remove the mask, which you may do so by using your action to pry it off your face, ending the illusion immediately.

VOID TALISMAN

Wondrous item, very rare (requires attunement)

Crafted by: Soul Monger Heart x1 (Thaumaturge)

Whenever you reduce a creature to 0 hit points while wearing this talisman, you gain temporary hit points for the next minute equal to half the creature's hit point maximum. While you have temporary hit points from this ability, you have advantage on attack rolls.

WAND OF CHROMATIC WRATH

Wand, legendary (requires attunement by a spellcaster)

Crafted by: Blue Abishai Horn x1 (Artificer)

This wand has 10 charges. While holding it, whenever you cast a spell that deals damage of either fire, lightning, poison, acid, or cold damage, you may spend a number of charges to change that damage type into another one of the damage types from that list. The amount of charges you spend are equal to the level of the spell slot you used to cast that spell (cantrips do not require any charges). In addition, you gain a +3 bonus to spell attack rolls made while holding this wand.

The wand recovers all expended charges at dawn. If you use the last charge on this wand, there is a 10 per cent chance that it crumbles into dust and becomes useless.

WAND OF DISRUPTION

Wand, very rare (requires attunement)

Crafted by: Amnizu Hand x1 (Artificer)

This wand has 4 charges. As an action, you may expend 1 charge to force a creature that you can see within 60 feet of you to make a DC 19 Constitution saving throw. On a failure, the target creature suffers 6d10 necrotic damage, and any magical effect currently affecting them is suppressed until the end of their next turn as if they were under the effect of an *antimagic field* spell.

The wand recovers 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

WAND OF DOOM

Wand, legendary (requires attunement by a spellcaster)

Crafted by: Nightwalker Doom Finger x1 (Artificer)

While holding this wand, you have a +2 bonus to your spell save DC and attack bonus for spell attacks, and any necrotic damage that you deal as the result of a spell deals one additional damage dice. In addition, you may use this wand to cast the *circle of death* or *finger of death* spells once per day each.

WANDERER'S HIDE

Armor (hide), rare

Crafted by: The Lost Skin x1 (Leatherworker)

You gain a +1 bonus to AC while wearing this armor. In addition, you automatically succeed any Constitution saving throw to avoid exhaustion when travelling for long periods of time or travelling in extreme cold or heat.

WARDEN CHARM

Wondrous item, very rare

Crafted by: Guardian Spirit x1 (Thaumaturge)

This stone charm contains the remains of an eidolon's spirit which does its best to protect whoever is wearing it. If a creature within 5 feet of you attempts to attack you while you are unconscious and wearing this item, the spirit within the charm emerges to protect you, forcing the attacking creature to make a DC 16 Wisdom saving throw. On a failed save, the attacking creature suffers 2d6 force damage and is forced to pick a new target; wasting the attack if they fail to do so.

ARTIFACTS

The body parts of the Demon Lords contain power beyond that of any mortal creature. So great is their strength that they rival the gods themselves. There are no crafters associated with their items, since their creation can be heavily tied to the plot and whims of the DM.

AMULET OF THE DARK PRINCE

Wondrous item, artifact (requires attunement)

Crafted by: Graz'zt's Heart x1

The Dark Prince is the master of hedonism, perversion, and twisted indulgences. According to one legend however, the Prince of Pleasure was not always like this. One origin described Graz'zt as once having been a mortal man, a prince of legendary beauty, charm, and wit. As the prince aged however, he feared losing these gifts that youth had granted him and so he struck a deal with a dark power to retain his good looks forever. Emboldened by this new sense of immortality, the prince proceeded to indulge in every sensual pleasure he could, further corrupting his heart and soul. Upon his eventual death, he descended to the Abyss where he would go on to charm and manipulate his way until he became the Demon Lord Graz'zt.

In order to attune to this item, you must wear it while gazing at yourself in a reflective surface. During the time you take to attune to it, you must continue gazing at the reflective surface while also visualizing your ideal form. This form must be the same as your current race, but may possess certain embellishments such as tattoos, markings, and small vestigial body parts like horns. At the end of the attunement, your appearance changes to match that of your ideal form. You remain in this form so long as you are attuned to this item; if your attunement to this item ends, you revert to your original form immediately.

If this amulet imposes a saving throw, it is calculated as 8 + your Charisma modifier + your proficiency bonus.

Random Properties. The *Amulet of the Dark Prince* has the following random properties:

- 2 major beneficial properties
- 2 minor beneficial properties
- 1 major detrimental property
- 3 minor detrimental properties

Spellcasting. Using this amulet, you may cast the *charm person*, *disguise self*, and *detect magic* spells at their lowest levels at will. In addition, you may cast the *dominate person* and *dominate monster* spells at their lowest levels. Both of these spells may be cast once each, after which they cannot be cast again in this way until you finish your next long rest. All spells cast in this way use the save DC of the amulet.

Dark Trickster. As an action, you may polymorph into a form that resembles a Medium humanoid of your choice, or back into your true form. Your statistics remain the same in each form and any equipment you are wearing or carrying isn't transformed. If you are polymorphing into a specific humanoid that you are familiar with, you may also mimic their voice and mannerisms perfectly, preventing anyone noticing that you are not actually them.

Master of Discord. Whenever you use a spell or feature that allows you to target a creature and inflict the charmed condition on them, you may choose to target up to a number of additional creatures equal to your Charisma modifier (minimum of one). These additional targets must be in range of your spell or feature and each creature makes their saving throw individually.

Corrupting Charm. While you have a creature charmed by you, you may use your bonus action to force them to make a saving throw against the save DC of the amulet. On a failure, you may impose one of the following effects:

- The target must roll on the *Madness of Graz'zt* table and suffer the resulting flaw. This flaw persists until cured as outlined in the *Dungeon Master's Guide* section on madness.
- The target must use its reaction to move up to its speed in a direction you choose.
- The target enters a trance-like state and drops their guard. Until the start of your next turn, attack rolls against that target are made at advantage.

Curse. When you become attuned to the amulet, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Graz'zt* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Amulet. This item can only be destroyed by leaving it in a 1-foot cubed lead box lined on the inside with mirrors. The amulet must remain within this box for 100 years, unseen by any creature during that entire time. If the amulet is ever removed from this box or if a creature looks upon the amulet, the process must restart from the beginning. After 100 years, the amulet crumbles into dust and becomes worthless.

ARMOR OF THE GNOLL LORD

Armor (studded leather), artifact (requires attunement)

Crafted by: Yeenoghu Hide x1

The savagery of the gnolls is undeniable. So vicious and brutal are they, that they even dream of one day tearing into and dismembering the body of Yeenoghu, their own patron deity. Among the most powerful of the gnolls is the myth of a suit of armor crafted from the tanned hide of the Gnoll Lord himself, the gristle and blood soaking into their own skin and giving them demonic power. Far from being disgusted by his followers' brutal veneration, Yeenoghu actually welcomes them to try; it simply means more prey for him to devour.

In order to attune to this item, you must wear it while hunting and killing a humanoid creature without the aid of weapons or magic. After killing them, you must then consume at least 1 pound of their raw flesh. Doing so causes the armor to fuse to your own body, making it act as a second, protective skin that you cannot remove so long as you remain attuned to this item. While attuned to this item, you become more gnoll-like: you become covered in shaggy fur, your eyes become yellow and wild, and your nails and teeth become sharper. As part of this, you may use your nails and teeth as natural weapons to make unarmed strikes. If you hit, this attack deals slashing damage equal to 1d10 + your Strength modifier and you may make a grapple check against your target as a free action as you grip them in a wild frenzy. You return to your original form immediately if your attunement to this item ends.

While wearing this armor, you have a +3 bonus to your AC and are resistant to bludgeoning, piercing, and slashing damage that is nonmagical.

Random Properties. The *Armor of the Gnoll Lord* has the following random properties:

- 2 major beneficial properties
- 2 minor beneficial properties
- 2 major detrimental properties
- 2 minor detrimental properties

Spellcasting. Using this armor, you may cast the *detect magic* spell at will, and you may cast the *dispel magic*, *fear*, and *invisibility* spells up to 3 times each. All expended uses are restored after your next long rest.

Rampage. While wearing this armor, whenever you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make an unarmed strike.

Sadistic Retaliation. Whenever a creature within 100 feet of you that you can see hits you with a weapon attack, you may use your reaction to cause an iron spike – 6 feet tall and 1 inch in diameter – to burst from the ground beneath them. That creature must then succeed on a DC 18 Dexterity saving throw or be impaled upon this spike, taking 4d8 piercing damage and becoming restrained. A creature can use an action to remove itself (or a creature it can reach) from the spike, ending the restrained condition. Spikes disappear at the start of your next turn if nothing is currently impaled on them.

Savage Warlord. On your turn, you may use your bonus action to target up to 4 willing creatures you can see within 60 feet of you. Until the start of your next turn, these creatures are enraged, gaining advantage on melee weapon attack rolls they make and causing attacks rolls against them to have advantage.

Curse. When you become attuned to this armor, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Yeenoghu* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Armor. This armor can only be destroyed if the creature wearing and attuned to it is killed by the weapon *Heartcleaver*. At this point, the armor will slough off its wearer and dissolve into a useless ichor.

CLOAK OF THE BLOOD LORD

Wondrous item, artifact (requires attunement)

Crafted by: Wings of Orcus x1

Under the cover of night, the cultists of Orcus blanket themselves in thick, leathery cloaks and steal away into graveyards and cellars to do their master's dark bidding. These dark red cloaks are designed to represent the all-encompassing ambitions of Orcus to smother the living under his dominion. Among the cultists is the prophecy of the *Cloak of the Blood Lord*, a garment fashioned from the wings of a defeated Orcus and crafted to continue his legacy. The most zealous among his followers even believe that any 'defeat' that Orcus may experience is merely a part of his grand scheme to extend his influence and that he is merely biding his time until his body can be reconstituted and his reign to begin anew.

In order to attune to this item, you must wear it from sundown to sunrise while being buried alive under at least 6 feet of soil. Upon the sunrise, you become attuned to this item and your body changes to resemble that of an undead. Your skin becomes extremely pale, your eyes become sunken, and your physique becomes gaunter. You remain in this form so long as you are attuned to this item; if your attunement to this item ends, you revert to your original form immediately.

While attuned to this item, you are immune to necrotic damage and to any effect that would attempt to remove your soul without your permission. In addition, if you are attuned to this item, you automatically succeed the saving throw imposed by attempting to attune to the *Wand of Orcus*.

Random Properties. The *Cloak of the Blood Lord* has the following random properties:

- 2 major beneficial properties
- 2 minor beneficial properties
- 1 major detrimental property
- 1 minor detrimental properties

Spellcasting. While wearing the cloak, you can use it to cast the *create undead* and *dispel magic* spells up to 3 times each. You regain all expended uses upon finishing your next long rest. In addition you may cast the *detect magic* spell and the *chill touch* cantrip at will as if you were at 17th level. The spell attack bonus for casting these spells using this item is +10.

Master of Undeath. When you cast the *animate dead* or *create dead* spells, you may choose the level at which that spell is cast, regardless of the spell slot you actually used or the spell slots you have available, and the creatures created by these spells remain under your control indefinitely. Additionally, you can case the *create undead* spell even when it isn't night.

Regalia of the Necrolord. While wearing this cloak, you may use your action to target an undead creature you can see within 60 feet of you that has an Intelligence score of 8 or less, forcing them to make a contested Charisma check against you. If that undead is under the control of another being, they make the contested Charisma check against you instead. Either way, if you succeed, that undead creature comes under your control.

On each of your turns, you can use a bonus action to mentally command any undead creature you have under your control in this way if the creature is within 60 feet of you (if you control multiple creatures, including those that you created through the *create dead* or *animate dead* spells, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 1 hour, after which it stops obeying any command you've given it. To maintain control of the creature for another 1 hour, you must use this feature on the creature and succeed on the contested Charisma check again before the current hour period ends.

Flight from Death. As an action, you may transform this cloak into a pair of wings that attach themselves to your back. If you are wearing armor or clothes under the cloak, it passes through them harmlessly. This transformation lasts for up to 1 hour, or until you dismiss them as a bonus action, transforming them back into a cloak. Once you have used this ability once, it cannot be used again until you finish a short rest or until the next time you kill a creature, whichever comes first.

While you have these wings attached, you have a flying speed equal to your walk speed, and anytime that you are subjected to cold, fire, or lightning damage, you may use your reaction to cover yourself with your wings to gain resistance to that damage type until the end of the current turn.

Curse. When you become attuned to the cloak, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Orcus* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Cloak. Destroying the *Cloak of the Blood Lord* requires that it be taken to the Positive Energy Plane by the ancient hero whose skull surmounts the *Wand of Orcus*. For this to happen, the long-lost hero must first be restored to life - no easy task, given the fact that Orcus has imprisoned the hero's soul and keeps it hidden and well guarded. Bathing the cloak in positive energy causes it to wither and deteriorate, but unless the above conditions are met, the cloak instantly reforms in a random location in the multiverse, usually in proximity to an easily influenced individual, or someone that worships Orcus.



HELM OF THE HORNED KING

Wondrous item, artifact (requires attunement)

Crafted by: Baphomet's Head x1

The *Helm of the Horned King* is an item often seen in the deranged paintings made by demonic cultists. Formed from the head of the Horned King, Baphomet, this helm is said to be worn during the end of all things; an apocalyptic badge of office awarded to the being who will unite the disparate factions of the Abyss, defeat the armies of the Nine Hells, and tear down the heavens themselves to allow chaos to reign.

The helm itself is composed of a magically imbued steel that is virtually unbreakable and is covered with dark, shaggy fur. Two antlers with three prongs each grow from the top; each one is supernaturally sharp and capable of puncturing even the hardest bedrock.

In order to attune to the helm, a creature must wear it while stalking and hunting a large beast such as a stag or bear under a moonless night. Upon killing their quarry, the wearer must then remove the head of their prey and drip the blood onto their own head. This finalizes the attunement which causes the helm to fuse to the skull of the wearer, transforming their head into one that resembles that of a black minotaur. As part of this, the wearer gains the ability to use the horns as natural weapons to make unarmed strikes. If it hits, this attack deals piercing damage equal to 1d10 + your Strength modifier. If you moved at least 10 feet in a straight line immediately before attacking with your horns, you deal an additional 1d10 damage to your target.

Random Properties. The *Helm of the Horned King* has the following random properties:

- 2 major beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

Demonic Protection. You gain a +2 bonus to your AC and have resistance to cold, fire, and lightning damage. In addition, you are immune to poisons and disease.

Spellcasting. Using this helm, you may cast the *dispel magic*, *dominate beast*, *hunter's mark*, and *maze* spells once a day. All casting of these spells are done at their lowest level. If you are attuned to the the weapon *Heartcleaver*, you may cast these spells one level higher than their lowest and you also gain the ability to cast the *teleport* spell once. All uses of spells are recovered upon the next dawn.

Apex Predator. Creatures, and especially beasts, naturally revere you as the dominant hunter and predator in the vicinity. As part of this, you gain the following abilities:

- You have advantage on Charisma (Intimidation) checks against all other creatures.
- You have advantage on Wisdom (Survival) checks made to track other creatures, and magical illusions cannot obfuscate your senses when attempting to follow a creature's trail.
- Whenever you kill a creature, you may designate all creatures of that creature's type as your prey for the next hour. Anytime a creature of that type that you can see attempts to move in a direction away from you, you may use your reaction to move up to your speed towards them and make a melee weapon attack against them if they are within your reach.

Territorial Ruler. If you spend 1 hour focusing while standing in one spot, you may declare a 5-mile area around you your lair so long as it is not already the lair of another living creature. Over the course of 1d10 days the following effects begin to take place in your lair:

- Plant life within your lair grows thick and forms walls of trees, hedges, and other flora in the form of small mazes. You are innately aware of the layout of this maze and cannot be lost in it.
- All beasts within your lair become frightened and disoriented, as though constantly under threat of being hunted, and might lash out or panic even when no visible threat is nearby.
- If a humanoid spends at least 1 hour within your lair, that humanoid must succeed on a DC 18 Wisdom saving throw or descend into a madness determined by the Madness of Baphomet table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

Pack Leader. All allied creatures within 150 feet of you that are aware of you are considered part of your pack. Any creature that is part of your pack has advantage on melee weapon attack rolls against any creature that is adjacent to another member of the pack. In addition, whenever a member of your pack reduces a creature's HP to 0, you may use your reaction to allow them to move up to their speed towards a hostile creature.

Curse: When you become attuned to the helm, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Baphomet* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Helm. This helm can only be destroyed if the creature wearing and attuned to it is killed by the weapon *The Butcher*. At this point, the helm will crumble to dust and become useless.

MASK OF MULTITUDES

Wondrous item, artifact (requires attunement)

Crafted by: Fraz-Urb'luu's Head x1

This mask is a treated leather on top of a dark wooden backing. Despite these relatively mundane materials, the mask is incredibly life-like, and it is common for casual observers to believe that it watches them as they travel around the room. It is said that within this mask is every disguise that the demon prince Fraz-Urb'luu ever took, of which there are many. As its hollow eyes gaze upon new visages, it memorizes them and adds them to its ever-growing bank of identities.

Some legends state that this mask is in fact how the mortal that would become Fraz-Urb'luu became a demon prince. The belief is that long ago, this mortal found a mask that had seen the very act of creation and then donned it on themselves, granting them the ability to become anything that had ever lived. This is of course, unverifiable.

In order to attune to this mask, you must place it on your own face and leave it there for the duration of the normal attunement process. At the end of this time, the mask fuses with your face, granting you an eerie visage that resembles your own face, but with minor changes that seem off-putting and unnatural to most people. These changes include a paler/waxier skin, eyes that do not catch the light properly, and stiff facial features that do not emote properly. If you are killed or end your attunement to this mask, it unfuses from your face and drops to the ground in front of you.

While wearing and attuned to this mask, you can't be targeted by divination magic against your will or perceived through magical scrying sensors. In addition, your Charisma score and your Charisma score maximum increase by 2.

Random Properties. The *Mask of Multitudes* has the following random properties:

- 1 major beneficial property
- 2 minor beneficial properties
- 1 major detrimental property

Spellcasting. You may use the mask to cast the *alter self*, *detect magic*, *charm person*, and *phantasmal force* spells at will. In addition, you may cast the *confusion*, *dream*, *mislead*, *programmed illusion*, and *seeming* spells 3 times each and the *mirage arcane*, *modify memory*, and *project image* spells once each. All expended uses are restored upon the next dawn. The DC for all spells cast in this way is 18.

Lord of Deception. As an action you may shapeshift into any humanoid that you have seen before. Your stats remain the same in your new form, except for your size which changes to match your new form. Your equipment does not change with you.

While shapeshifted in this way, your mannerisms and voice match the chosen humanoid perfectly and you give no reason for casual observers to question your disguise.

Master of Puppets. As an action, you may choose one creature you can see within 60 feet of you and instantly create a simulacrum of that creature (as if created with the *simulacrum* spell). This simulacrum obeys your commands, acts immediately after you on the initiative order and is destroyed at the start of your next turn.

Curse. When you become attuned to the amulet, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Fraz-Urb'luu* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Mask. This item can only be destroyed if it is kept below Castle Greyhawk undisturbed and unused for 100 years, after which the mask will dissolve into dust and become useless.

ORB OF THE OOZING HUNGER

Wondrous item, artifact (requires attunement)

Crafted by: Juiblex Mote x1

The worshippers of Juiblex are among the most pathetic and depraved of all demon cultists. So indoctrinated into their patron's mantra of consuming everything, Juiblex's worshippers make it their goal to be consumed by the Demon Lord themselves, joining it as one writhing mass for all eternity. In their quiet and meditative moments, these cultists report seeing a single orb made of writhing dark-green slime that seems to stare through their bodies and into their souls. This is the legendary *Orb of the Oozing Hunger*, a demonic artifact made from Juiblex's body that it intends as its final attempt at assimilating the world into its own mass. Many cultists believe that any defeat that Juiblex suffers is actually planned by them as a way to create this orb and spread its influence into corners of the multiverse that it would normally be unable to access.

In order to attune to this item, you must fully dissolve the body of a Medium sized creature in acid. Then, while holding this item, you must submerge yourself into this acid pit, taking 6d6 acid damage as you do so. If this damage kills you, your soul is sent to the Slime Pits in the Abyss. If you survive, you become attuned to this item and your body takes on a distinct green hue. Your skin constantly drips a sticky mucus, and you exude a horrible odor reminiscent of rotting flesh. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d8 acid damage. You are also immune to acid damage. When your attunement to this item ends, your body reverts to its original form.

If an ability of this item imposes a saving throw, the DC is calculated at 8 + your Constitution modifier + your proficiency bonus.

Random Properties. The *Orb of the Oozing Hunger* has the following random properties:

- 1 major beneficial property
- 2 minor beneficial properties
- 2 minor detrimental properties

Spellcasting. Using this item, you may cast the *blight*, *contagion*, and *gaseous form* spells once each per long rest. You do not require any components to cast these spells and you cast them at their lowest level.

One With the Hunger. As an action, you may transform into an ooze-like form for the next hour. While in this form, you retain your basic shape and anatomy, but your body is composed entirely of a corrosive, ooze substance. Your equipment does not transform with you. When you transform, you may choose to have your equipment remain on your body or to slide off and drop to the ground around you. While in your ooze-like form, you gain the following benefits:

- You can move through a space as narrow as 1 inch without squeezing.
- The damage you deal to a creature that touches you or hits you with a melee attack while within 5 feet of you increases to 3d8 acid damage.
- If a nonmagical weapon made of metal or wood hits you, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits you is destroyed after dealing damage. In addition, you may destroy up to 2 inches of a nonmagical wood or metal item by remaining in contact with it for one round.

- You become resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Every time you deal acid damage to a creature, you regain hit points equal to the amount of acid damage you dealt unless you took fire damage since the end of your last turn.

Eject Slime. As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Dexterity saving throw. On a failure, the target suffers 10d10 acid damage. Unless the target avoids taking any of this damage, any metal armor worn by the target takes a permanent -1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent -1 penalty to damage rolls. The penalty worsens each time a target is subjected to this effect. If the penalty on an object drops to -5, the object is destroyed.

Spreading Corruption. Whenever you kill a creature with acid damage, you can use your reaction to cause a gray ooze to rise from the corpse (your DM has the stats). The ochre jelly is loyal to you and acts directly after you on the initiative order. The ochre jelly remains until it is reduced to 0 hit points, after which it dissipates.

Curse. When you become attuned to the orb, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Juiblex* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Orb. This item can only be destroyed if it is constantly suspended in clean, fresh water for a year. The water must be changed every 24 hours, otherwise it becomes fouled and the process must start over. After it has been kept in water for a year, the orb must be subjected to fire or radiant damage from a good-aligned creature, after which the orb is vaporized, leaving nothing behind except ash. This is easier said than done however, since while in the water, the orb will continuously beckon for cultists and other mad individuals to seek it out and rescue it from its imminent destruction.



SCEPTER OF ROT AND DECAY

Staff, artifact (requires attunement by a spellcaster)

Crafted by: Zuggtmoy's Stem x1

In one of the many doomsday prophecies thrown around by the demonology cultists, the main focus is on a single splinter that embeds itself in the World Tree. This mottled-grey splinter is topped with sickly, black fungus caps that spread noxious spores through the tree's systems, infecting it and starting a chain of events that will lead to the collapse of all life in the multiverse. This splinter is the *Scepter of Rot and Decay*, an artifact crafted from the stem of the Demon Lord Zuggtmoy. Many of her deranged cultists believe that this is her ultimate end goal; once she has built up her army of devoted fungus thralls, she will allow her body to be transformed into this scepter and then ultimately conquer all animal and plant life everywhere. We can only hope that this prophecy remains the simple deranged ranting of demon-afflicted madmen.

In order to attune to this item, you must bury yourself in a 1-foot thick layer of decaying vegetable matter for at least 8 hours while holding onto the scepter. Upon rising from this layer, your attunement finishes and your body takes on a more mottled appearance as small mushrooms grow across your body. When your attunement to this item ends, your body reverts to its original form.

In the hands of one who is attuned to it, this scepter can be used as a quarterstaff that grants a +3 bonus to attack and damage rolls made with it. The scepter deals an extra 2d6 poison damage on a hit.

Random Properties. The *Scepter of Rot and Decay* has the following random properties:

- 2 major beneficial properties
- 1 minor beneficial properties
- 1 major detrimental property
- 2 minor detrimental properties

Spellcasting. While holding this scepter, you may use it to cast the *detect magic*, *locate animals or plants*, and *ray of sickness* spells at will. In addition, you may cast the *dispel magic*, *ensnaring strike*, *entangle*, and *plant growth* spells up to 3 times each. You regain all expended uses upon the next dawn.

Infestation Spores. As an action, you release spores that burst out into a cloud that fills a 20-foot radius sphere centered on you, and it lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of madness (determined by rolling on the Madness of Zuggtmoy table) that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the Monster Manual). You may use this ability up to 3 times, regaining all expended uses upon the next dawn.

Mind Control Spores. As an action, you release spores that burst out in a cloud that fills a 20-foot-radius sphere centered on you, and it lingers for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 19 Wisdom saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by you and can't be reinfected by these spores. Once you use this ability once, you cannot use it again until you finish a short or long rest.

Infectious Sorcery. Poison damage that you deal to a creature while attuned to this staff ignores any immunity or resistance to poison damage that your target may have. In addition, poison damage that you deal to creatures charmed by you does not count for the sake of ending charm effects that end upon the target taking damage.

Protective Thrall. Whenever you hit by an attack, you may use your reaction to force one creature within 5 feet of you that is charmed by you to use its reaction and be hit by the attack instead.

Exert Will. You may use your bonus action to cause one creature charmed by you that you can see to use its reaction and move up to its speed as you direct or to make a weapon attack against a target that you designate.

Curse. When you become attuned to the scepter, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Zuggtmoy* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Scepter. The scepter can only be destroyed by planting it in the fabled Flaming Forest of Nessus, the lowest level of the Nine Hells. Once planted in the ground, the scepter will catch flame and wither away to ash, never to return.



STAFF OF THE DEMON PRINCE

Staff, artifact (requires attunement by a spellcaster)

Crafted by: Demogorgon's Spine x1

It is the belief in several demonic sects that Demogorgon is fated to die upon the end of the Blood War and the resulting desolation of both devil and demon society. From the ashes of these realms will rise two twins, both of them immensely powerful warlords who shall raise armies against one another and start the war anew. They shall war over a magical Y-shaped staff crafted from the Prince of Demons themselves, with whoever holds it claiming dominion over the other and ushering in a new age of madness.

In order to attune to this item, you must hold it while killing someone you deem an ally, for it is the nature of the Demogorgon to trust only themselves. When you become attuned to this item, your appearance becomes more vicious as your eyes turn bloodshot, your body quivers with restlessness, and you constantly foam at the mouth. If you end attunement to this item, you revert to your original appearance immediately.

Whenever you cast a spell above 2nd-level while holding this staff, you have a 50 percent chance to create an illusory duplicate of yourself in your own space that lasts until the end of your next turn. On your turn, you may move the illusory duplicate a distance equal to your walking speed (no action required). The duplicate has your AC and disappears early if it suffers any damage or if a creature physically interacts with it in some way. The duplicate is otherwise indistinguishable from the real you and can only be identified as an illusion by a creature that uses its action to perform a successful Intelligence (Investigation) check against your spell save DC.

You may also use the staff as a quarterstaff with a +2 bonus to attack and damage rolls. If you hit a creature with it, they must succeed on a DC 18 Wisdom saving throw or take an additional 2d6 psychic damage.

Random Properties. The *Staff of the Demon Prince* has the following random properties:

- 2 major beneficial properties
- 2 minor beneficial properties
- 2 major detrimental properties
- 2 minor detrimental properties

Spellcasting. While holding this staff, you may use it to cast the *detect magic*, *major image* spells at will. You may also cast the *dispel magic*, *fear*, and *telekinesis* spells up to 3 times each and the *feebledmine* and *project image* spells once each. All expended uses are restored upon the next dawn.

Beguiling Glare: As an action, you may target one creature you can see within 120 feet of you. The target must succeed on a DC 20 Wisdom saving throw or be stunned until the start of your next turn or until you are no longer within their line of sight. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meantime, it must immediately make the save.

Hypnotic Glare. As an action, you may target one creature you can see within 120 feet of you. The target must succeed on a DC 20 Wisdom saving throw or be charmed by you until the start of your next turn. On their turn, you choose how the charmed target uses its actions, reactions, and movement (no action required by you). Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meantime, it must immediately make the save.

Insanity Glare: As an action, you may target one creature you can see within 120 feet of you, blasting them with a dazzling beam of light that assaults their mind. The target must succeed on a DC 20 Wisdom saving throw or suffer the effect of the *confusion* spell. The effect lasts until the start of your next turn. You do not need to concentrate on the spell. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meantime, it must immediately make the save.

Twinned Glare. When you use this staff to use its *Beguiling Glare*, *Hypnotic Glare*, or *Insanity Glare* abilities, you may choose to use one of the other two glares on another target within 30 feet of the first as a free action. You may use this feature up to 3 times, regaining all expended uses upon the next dawn.

Curse. When you become attuned to the staff, you become cursed. Whenever you finish a long rest while cursed in this way, you must roll on the *Madness of Demogorgon* table and gain the corresponding flaw until you finish your next long rest. If you are targeted by an effect that removes a curse such as a *greater restoration* or *remove curse* spell, the user of that effect may choose to either end your attunement to this item and end the madness immediately, or they may choose to continue your attunement and simply end your current madness. If they choose the latter, you are still considered cursed and must roll on the table as usual at the end of your next long rest.

Destroying the Staff: This staff can only be destroyed if the creature attuned to it is slain by a creature attuned to an item made from a material harvested from another Demon Lord. If this occurs, the staff splits down its length into two parts and loses its power. However, if these two parts are thrown together into the waters of the Gaping Maw, the pieces will disappear and then reappear 1d100 years later in a random place in the multiverse, fixed and restored to full power.



CHAPTER 5: MISCELLANEOUS ADDITIONS

I t has been so heartening to see how my fans have taken the teachings of my books into every aspect of their lives. Indeed, entire industries have sprung up with this recent harvesting boom. Items, equipment, and tools are just the start. Now, entire martial and magical schools have arisen to incorporate harvesting into their teachings. I have been lucky enough to meet a few of them, and I agreed to include their findings in this book (and at a good royalty fee as well)." - 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)

INCORPORATING ARTIFICERS

If you have incorporated Artificers into your campaign, you may use the following rules changes to make them compatible with these books:

- Artificers may craft items that are listed with the artificer tag in their crafting requirements. Artificers that have chosen the Alchemist subclass may also craft items that are listed with the alchemist tag in their crafting requirements.
- Harvesting kits count as artisan tools for the sake of learning tool proficiencies when the choosing this class as well as for the *The Right Tool for the Job* feature.
- Artificers may choose to have the harvesting kit in their starting equipment instead of the thieves' tools or dungeoneer's pack.

MECHANICS

MISCELLANEOUS HARVESTING

There may come a time when a character wants to harvest a creature for a material not listed in their harvesting table. Often this is due to them wanting some sort of trophy or keepsake from their kill. Due to the sheer scale of possible harvesting choices, it is impossible for this book to list every single body part that a character could theoretically harvest. Instead, you may use the following table for a general rule in deciding the DC for materials in a creature's body that are not included in their harvesting table. The DM is free to decide which of the following materials can be harvested from which creature, and if any special circumstances are present in that creature's anatomy that would change a material's DC.

MISCELLANEOUS HARVESTING TABLE

Material	DC
Blood and Fluids (vial)*	5
Soft Tissue (tongue, ears, genitals, etc.)	5
Hard Tissue (claws, teeth, spikes, horns)	5
Bone (skull, ribcage, spine, etc.)	10
Eyes	10
Internal Organs (heart, stomach, etc)	10
Basic Limb (leg, arm, tail)	15
Hide (fur, scales, plating)	15
Complicated Limb (wing, tentacle, etc.)	20
Brain	20

*As a general rule, tiny creatures can be harvested for 1 vial of blood, small creatures for 2, medium creatures for 3, large creatures for 5, huge creatures for 7, and gargantuan creatures for 9.

Any materials harvested in this way have no inherent monetary value and are considered by general society to be mere junk. Although there may be an NPC willing to buy them from the player, this would be decided on a case by case basis and particular to that specific NPC's circumstances.



SUBCLASSES

A new harvesting based subclass has been provided for each of the 12 original classes in the Player's Handbook. Feel free to incorporate any of them into your own game and to make changes if you feel appropriate.

BARBARIAN: PATH OF THE BLOOD SEEKER

While any barbarian is a fearsome sight on the battlefield, few manage to inspire as much terror as those that follow the Path of the Blood Seeker. Mindless engines of destruction, these barbarians revel in the spilling of blood, uncaring whether it is an enemy's or their own.

Many believe that the blood seekers may have been one of the first barbarian paths bestowed upon the sentient races; their thirst for violence tapping into a primal hunting urge from our earliest roots. Barbarians that fuel their rage with blood lust become relentless, animalistic warriors in the way they tear their foes to shreds and then bask in the carnage they have created. Some even go so far as slicing their own flesh to quench their thirst; it is not uncommon to find them covered in intricate scar patterns of their own making or covered in paint made from their own blood.

PATH OF THE BLOOD SEEKER FEATURES

Barbarian Level	Feature
3rd	Blood Rage, Bloodletter
6th	Crimson Spray
10th	Hunter of the Weakened
14th	Blood Frenzy

BLOOD RAGE

Starting when you choose this path at 3rd level, you are able to enter a blood rage, becoming stronger as your foes grow weaker. While raging, your Rage Damage bonus is doubled when you hit a creature that has less than half its maximum hit points.

BLOODLETTER

Also at 3rd level, your experience in bloodletting allows you to draw more blood from the creatures you kill. Whenever you successfully harvest a creature's blood, the amount that you receive is doubled.

CRIMSON SPRAY

Starting at 6th level, the sheer ferocity you display in battle imbues your own blood with the power to revitalise your allies. While raging, whenever you take slashing, piercing, or bludgeoning damage, all allies within 5 feet of you gain temporary hit points equal to your Constitution modifier (minimum of 0). This range increases to 10 feet when you reach 14th level in this class.

HUNTER OF THE WEAKENED

At 10th level, your senses become attuned to finding dying creatures. You may use your bonus action to become instantly aware of the distance and direction of all creatures within 60 feet of you that currently have less than half their maximum hit points.

You may use this feature a number of times equal to your proficiency bonus. You regain all expended uses after finishing a long rest.

BLOOD FRENZY

When you reach 14th level, your lust for blood becomes so visceral that even the slightest hint of it is able to spur you into frenzied action. While raging, you may use your bonus action to move up to your speed in a straight line towards a creature that does not have all of their hit points. If you make a melee weapon attack against that creature directly after that movement, that attack has advantage.

BARD – COLLEGE OF TROPHY HUNTERS

Bards that have joined the College of Trophy Hunters (more simply known as 'Treasure Hunters') are swashbuckling, romantic adventurers that roam the world, searching for the beasts and monsters that legends are made of. It is not enough for them to simply experience the thrill of the hunt, however. They must also bring back a prize from their kills, using them as the set pieces of epic tales that they are sure to tell over and over again.

While many see the Trophy Hunters as simple braggarts, they actually carry with them ancient traditions of animism that imparted great power to objects and to the histories contained within them. They are able to hear the hidden stories these trophies have to tell and use this knowledge to inspire and empower their companions around them.

Trophy hunters are very often found in adventurer's guilds or mercenary halls, happily showing off their many trinkets to wide-eyed recruits who are just at the start of their monster-hunting journeys. It is also not uncommon to find old trophy hunters sitting in a cosy spot by the tavern fire, ready and eager to explain where the dragon head above the hearth came from. And, if they were to embellish a detail or ten, what's the harm? All that matters is that they inspire the listener to their own yearnings of adventure.

COLLEGE OF TROPHY HUNTERS FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Harvest Trophy
6th	Grim Keepsake
14th	Join the Hunt



BONUS PROFICIENCIES

When you join the College of Trophy Hunters at 3rd level, you gain proficiency in Survival checks and harvesting kits, and you always add your proficiency bonus when making Appraise checks, even if you do not have the relevant skill for that creature type.

HARVEST TROPHY

Starting at 3rd level, you gain a true appreciation for the history of objects and keepsakes, allowing you to draw inspirational power from the materials you harvest. Whenever you successfully harvest a material from a creature you helped kill, you may designate it as one of your trophies. A trophy must weigh less than 10 pounds and be able to be held aloft in one hand. You may have a number of trophies equal to your Charisma modifier (minimum of one). If you exceed this number, you must replace one of your current trophies with your newest addition.

When you use your Bardic Inspiration, you may choose to also hold one of your trophies aloft, granting an extra benefit to the creature you inspired. In addition to the normal bonus gained from your inspiration dice, a creature that used that dice may also roll their ability check, attack roll, or saving throw with advantage if that roll was made in relation to a creature that has the same creature type as the one the trophy was made from. For example, if your target gained inspiration from a trophy taken from an aberrant, they would be able to gain advantage on attack rolls made against aberrants, saving throws made to resist an aberrant's spells, and ability checks made to track an aberrant if they used the inspiration die on that roll.

GRIM KEEPSAKE

When you reach 6th level, you learn how to impart an intimidating presence to your trophies, using them to assert your dominance over lesser quarries. As an action, you may hold one of your trophies aloft. All creatures within 60 feet of you that can see you and that are of the same creature type as the one the trophy was made from must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A frightened creature may make the saving throw again at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on either of these saving throws is immune to this feature for the next 24 hours. You may use this feature a number of times equal to your Charisma modifier (minimum of once), regaining all expended uses once you finish a long rest.

JOIN THE HUNT

Beginning at 14th level, your love for the hunt becomes so great, that you are able to whip you and your companions up into a frenzy merely at the sight of your next trophy.

As an action, you may designate a target within 60 feet of you that you can see as your quarry. For 1 minute, you and all of your allies that start their turn within 60 feet of you gain the following benefits:

- Melee weapon attacks made against your quarry are made at advantage so long as the attacker has at least one ally adjacent to your quarry.
- On their turn, a creature with this benefit may use their bonus action to move up to their speed in a straight line towards your quarry.

Once this feature has been used once, it cannot be used again until you finish a short or long rest.

CLERIC – HARVESTER DOMAIN

Gods of harvesting are some of the oldest and most entrenched deities in their pantheons. This is because virtually every burgeoning humanoid race prays at some point for a successful hunt and the resulting harvest of food and resources. While they may not be as powerful as other gods, they are among the most reliable. They ensure their followers always have what they need and the means to take what they want. The clerics of these gods are naturally good at harvesting but can also use their steady hands and calm wisdom to hunt down any quarry they choose.

Due to their overlap, gods of harvesting also tend to be gods of hunting like Artemis, Malar, or Uller. They may also be gods of nature, such as Silvanus and Osiris. Even gods of crafting like Ptah can extend their reach over the harvesting domain, due to their craft's reliance on the raw materials that only harvesting can provide.

HARVESTER DOMAIN FEATURES

Cleric Level Feature

1st	Bonus Proficiencies, Harvest Trophy
2nd	Grim Keepsake
6th	Join the Hunt
8th	Bonus Proficiencies, Harvest Trophy
14th	Grim Keepsake
17th	Join the Hunt

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Harvester Domain spells table.

HARVESTER DOMAIN SPELLS

Cleric Level Spells

1st	hamund's harvesting hands, identify vitals
3rd	locate animals or plants, transfusion
5th	recomposition, slow
7th	cold storage, locate creature
9th	conjure creature, hold monster

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with martial weapons and harvesting kits.

HARVEST'S BOUNTY

At 1st level, when you harvest a creature, you can choose to lower the DC of all available materials by 5; the time taken to harvest them lowers correspondingly. You must choose to use this feature before you make your roll. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BAG RUNNETH OVER

Starting at 2nd level, you can use your Channel Divinity to conjure harvesting equipment to ensure that you always have what you need to perform your duties. As an action, you choose either 2 daggers, 6 enchanted vials, or 3 sheets of spirit paper, conjuring them into your empty hands.

Daggers disappear 1 hour after being summoned. If they contain a harvest material, spirit paper and enchanted vials remain indefinitely. Otherwise, they disappear if left empty for 1 hour.

GUIDED HANDS

At 6th level, you learn to bolster your agility with the power of your faith. When you make a roll where you would add your Dexterity modifier as a bonus, you may choose to add your Wisdom modifier as well.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

LIFE HARVEST

At 17th level, you learn to harvest the very life force of your opponent as you fight them. When you hit a creature with a weapon attack, you can choose to gain temporary hit points equal to half the amount of damage dealt rounded down plus your Wisdom modifier. These temporary hit points are lost at the start of your next turn.



DRUID – THE CYCLE

Druids of the Circle of the Cycle believe that death and life are merely part of the same cycle: not only is death a beautiful, natural event, but it is also essential for life to flourish. However, these druids take this concept a step further than simply consuming flesh or reusing bones to make tools. Instead, they take the body parts of slain creatures and incorporate them into their shapeshifting abilities to bolster their own powers. While even other druids see this as overly pragmatic, Druids of the Circle of the Cycle see it as a final honour to the dead, allowing them to walk the earthly plane one last time.

These druids wander the land, ensuring the cycle is unbroken. They are just as adept at ending a suffering creature's life as they are at helping to birth a new one. They absolutely abhor the undead, who they see as being the ultimate perversion of the cycle; it is not uncommon for these druids to be spurred to great action if it means ending an undead presence in their land.

CIRCLE OF THE CYCLE FEATURES

Druid Level	Feature
2nd	Healing Through Change
6th	Accelerate the Cycle
10th	Death and Rebirth
14th	Monstrous Wild Shape

HEALING THROUGH CHANGE

When you choose this circle at 2nd level, whenever you cause yourself or an ally to change into another form through magic (such as with your Wild Shape feature or through the *polymorph* spell), that creature recovers hit points equal to your Druid level plus your Wisdom modifier. These hit points are added to their original hit points instead of their new form.

ACCELERATE THE CYCLE

Starting at 6th level, whenever you succeed on an attack roll against a creature, you may choose to add two extra damage dice to your total damage dealt. If your target is undead or a creature that has less than half of its maximum hit points, you roll three extra dice instead.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain one expended use whenever you kill a creature or whenever you expend a spell slot to cause a creature other than you to regain hit points. You also regain all expended uses when you finish a short or long rest.

DEATH AND REBIRTH

At 10th level, you learn how to harness the energy of the recently deceased to instantly cause new life to spring forth from the corpse. Whenever a creature you can see dies within 60 feet of you, you can use your reaction to conjure a beast of your choice that has a challenge rating of 2 or less in an unoccupied space within 5 feet of the deceased creature. You must have seen this beast before in order to conjure it in this way. When you reach 14th level in this class, you may conjure beasts that have up to a challenge rating of 4.

The summoned beast is friendly to you and your companions. Roll initiative for the summoned beast, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The beast lasts for 1 hour, until it drops to 0 hit points, or if you dismiss it as an action, after which, the beast disappears into a cloud of energy that quickly dissipates.

Once you use this feature once, you cannot use it again until you finish a short or long rest.

MONSTROUS WILD SHAPE

At 14th level, your mastery of the cycle allows you to transform into the monsters you have harvested. As an action, you may expend a use of your Wild Shape feature to cast the *shapechange* spell. When cast in this way, you may only assume the form of a creature with the beast, dragon, giant, humanoid, or monstrosity creature types, there is no challenge rating limit to what creature you can transform into, and you do not need any of the spell's normal components. Instead, the spell consumes a heart harvested by you from the creature you are transforming into. If you wish to change into another form during the duration of the spell, you must expend another heart using the same rules.

FIGHTER – BUTCHER

Swish, swish, thunk. Swish, swish, thunk. These are the sounds of a butcher at work, swinging their tools through the air as they dismember and disembowel their raw materials. For a butcher, their tools are an extension of their own bodies, akin to the claws and fangs of a predator that allow them to rip through the flesh of their prey.

While many think lowly of butchers, few can appreciate the combination of brute strength, steady hands, and anatomical knowledge that it requires. After all, any animal can hack away at a piece of meat, but it takes a trained artisan to create the surgical cuts needed for this craft. The best butchers take pride in partaking in every aspect of preparing a carcass, including its creation by hunting and slaughtering the creature. These fighters launch themselves eagerly into battle, always enticed by the thought of fresh meat.

BUTCHER FEATURES

Fighter Level Feature

3rd	Tools of the Trade, Anatomical Precision
7th	Grusome Blow
10th	Butcher's Rhythm
15th	Walking Slaughterhouse
18th	Improved Tools of the Trade

TOOLS OF THE TRADE

When you choose this archetype at 3rd level, you learn to use your weapons the way you use your butcher's tools, creating a new range of techniques unseen by most other combatants. When you hit a creature with a melee weapon attack, you may choose to add an additional effect from one of the following, depending on what type of damage your weapon dealt. Each effect also improves when you become an 18th-level fighter. You may use this ability a number of times equal to your Strength modifier (minimum of once). You regain all expended uses upon finishing a short or long rest.

If an effect requires your target to make a saving throw, the DC is calculated as 8 + your Strength modifier + your proficiency bonus.

Meat Hook. If you dealt piercing damage, you may make a grapple check against your target by lodging your weapon in your target's body as part of the same attack. While you have a creature grappled this way, you cannot make attacks with the weapon you used to grapple them. Whenever a creature grappled in this way attempts to escape the grapple and fails, they automatically suffer 1d8 piercing damage as they clumsily attempt to remove the weapon piercing them. You add your Strength modifier to this damage when you reach 18th level in this class.

Tenderizer. If you dealt bludgeoning damage, you may force your target to make a Constitution saving throw. On a failure, your target suffers a devastating strike that breaks their strength and defences. Until the start of your next turn, your target has disadvantage on all Strength saving throws and Strength ability checks, and melee weapon attacks against them have advantage. When you use this ability after reaching 18th level in this class, a target that fails the saving throw also becomes vulnerable to bludgeoning damage until the start of your next turn.

Cleaver. If you dealt slashing damage, you may force your target to make a Constitution saving throw. On a failure, your target suffers a deep cut that shocks their system and hampers their combat capability. Until the start of your next turn, your target's speed is halved, and it makes all weapon attacks at disadvantage. When you use this ability after reaching 18th level in this class, a target that fails the saving throw also cannot regain hit points until the start of your next turn.

ANATOMICAL PRECISION

Starting at 3rd level, due to your extensive knowledge of creature anatomy you have advantage on Harvest checks made to harvest beasts, dragons, giants, humanoids, and monstrosities. In addition, damage inflicted by your weapons do not contribute to ruining a creature's carcass under the *particularly violent deaths* rule.

GRUESOME BLOW

Starting at 7th level, you learn to combine your strength and bodily perception to make debilitating strikes that hamper your enemy's ability to function. If you score a critical hit on a melee weapon attack against a creature, that creature can't take reactions and can't make more than one melee or ranged attack during its turn regardless of its abilities or magic items until the start of your next turn. In addition, if they are concentrating on a spell at the time of being hit, that concentration immediately ends.

BUTCHER'S RHYTHM

Starting at 10th level, you become able to fight with the same methodical rhythm you use when carving a carcass on your table. If you make a successful weapon attack against a creature, your next weapon attack against that creature this turn is made with advantage so long as you do not move or take any other action or bonus action before making that attack.

WALKING SLAUGHTERHOUSE

At 15th level, you become so skilled with your butchering tools that you can wield them in both hands with ease. You gain the following benefits:

- You wield all melee weapons as if they had the light property.
- You are able to wield melee weapons with the two-handed property in one hand with no penalty.
- You are always considered to be using two hands when wielding weapons, even when holding them in one hand.



MONK – WAY OF THE OBSERVED FORM

Monks of the Way of the Observed Form follow the belief that the best style of combat is to have no style at all. Instead, their belief is that one should learn from their opponents, adapt their methods, and then throw them back at them with deadly results. These monks are known to be almost impossible to predict on the battlefield, possessing as many techniques as there are creatures in the world.

As part of their emphasis on observing and adapting to one's opponent, these monks tend to have a keen interest in biology and anatomy. They use their keen senses to study the bodies of others and are often able to pick out the minutest detail in a creature's bone or muscle movement. These traits make these monks renowned as warrior-scholars that are sought out as much for their knowledge as they are for their martial ability.

WAY OF THE OBSERVED FORM FEATURES

Monk Level	Feature
3rd	Mirrored Stance
6th	Observant Fist
11th	Adaptive Defence
17th	Hybrid Stance

MIRRORED STANCE

Starting when you choose this tradition at 3rd level, you learn to observe your opponents through battle and adopt their strengths into your fighting style. As a bonus action, you may expend 1 ki point to focus on a hostile creature you can see within 60 feet of you. If you do so, you learn their creature type and you adopt one of the stances below based on that type. You remain in this stance for 1 minute ending it early if you are incapacitated, if you use this feature again, or if you end it as a free action.

Aberration. Your erratic stance makes it difficult for your opponent to read your movements, preventing them from getting an edge on you in battle. While in this stance, if a creature attempts to make an attack roll with advantage against you, you can use your reaction to cancel that advantage and any other advantages they may have on attack rolls against you for the rest of the turn.

Beast. Your primal stance imbues your strikes with greater ferocity. When you hit a creature with an unarmed strike while in this stance, you may add your Strength modifier as a bonus to the damage roll. You may only use this ability once per turn.

Celestial. Your graceful stance allows you to move easily around the battlefield. While in this stance, you act as if you are under the effect of the *freedom of movement* spell.

Construct. Your sturdy stance makes you harder to knock down and to be moved around. While in this stance, you have advantage on saving throws and ability checks against being knocked prone or moved against your will.

Dragon. Your ancient stance grants you mystical abilities drawn from the most powerful creatures in the multiverse. When you adopt this stance, you choose to gain either a flying or swimming speed equal to half your current speed. On subsequent turns, you may use your bonus action to change your choice to the other movement type.

Elemental. Your chaotic stance makes the primordial forces of creation regard you as one of their own, bestowing you their protection. While in this stance, you have resistance to one of the following damage types of your choice: fire, lightning, cold, or thunder.

Fey. Your elusive stance allows you to slip between opponents easily and avoid harm. While in this stance, melee weapon attacks against you are made at disadvantage if you are within 5 feet of two or more hostile creatures.

Fiend. Your vicious stance allows you to capitalise on your opponent's mistakes and punish them accordingly. Whenever you hit a creature with an opportunity attack while in this stance, you may immediately use your Flurry of Blows feature as a free action. You still need to spend 1 ki point to use it in this way.

Giant. Your large stance leverages internal forces that allow you to fight against even the biggest opponents. While in this stance, your size is considered huge regardless of the actual dimensions of your body.

Humanoid. Your natural stance allows you to fight freely and utilise your energy efficiently. While in this stance, whenever you spend 1 or more ki points to use an ability, you may roll a d20. If you roll an 18, 19, or 20 on this roll, you instantly regain the ki points you just spent.

Monstrosity. Your versatile stance allows you to be prepared for any situation. While in this stance, whenever you make a saving throw, you may use your reaction to add your Wisdom modifier as a bonus to the result. You may choose to do this after making the roll but before the DM says whether you succeeded or failed.

Ooze. Your flexible stance allows you to move through the battlefield unimpeded and with ease. While in this stance, you can move through spaces occupied by hostile creatures, and you have advantage on saving throws and ability checks against being grappled and being restrained.

Plant. Your rooted stance allows you to gather power and energy from the ground. While in this stance, you have advantage on attack rolls so long as you have not moved since the end of your last turn.

Undead. Your rigid stance allows you to suffer large damage and continue fighting. Whenever you take damage, you may use your reaction to expend 1 ki point to reduce the total damage taken by an amount equal to your monk level.

OBSERVANT FIST

Beginning at 6th level, you learn to study your opponent through combat. Whenever you hit a creature with an unarmed strike, you may spend 1 ki point to gain the benefits of a successful Appraise check on that creature as well as learning that creature's Armor Class, current hit points, and any damage resistances and immunities they may have.

ADAPTIVE DEFENCE

Starting at 11th level, you are able to adapt quickly to your opponent's attacks, allowing you to mitigate potential harm that comes your way. Whenever you are hit by a spell or weapon attack, you may use your reaction to spend 2 ki points and gain resistance to all damage types inflicted by that attack until the start of your next turn.

HYBRID STANCE

At 17th level you learn how to weave your stances together into greater and more powerful combinations. When you enter a stance, you may choose to spend up to 2 additional ki points in order to gain the benefits of the same number of additional stances of your choice. You retain these benefits so long as you remain in the original stance.

PALADIN – OATH OF LEGACY

The Oath of Legacy is one of the most selfless of all oaths, one that binds the paladin to a life of service and the fulfillment of others. They are sometimes known as bearers or oath keepers and they make it their mission to continue the legacies of those that came before them. The paladins that uphold this oath often come from ancient orders formed around the legends of ancient heroes, or are created as bulwarks against recurring, undying threats. In short, whenever a defeated evil rears its ugly head again or when a champion falls tragically short in their ordained mission, these paladins are sure to answer the call to action.

As part of their training, paladins that uphold this oath often carry relics or keepsakes with them that remind them of their missions. They impart great power into these objects carry and as part of that, they are often found with the trophies harvested from worthy foes as a means of carrying on their admirable spirit.

TENETS OF LEGACY

The tenets of the Oath of Legacy bind a paladin to a life of servitude and tradition.

Serve with Humility. Understand that you serve a story larger than yourself. Your role is to finish someone else's journey, not to start your own.

Continue the Chain. You are a single link in a long chain of legacy and tradition. It is your duty to make sure that the chain remains unbroken.

Honour the Past. The past contains lessons that must be learned and applied. Honour those that came before you and take their wisdom to heart.

Respect the Fallen. There is no shame in failure and respect should be given to those that at least tried. This even extends to your foes if they fought with honour and a noble spirit.

OATH OF LEGACY FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Continuation (10 ft.)
15th	Glory in Defeat
18th	Aura of Continuation (30 ft.)
20th	Inheritor of Legend

OATH SPELLS

You gain oath spells at the paladin levels listed. See the Sacred Oath class feature for how oath spells work.

OATH OF LEGACY SPELLS

Paladin Level	Spells
3rd	hamund's harvesting hands, identify vitals
5th	gentle repose, transfusion
9th	life transference, recomposition
13th	death ward, divination
17th	conjure creature, legend lore

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Invoke Legacy: As an action, you present an item that is either a harvestable material or a possession from a creature you helped kill. The presented item may also include a crafted item that was made out of a material you harvested. Either way, all creatures within 30 feet of you that can see you that are of the same creature type as that of the harvested material or possession must succeed on a Wisdom saving throw or be charmed by you for 1 minute or until it takes damage. While charmed in this way, a creature reveres you as a worthy figure to be watched and respected; their speed becomes 0 and they cannot benefit from bonuses to their speed.

At your DM's discretion, objects looted from particularly famous figures may impose disadvantage on the saving throw. For example, vampire spawn may have disadvantage on their saving throw if you present an item taken from the Vampire Lord Strahd Von Zarovich.

Pass the Torch When you either harvest a material or take a possession from a creature that you helped kill, you may use your reaction to whisper ancient prayers and use your Channel Divinity. If you do so, your current and maximum hit points increase by a number equal to that creature's challenge rating (minimum of 1) + your Paladin level. If the creature does not have a challenge rating, use their class level instead. This increase lasts until the end of your next long rest.

AURA OF CONTINUATION

Starting at 7th level, you and friendly creatures within 10 feet of you can't be paralyzed, petrified, or stunned while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

GLORY IN DEFEAT

Starting at 15th level, you are able to ensure that even in defeat, you and your allies remain victorious. If you or an allied creature you can see within 30 feet of you drops to 0 hit points, you may use your reaction to allow that creature to immediately perform one final action of their choice before falling unconscious. They may choose to do anything that would normally take an action to do unless that action would result in them recovering hit points. If they take damage in the course of this action, they are still considered to be at 0 hit points for the sake of resolving death saving throw failures. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

INHERITOR OF LEGEND

At 20th level, you can use your action to embody the spirit of a legendary hero, becoming an unstoppable force in the process. For the next minute, you gain the following benefits:

- Whenever you fail an attack roll, saving throw, or ability check, you may use your reaction to succeed instead.
- You act as if you are under the *freedom of movement* spell.
- When an allied creature starts its turn within 10 feet of you, they gain a number of temporary hit points equal to your Charisma modifier (minimum of 0)

Once you use this feature, you can't use it again until you finish a long rest.

RANGER — FEY TRAPPER

The trappers of the fey courts are legendary to any mortal that shares that profession. Trained in methods as old as the courts themselves, these trappers utilise indomitable physical prowess, uncanny survival skills, and ancient nature magic to get the job done. They venture out into the dangerous Feywild and return laden with rare meats and exotic pelts for the capricious fey lords and ladies that employ them. Some of these rangers have taught their skills to outsiders, but all of them specialise in cornering their quarry, and then taking them down in one swift, clean blow.

FEY TRAPPER FEATURES

Ranger Level	Feature
3rd	Cornered Prey, Clean Killer
7th	Glamoured Lure
11th	Binding Blow
15th	Tactical Advantage

FEY TRAPPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Fey Trapper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



FEY TRAPPER SPELLS

Ranger Level	Spell
3rd	command
5th	invisibility
9th	glyph of warding
13th	hallucinatory terrain
17th	hold monster

CORNERED PREY

When you choose this archetype at 3rd level, you know how to strike more effectively when your prey has nowhere to run. You have advantage on weapon attacks against any creature that is standing on difficult terrain or that currently has less than its normal amount of speed.

CLEAN KILLER

At 3rd level, you learn the best way to slaughter your prey to ensure maximum yield from the carcass. When you kill a creature with a weapon attack, the DC for all harvesting checks made on that creature are reduced by 5.

GLAMOURED LURE

Starting at 7th level, you learn to attract your prey and lower their defences with magical enchantments. As an action, you may force a creature within 30 feet of you that you can see to make a Wisdom saving throw against your ranger spell save DC. Your favoured enemy has disadvantage on this saving throw. On a failure, that creature is charmed by you for 1 minute or until they take damage.

While you have a creature charmed in this way, you may use your bonus action to create a pale marble of light within 60 feet of you in a space you can see. At the start of their turn, the charmed creature must use as much of their movement to move towards that marble of light as possible, staying in that spot if they manage to reach it. If moving towards the marble requires the creature to enter terrain that would directly harm them, such as a pit of lava or a deep pit, they may make the saving throw again, ending the charm on a success. On subsequent turns, you may use another bonus action to move the marble of light to another space within 60 feet of you that you can see.

Once you use this feature, you may not use it again until you finish a short or long rest.

BINDING BLOW

At 11th level, you learn to infuse your attacks with a fey enchantment that restricts your prey. As a bonus action, choose one creature you can see within 60 feet of you. The next time you hit that creature on this turn with a weapon attack, they must make a Strength saving throw against your ranger spell save DC. On a failure, that creature's movement speed is reduced to 0 until the start of your next turn.

TACTICAL ADVANTAGE

When you reach 15th level in this class, any time you hit a creature with a weapon attack that was rolled at advantage, that creature is marked by you until the start of your next turn. While marked, a creature has disadvantage on all attack rolls it makes against you, and you have advantage on any saving throws imposed by them.

ROGUE — SCAVENGER

Very few Scavenger rogues chose to follow this archetype; usually this path is chosen out of desperation rather than desire. Formed from the bottom rungs of civil society or in the most inhospitable places in the wilds, Scavengers fend for themselves by making the most of whatever the fates see fit to give them. They survive by remaining on the fringes, striking out only when they spot an easy kill or a safe meal. Their methods of survival are seen by most people as crass and opportunistic, but these criticisms matter little to them: all that matters is that they survive.

SCAVENGER FEATURES

Rogue Level Feature

3rd	Cut and Run, Waste Not Want Not
9th	Pick the Bones
13th	Circle the Weak
17th	Eye for Opportunity

CUT AND RUN

Starting at 3rd level, you learn to minimise danger by darting in and out of battle. Whenever you use your Sneak Attack feature against a target, you regain all expended speed you may have used that turn.

WASTE NOT WANT NOT

When you choose this archetype at 3rd level, you learn how to salvage materials that most harvesters would consider ruined. If you fail a harvesting check to harvest a material, you may immediately attempt that check again at disadvantage. On a success, you successfully harvest that material, but it is worth only half of its normal monetary value. This feature may only be used once per creature you attempt to harvest.

PICK THE BONES

At 9th level, your senses become supremely honed for finding resources and opportunities that others may miss. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks and during combat you may perform them as bonus actions.

CIRCLE THE WEAK

At 13th level, you gain an instinct for manoeuvring yourself around the weak and vulnerable. Whenever a creature you can see within 60 feet of you becomes blinded, deafened, frightened, restrained, or incapacitated, you may immediately use your reaction to move up to half your speed in any direction. At the end of this movement, if that creature is within range of an attack by you, you may also make an attack against them as part of this movement.

EYE FOR OPPORTUNITY

Starting at 17th level you learn to take advantage of even the smallest distractions, granting you more ways to use your opportunity attack. In addition to the normal triggers, you may also use your opportunity attack against creatures within 5 feet of you under any of the following circumstances:

- One of your allies hits that creature with a critical hit.
- That creature becomes incapacitated.
- That creature is reduced to less than half its maximum hit points for the first time this combat.

SORCERER — SKIN WEARER

It's a tale almost as old as civilisation; the story of a shapeshifting creature that take other forms and parents a child with a regular humanoid. Whether this union was happy or not, the resulting child has a chance to become a Skin Wearer. Like their transforming parents, Skin Wearers have an inherently malleable form and are particularly adept at transmutation and illusion magic. In order to stabilise themselves, Skin Wearers often garb themselves in pelts, hides, and skins of other creatures, adding the strength of the harvested creature to their own magic.

SKIN WEARER FEATURES

Sorcerer Level Feature

1st	Embody Creature, Skin Walker
6th	Malleable Form
14th	Full Embodiment
18th	Shapeshifter Supreme

EMBODY CREATURE

When you choose this origin at 1st level, you gain the ability to partly transform yourself into other creatures by wearing their skin, hide, or pelts, empowering your own abilities in the process. While wearing an item made from the skin, hide, or pelt of a beast or monstrosity, you may spend your action to embody that creature and gain one of the following benefits of your choice for the next 10 minutes or until you end this effect early as a bonus action:

- You gain any saving throw proficiencies that creature may have had.
- You gain any senses that creature may have had.
- You gain any damage resistances and immunities that creature may have had.

Once you have used this ability once, you can't use it again until you finish a long rest.



SKIN WALKER

At 1st level, whenever you attempt to harvest a creature's skin, hide, or pelt, the DC of those items are lowered to 10 if they were higher than that originally. In addition, your affinity for donning the form of others also helps you mask your true intentions, granting you proficiency in Charisma (Deception) checks.

MALLEABLE FORM

Starting at 6th level, your malleable form makes transmutation and illusion magic cast on you effortless. Whenever you use a spell slot to cast either a transmutation spell on yourself or an illusion spell that changes your appearance, roll a d20. If you roll a number lower than your sorcerer level, the spell slot you used is instantly restored.

FULL EMBODIMENT

Starting at 14th level, you learn to exert greater control over your skin wearing, allowing you to fully embody your harvested creature's abilities. While embodying a creature, in addition to your chosen benefit, you may also choose to change your Strength, Dexterity, and Constitution scores to match that creature's. If your Constitution modifier increases as a result of this, your maximum hit points increase but your current hit points do not.

SHAPESHIFTER SUPREME

At 18th level, you are able to cast the *shapechange* spell without expending a spell slot. Once you have used this feature, you cannot use it again until you finish a long rest. You may also attempt to use your Malleable Form feature to restore use of this feature immediately after casting the *shapechange* spell, following the same rules as you would for restoring a spell slot.

WARLOCK — THE APEX PREDATOR

Your patron is one of the most powerful predators in the multiverse such as a tarrasque, an astral dreadnought, or an ancient dragon. More than simple beasts, these creatures dominate their domains, taking whatever they want from whoever gets in their way. While these creatures normally treat all other creatures as simply potential meals, they still appreciate the utility that vassals can provide for them. As part of your pact, you take whatever scraps of power and resources they leave behind while serving them by finding new prey or intercepting any threat that would try to usurp their top position.

APEX PREDATOR FEATURES

Warlock Level Feature

1st	Expanded Spell List, Establish Dominance
6th	Devour Prey
10th	Hunter Becomes the Hunted
14th	Top of the Food Chain

EXPANDED SPELL LIST

The Apex Predator lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

APEX PREDATOR EXPANDED SPELLS

Spell Level Spells

1st	hamund's harvesting hands, hunter's mark
2nd	alter self, locate animals or plants
3rd	haste, recomposition
4th	dominate beast, locate creature
5th	dominate person, geas

ESTABLISH DOMINANCE

At 1st level you learn to channel your patron's presence in order to mentally dominate your prey. As an action, you can force a target you can see within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. If a creature has a challenge rating lower than your warlock level, they make the saving throw at disadvantage. On a failure, your target is frightened of you for the next minute. While frightened of you in this way, a creature also has disadvantage on saving throws imposed by you and cannot benefit from spells that grant it a bonus to their movement speed. In addition, you have advantage on opportunity attacks made against the frightened creature. A frightened creature may attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

DEVOUR PREY

Starting at 6th level, your patron grants you access to a pocket dimension where your prey is devoured alive. As an action, you may target a creature you can see within 30 feet of you, forcing them to make a Charisma saving throw against your warlock spell save DC. On a failure, that creature is banished to a pocket dimension. While there, the target is incapacitated, and at the end of each of its turns, it may make another Charisma saving throw. On a failure, it suffers acid damage equal to your warlock level plus your Charisma modifier (minimum of 1). On a success, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the creature dies while in your pocket dimension, you may choose to have all of their harvestable materials reappear in the creature's original space instead of their corpse. These harvestable materials are in perfect condition and can be collected without issue.

Once you use this feature once, you cannot use it again until you finish a short or long rest.

HUNTER BECOMES THE HUNTED

Starting at 10th level, you learn to retaliate against any creature that would attempt to harm you. Whenever a creature damages you, you gain advantage on all weapon and spell attack rolls against that creature until the end of your next turn.

TOP OF THE FOOD CHAIN

At 14th level, your dominance over lesser creatures gives you a protection against their mediocre abilities. Creatures that have a challenge rating lower than half your warlock level rounded down have disadvantage on attack rolls against you, and you have advantage on saving throws imposed by them or their abilities.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are 2 new options for that feature, in addition to the options in the Player's Handbook.

DARK DECONSTRUCTION

When making a Harvesting check, you may choose to use your Charisma modifier instead of your Dexterity modifier. In addition, you have advantage on Harvesting checks made on aberrants, celestials, fey, and fiend-type creatures.

DEVOURER'S INSTINCT

You always add your proficiency to Appraisal checks, even if you do not have the skill associated with a creature's type.

WIZARD – MAGI-ZOOLOGIST

While most arcane colleges are more concerned with the intellectual study of esoteric and sometimes only theoretical origins of magic, there exists one that prefers to focus only on what they can see around them in the natural world: the magi-zoologists. This school of thought believes that the greatest source of information about magic is to be found in the many magical creatures that exist in the world, each one brimming with arcane secrets to be unlocked through research and study. Through their travels, the magi-zoologists collect samples of the various monsters in the multiverse, applying the lessons they learn into new breakthroughs in both spellwork and science.

While they are often derided by even other wizard schools as lacking imagination, the best magi-zoologists are extremely pragmatic and are well-equipped to survive the many dangers of the world. After all, it takes true strength to face down a full-grown dragon and live to autopsy its corpse.

MAGI-ZOOLOGIST FEATURES

Wizard Level Features

2nd	Harvest Spells, Anatomical Study
6th	Firsthand Experience
10th	Monster Tamer
14th	Counter-Ability

HARVEST SPELLS

Starting at 2nd level, when you make a Harvest check on a non-humanoid creature that has the *innate spellcasting* feature and your roll equals or exceeds that creature's challenge rating, you may pick one spell from that creature's innate spellcasting feature and add it to your list of prepared spells that day. This spell does not count towards the number of spells you have prepared that day. When you cast that spell, it is considered a wizard spell for you and you still need to fulfill all component and spell slot requirements when casting it. You retain the ability to cast that spell until you finish your next long rest, at which point it vanishes from your memory.

If the spell you harvested is a wizard spell of 1st level or higher and is of a level for which you have spell slots, you can add it to your spellbook before it vanishes from your memory. To do so, you follow the same rules as normally copying a spell into your spellbook. You must copy the full spell before it vanishes from your memory. If you do not, any resources you have already contributed to copying the spell are wasted.

ANATOMICAL STUDY

Beginning when you select this school at 2nd level, your proficiency bonus is doubled when you make Appraise checks. In addition, you have advantage on any ability check made to recall information about the biology and behaviour of non-humanoid creatures.

FIRSTHAND EXPERIENCE

Starting at 6th level, if you are subjected to a saving throw imposed by the ability or feature of a non-humanoid, non-beast creature, you may add your Intelligence modifier as a bonus to any future saving throws imposed by subsequent uses of that ability or feature. You retain this benefit until you finish your next long rest.

MONSTER TAMER

At 10th level, your study of the behaviour of creatures allows you to weave magic into your words, allowing you to placate and calm them. You add the *charm monster* spell (Xanathar's Guide to Everything) to your spellbook if you did not already know it, and you always have it prepared; having it prepared in this way does not count towards your total amount of spells prepared for that day. In addition, if you cast *charm monster* on a creature with an Intelligence score lower than yours, they have disadvantage on the saving throw to resist the effect.

COUNTER-ABILITY

At 14th level, you learn to break the magic bonds that permeate the bodies of magical creatures, temporarily disrupting their abilities. Whenever a non-humanoid, non-beast creature within 30 feet of you that you can see attempts to use an ability or feature that would force another creature to make a saving throw, you may use your reaction to cause it to fail and have no effect. This feature cannot be used on abilities in which the saving throw is imposed by a weapon attack.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses once you finish a long rest.



CHAPTER 6: HAMUND'S HAVE-NOTS

There is some primal need in all of us to use the gifts that nature provides and repurpose them to aid in our everyday lives. Unfortunately, not everyone has the strength to fulfill that need. In those cases, they turn to people like us: adventurers with combat and harvesting ability. I have compiled a list of needy individuals that are willing to part with a few coins in exchange for the creature parts they need. Feel free to take them up on their offer if you have the time or opportunity, they will thank you for it (and so will your wallet)." - Hamund

The following is a list of quests featuring every single monster from the *Mordenkainen's Tome of Foes*. The aim is to provide a quick quest 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 or 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.

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.

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: Abyssal Wretch

Request: Wretch Pustules

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "I have been researching the local cults in my area and have discovered that they use the pustules of abyssal wretches in some sort of incense ritual. Although I'm sure it would be an unpleasant experience, I would like to have some samples to try it out myself. I'm sure it will be an extremely enlightening experience, if a bit odious."

Reward: 8 sp

Target: Derro

Request: Derro Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "Although the derro have become quite genetically distinct from us dwarves, studying their anatomy can still yield a wealth of information about our own history and biological makeup. Particularly interesting to me is their brain physiology, which I believe can reveal information about how my own people think and behave. I have some hypotheses already, but I need more samples to confirm them."

Reward: 8 sp

Target: Male Steeder

Request: Steeder Leg

Requester Name: Krek Mossybeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "I consider the division between the duergar and us dwarves to be one of my people's greatest tragedies. In my opinion, there is no need for us to hate each other so much and I intend to do my part in mending the divide. One of the best ways to do that, is to simply understand each other's culture. Duergar use steeder legs to make adhesives and I want to learn more about this fascinating craft. It may seem silly, but I genuinely think that if I can spread this knowledge among my own kin, we can feel just a little bit closer to the cousins we forsook so long ago."

Reward: 8 sp

Target: Nupperibo

Request: Nupperibo Blubber (vial)

Requester Name: Lawrence Ichelm

Race: Human

Suggested Locations: General

Description: "People are often surprised to find that I live in such a large manor. Some would even call it a 'lair', I suppose. But other than the exorbitant land taxes, one of the annoying things about owning such a large home is how much it takes to illuminate the place. Buying candles isn't that annoying, it's all the time I have to spend replacing them. That's why I would like to make some candles out of nupperibo blubber: I've heard that stuff can last for a long time. Get me some, would you? It would certainly make my existence much easier."

Reward: 2 sp

Target: Oblex Spawn

Request: Oblex Slime (vial)

Requester Name: Fargrim Stonebrew

Race: Dwarf

Suggested Locations: General

Description: "So I got captured by some duergar recently. It wasn't that bad to be honest, and I managed to get myself out of it after just a few months. Even greater is that I managed to snag some of their brews on my way out. Apparently, this drink is called 'fade' and its brewed from the slime of an oblex. Well, it helped me forget all my troubles and I've developed a taste for it. I'd love to get some if you can find any."

Reward: 3 gp

Target: Skulk

Request: Shadow Visage

Requester Name: Umbero Falone

Race: Human

Suggested Locations: General

Description: "With all the new recruits into my thief's guild, I'm thinking that they need a little something extra to put them above the rest of the riff raff criminals on the streets. Something flashy that lets people know they're not dealing with ordinary bums. I've seen some pretty nice-looking masks that can be made from the remains of a skulk. Get me some of those and I'll pay you a good bounty."

Reward: 2 gp

Target: Star Spawn Grue

Request: Psionic Overflow

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "It appears that some cults have fallen in with a certain race of creatures that hail from beyond the stars. These creatures boast tremendous psionic potential which then goes on to influence their followers. If I hope to understand the inner workings of these cults, I need some to understand how their altered minds work, and to understand that, I need samples of the psionic energy their other-worldly patrons are offering to them."

Reward: 3 gp

Target: The Wretched

Request: The Wretched Fangs (small bag)

Requester Name: Getrude Cherryriver

Race: Halfling

Suggested Locations: Cave, Mountain

Description: "There's an annoying fish that's been swimming around my favourite spot lately. Every time I cast my line, the damn bugger snatches the bait right off the hook! I don't know he does it, but I've had enough. I'm going to make a hook that's impossible to escape from, if they even get close to it, they'll be stuck on it forever. I'll need something more than the materials I have right now though. I've heard some fangs from some sorrowsown creatures might be able to do it. Get me some won't you? I'll even let you take some of the fish that I catch with it."

Reward: 3 sp

Target: Turtle
Request: Turtle Shell
Requester Name: Janus Collinsworthy
Race: Human
Suggested Locations: Coast, Swamp
Description: "The trade in turtle shells has grown tremendously as of late due to a boom in cosmetics made by grinding them down. I've been racking my brain trying to come up with a more efficient way of meeting supply, however, and I finally cracked it! Turtles! They're like turtles but much larger, which also means much larger shells! If you get me some, you'll be well rewarded. I won't even ask you where you got them from."
Reward: 3 gp

Target: Young Kruthik
Request: Kruthik Musk (vial)
Requester Name: Damien Krusik
Race: Half-Orc
Suggested Locations: Cave, Mountain
Description: "As a trapper, a lot of my job involves heading out into the swamps and jungles to find pelts that civilized folk don't like going through the trouble of getting themselves. I like my work, except for one thing: the bugs. Honestly, I'm more worried about being eaten alive by mosquitos rather than whatever giant beast I'm hunting. I need a really heavy-duty insect repellent, something that'll last for days on end. Kruthik musk works pretty well from what I've heard. I need as much as I can get so I'll take anything you got."
Reward: 3 sp

CR 1

Target: Bronze Scout
Request: Gnome-made Servo
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: General
Description: "I'm a toymaker trying to get a start on his career, but I just can't create that first amazing toy that will fly off the shelves. One thing I've been experimenting with, is a wind-up toy that responds to its owner's commands! I've seen the gnomes create some constructs that can do something similar, but they guard the secrets of making those fairly closely. If I could just get some samples, I'm sure I could remake it for myself!"
Reward: 2 gp

Target: Choker
Request: Choker Cartilage
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: Cave
Description: "I'm a toymaker trying to get a start on his career, but I just can't create that first amazing toy that will fly off the shelves. I've had some plans for new puppets that will move way more realistically than my competitors, but I just can't make it work with twine and wood alone. I've heard that some tinkers use the cartilage from a choker to make their constructs, and I'm thinking that's exactly the kind of innovation that will put my store above the rest!"
Reward: 2 gp

Target: Duergar Soulblade
Request: Duergar Brain
Requester Name: Gloin Rockbeard
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."
Reward: 8 sp

Target: Female Steeder
Request: Steeder Leg
Requester Name: Krek Mossybeard
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "I consider the division between the duergar and us dwarves to be one of my people's greatest tragedies. In my opinion, there is no need for us to hate each other so much and I intend to do my part in mending the divide. One of the best ways to do that, is to simply understand each other's culture. Duergar use steeder legs to make adhesives and I want to learn more about this fascinating craft. It may seem silly, but I genuinely think that if I can spread this knowledge among my own kin, we can feel just a little bit closer to the cousins we forsook so long ago."
Reward: 8 sp

Target: Meazel
Request: Meazel Hair (small bag)
Requester Name: Umbero Falone
Race: Human
Suggested Locations: Cave, Mountain
Description: "Due to certain economic trends, the number of pickpockets, thieves, and slinkers in my employ has risen lately. While this is great for productivity, I do need to equip all of them; can't have them running around in their civilian clothes after all. Meazel hair makes for a great lining material and I can't get enough of it. Bring me some and I'll pay you a decent price."
Reward: 8 sp

Target: Stone Cursed
Request: Living Rubble (large bag)
Requester Name: Flain Gravelhands
Race: Dwarf
Suggested Locations: Mountain
Description: "There's some much needed maintenance that needs to be done to the main bridge into town and I've decided it's time for an upgrade. I want to line the cement with living rubble from a stone cursed. This should give it some much needed flex to survive all the tremors and earthquakes in this area. I need as much as you can spare so keep it coming."
Reward: 2 gp

CR 2

Target: Berbalang

Request: Berbalang Ear

Requester Name: Lawrence Ichelm

Race: Human

Suggested Locations: Cave, Mountain

Description: "The rumours of me being a lich are grown out of control and frankly I'm tired of them. It's gotten so bad that I think even the dead are starting to mock me. I want to know what they're saying, and I've heard that berbalang ears can help me do that."

Reward: 8 sp

Target: Deathlock Wight

Request: Bone Heart

Requester Name: Augustus Darkholm

Race: Halfling

Suggested Locations: General

Description: "There are those that have called me and my sense of décor...morbid, at best. Personally, I don't see anything wrong with decorating one's home with black paint and skeletal remains, after all, my family has been doing it for generations! Anyway, there's something that I think would really complete my mantle and it is the bone heart of a deathlock. I think it would be an absolutely fascinating conversation starter...if I ever had anyone over to my house to converse with."

Reward: 8 gp

Target: Duergar Hammerer

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp

Target: Duergar Kavalrachni

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp

Target: Duergar Mind Master

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp

Target: Duergar Stone Guard

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp

Target: Duergar Xarron

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp



Target: Ogre Bolt Launcher
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: Ogre Howdah
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: Rutterkin
Request: Rutterkin Pustules (small bag)
Requester Name: Ander Greenbottle
Race: Halfling
Suggested Locations: General
Description: "I'm having a problem on my farm recently. Swarms of pests and animals always coming in and ruining my crops. I've tried every kind of pesticide and deterrent, but nothing seems to be working. One of my neighbors said they've had some luck with rutterkin pustules. Just one can apparently protect an acre for a whole year. I'd pay a good premium for them, it would easily make up for what I'm losing in ruined crops."
Reward: 2 gp

Target: Turtle Druid
Request: Turtle Shell
Requester Name: Janus Collinsworthy
Race: Human
Suggested Locations: Coast, Swamp
Description: "The trade is turtle shells has grown tremendously as of late due to a boom in cosmetics made by grinding them down. I've been racking my brain trying to come up with a more efficient way of meeting supply, however, and I finally cracked it! Turtles! They're like turtles but much larger, which also means much larger shells! If you get me some, you'll be well rewarded. I won't even ask you where you got them from."
Reward: 3 gp



CR 3

Target: Bulezau
Request: Bulezau Horn
Requester Name: Finnian Hilltopple
Race: Halfling
Suggested Locations: General
Description: "I'll admit that being an adventurer means that you have to put up with a lot of bad food. On the other hand, there are also those rare opportunities where you get to taste the most exquisite delicacies beyond your wildest imagination! There was once this cheese served in a vampire's hall, oh absolutely scrumptious! I fantasized about it long after we killed him and spent ages trying to figure out where he got it. Well it turns out that it only comes from a fermentation process involving a bulezau horn. I'd pay pretty good coin to taste that again, even if I have to make it from scratch!"
Reward: 18 gp

Target: Derro Savant
Request: Derro Brain
Requester Name: Gloin Rockbeard
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "Although the derro have become quite genetically distinct from us dwarves, studying their anatomy can still yield a wealth of information about our own history and biological makeup. Particularly interesting to me is their brain physiology, which I believe can reveal information about how my own people think and behave. I have some hypotheses already, but I need more samples to confirm them."
Reward: 8 sp

Target: Duergar Screamer
Request: Duergar Brain
Requester Name: Gloin Rockbeard
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."
Reward: 8 sp

Target: Giff
Request: Giff Skull
Requester Name: James Beauregard Forsythe III
Race: Giff
Suggested Locations: General
Description: "There is nothing more important to us giff, than the sanctity of the corps. As part of our rites, a slain giff must be buried in a cemetery with the rest of their corps, but unfortunately several of them die out in the field with no one to recover their bodies. If you come across their corpses, we will pay a bounty to recover their remains and give them the respect they deserve. We'll even pay you if you were responsible for their deaths; we giff are mercenaries after all, I'm sure it was nothing personal!"
Reward: 42 gp

Target: Merrenoloth
Request: Yugoloth Heart
Requester Name: Borivik Helder
Race: Human
Suggested Locations: Coast
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: Ogre Chain Brute
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: Sword Wraith
Request: Black Blood (vial)
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: General
Description: "Any good commander will tell you that morale is the difference between an army and a random assortment of people holding weapons. There are many ways to bolster morale, but I have heard of a new technique that involves the black blood of a sword wraith. As morbid as it sounds to use the remains of a dead soldier to empower a live one, war is a messy business, and there is no space for reservations."
Reward: 10 gp



Target: Vampiric Mist
Request: Blood Mist (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Urban
Description: "Although it was certainly gained in a monstrous and deadly way, the blood held within a vampiric mist actually has several medicinal uses. Not only is it universally compatible with all humanoids, it has also been cleaned of impurities by whatever internal systems the mist uses. As such, it is a valuable thing to keep within a first aid kit for blood transfusions and I would be glad to take any that you have."
Reward: 15 gp

CR 4

Target: Deathlock
Request: Bone Heart
Requester Name: Augustus Darkholm
Race: Halfling
Suggested Locations: General
Description: "There are those that have called me and my sense of décor...morbid, at best. Personally, I don't see anything wrong with decorating one's home with black paint and skeletal remains, after all, my family has been doing it for generations! Anyway, there's something that I think would really complete my mantle and it is the bone heart of a deathlock. I think it would be an absolutely fascinating conversation starter...if I ever had anyone over to my house to converse with."
Reward: 8 gp

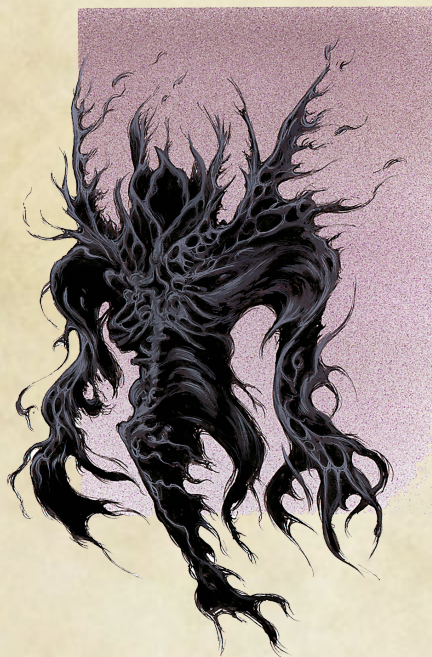
Target: Dybbuk
Request: Dybbuk Spirit
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: General
Description: "I was inspired to become a toymaker after I got my first Blinsky doll as a child. Not because the doll was particularly good (it was actually quite terrifying), but because it made me realise I could do way better than this guy. I have an idea for an animated doll, but I'm afraid that the engineering is a bit beyond me. I think if I had some sort of spirit to breathe some life into it though, I could make something that the kids will really love."
Reward: 120 gp

Target: Iron Cobra
Request: Gnome-made Servo
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: General
Description: "I'm a toymaker trying to get a start on his career, but I just can't create that first amazing toy that will fly off the shelves. One thing I've been experimenting with, is a wind-up toy that responds to its owner's commands! I've seen the gnomes create some constructs that can do something similar, but they guard the secrets of making those fairly closely. If I could just get some samples, I'm sure I could remake it for myself!"
Reward: 2 gp

Target: Merregon
Request: Sacrificial Spirit
Requester Name: Nala Kimbatuul
Race: Dragonborn
Suggested Locations: General
Description: "The lord that employs me has once again been overcome with paranoia and he fears for his life in the event of a necromantic incursion. Apparently, he somehow found out about certain magics that instantly kill a person regardless of any assistance from healers that may be available. To that end, he now demands a ward to protect him from such things at all times. As an apothecarist, such a thing is beyond my ability, but I have heard that the spirit of a merregon can achieve what my lord wants. Please fetch one for me so he will stop bothering me all day about it."
Reward: 45 gp

Target: Ogre Battering Ram
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: Stone Defender
Request: Gnome-made Servo
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: General
Description: "I'm a toymaker trying to get a start on his career, but I just can't create that first amazing toy that will fly off the shelves. One thing I've been experimenting with, is a wind-up toy that responds to its owner's commands! I've seen the gnomes create some constructs that can do something similar, but they guard the secrets of making those fairly closely. If I could just get some samples, I'm sure I could remake it for myself!"
Reward: 2 gp



CR 5

Target: Adult Oblax
Request: Oblax Slime (vial)
Requester Name: Fargrim Stonebrew
Race: Dwarf
Suggested Locations: General
Description: "So I got captured by some duergar recently. It wasn't that bad to be honest, and I managed to get myself out of it after just a few months. Even greater is that I managed to snag some of their brews on my way out. Apparently, this drink is called 'fade' and its brewed from the slime of an oblax. Well, it helped me forget all my troubles and I've developed a taste for it. I'd love to get some if you can find any."
Reward: 3 gp

Target: Allip
Request: Secret Smoke (vial)
Requester Name: John
Race: Human
Suggested Locations: General
Description: "I can't tell you my real name because frankly, I'm in enough trouble as is. I don't want to make you an accomplice, but long story short, I need to beat an interrogation soon. No need for you to know what I did exactly, but the inquisitor has magical methods of extracting the truth out of people. I heard that smoke extracted from an allip can help someone become an immune to such abilities. Get me some of that, and I'll share some of this wealth that I just happened to come into recently."
Reward: 55 gp

Target: Oaken Bolter
Request: Gnome-made Servo
Requester Name: Gerbalt Finblad
Race: Human
Suggested Locations: General
Description: "I'm a toymaker trying to get a start on his career, but I just can't create that first amazing toy that will fly off the shelves. One thing I've been experimenting with, is a wind-up toy that responds to its owner's commands! I've seen the gnomes create some constructs that can do something similar, but they guard the secrets of making those fairly closely. If I could just get some samples, I'm sure I could remake it for myself!"
Reward: 2 gp

Target: Star Spawn Mangler
Request: Psionic Overflow
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: General
Description: "It appears that some cults have fallen in with a certain race of creatures that hail from beyond the stars. These creatures boast tremendous psionic potential which then goes on to influence their followers. If I hope to understand the inner workings of these cults, I need some to understand how their altered minds work, and to understand that, I need samples of the psionic energy their other-worldly patrons are offering to them."
Reward: 3 gp

CR 6

Target: White Abishai

Request: Mark of Tiamat

Requester Name: Ghesh Kimbatuul

Race: Dragonborn

Suggested Locations: General

Description: "We dragonborn have an uneasy relationship with the Dragon Queen. Her influence can easily be seen on the chromatic among us, but by and large, we try to keep her at an arm's length. However, I believe that our lineage should not be denied and that we should use some of her power, especially when doing so can be done safely and without cost. I will gladly pay good money if you bring me the marks that her Abishai bear, such things will let us embrace our heritage without succumbing to her influence."

Reward: 30 gp

Target: Duergar Warlord

Request: Duergar Brain

Requester Name: Gloin Rockbeard

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."

Reward: 8 sp

CR 7

Target: Air Elemental Myrmidon

Request: Myrmidon Shackles

Requester Name: Anna O'Loughlin

Race: Human

Suggested Locations: General

Description: "I am a highly sought-after woman and unfortunately, regular security just isn't cutting it anymore. What I need is a guard that is powerful, intimidating, and unquestionably loyal all at the same time. I've been thinking of getting some elementals in my employ and there is a gentleman that says he can source them if he has some shackles. Bring me some of those and I will gladly reward you."

Reward: 430 gp

Target: Armanite

Request: Armanite Skull

Requester Name: Krusk Thickskull

Race: Half-Orc

Suggested Locations: General

Description: "My party members have been judging me lately for 'running headfirst into battle' all the time. I don't know what they expect of me though; they have bows and magic, I only have my trusty greataxe. Anyway, a wise dwarf once told me that I should 'wear other's judgements like armor, that way no one can ever hurt you with it.' So, I'm going to do exactly that and make a helmet that makes me even more dangerous when I run in headfirst. That'll show those snobby team mates of mine."

Reward: 200 gp

Target: Black Abishai

Request: Mark of Tiamat

Requester Name: Ghesh Kimbatuul

Race: Dragonborn

Suggested Locations: General

Description: "We dragonborn have an uneasy relationship with the Dragon Queen. Her influence can easily be seen on the chromatic among us, but by and large, we try to keep her at an arm's length. However, I believe that our lineage should not be denied and that we should use some of her power, especially when doing so can be done safely and without cost. I will gladly pay good money if you bring me the marks that her Abishai bear, such things will let us embrace our heritage without succumbing to her influence."

Reward: 30 gp

Target: Dhergoloth

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: Earth Elemental Myrmidon

Request: Myrmidon Shackles

Requester Name: Anna O'Loughlin

Race: Human

Suggested Locations: General

Description: "I am a highly sought-after woman and unfortunately, regular security just isn't cutting it anymore. What I need is a guard that is powerful, intimidating, and unquestionably loyal all at the same time. I've been thinking of getting some elementals in my employ and there is a gentleman that says he can source them if he has some shackles. Bring me some of those and I will gladly reward you."

Reward: 430 gp



Target: Fire Elemental Myrmidon
Request: Myrmidon Shackles
Requester Name: Anna O'Loughlin
Race: Human
Suggested Locations: General
Description: "I am a highly sought-after woman and unfortunately, regular security just isn't cutting it anymore. What I need is a guard that is powerful, intimidating, and unquestionably loyal all at the same time. I've been thinking of getting some elementals in my employ and there is a gentleman that says he can source them if he has some shackles. Bring me some of those and I will gladly reward you."
Reward: 430 gp

Target: Maurezhi
Request: Maurezhi Blood (vial)
Requester Name: Delg Rumnaheim
Race: Dwarf
Suggested Locations: General
Description: "I'm a monster hunter by trade and I recently got a contract for some vampires that have been bothering some folk. Now, I've been in this business for a long time, and I got this far by following two rules: always be prepared, and never let them know you're coming. To that end, I want some maurezhi blood to cover myself with. That should mask my living vitality from their blood-sniffing senses. Then I can waltz right up to them and put an end to their evil once and for all."
Reward: 7 gp

Target: Shadow Dancer
Request: Shadow Blight (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Mountain
Description: "As the sole healer for my town, it is my duty to provide holistic health care for my patients. This extends beyond simple physical care and into mental wellbeing. Unfortunately, I am lacking skills as a therapist and need to rely on some outside medications to get the job done. Shadow blight from the shadar-kai may seem a little grim, but it does have the ability to suppress emotions and calm my patients when they're going through some trauma. I'd like to keep some on hand if possible."
Reward: 25 gp

Target: Venom Troll
Request: Troll Heart
Requester Name: Jemima Brunswick
Race: Human
Suggested Locations: Cave, Mountain, Swamp
Description: "There is nothing that I value more than my beauty: it has gotten me far in life and I intend for it to get me even more. As everyone is aware unfortunately, beauty is a fleeting thing that you lose with every passing day. But, I hope to slow this loss with a little magical charm. They say that the heart of a troll can be used to slow one's aging. Get one for me would you?"
Reward: 125 gp

Target: Water Elemental Myrmidon
Request: Myrmidon Shackles
Requester Name: Anna O'Loughlin
Race: Human
Suggested Locations: General
Description: "I am a highly sought-after woman and unfortunately, regular security just isn't cutting it anymore. What I need is a guard that is powerful, intimidating, and unquestionably loyal all at the same time. I've been thinking of getting some elementals in my employ and there is a gentleman that says he can source them if he has some shackles. Bring me some of those and I will gladly reward you."
Reward: 430 gp

CR 8

Target: Canoloth
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: Corpse Flower
Request: Carrion Vines (large bag)
Requester Name: Lia Amastacia
Race: Elf
Suggested Locations: Forest, Grassland, Swamp
Description: "My partner, Scruffy, has been having some tummy problems lately. Poor baby's had indigestion for the last two weeks! I think he needs a bit more greens in his diet, but he's a picky eater and only ever eats meat. However, I think I can trick him with some vines from a corpse flower. If you get me some, Scruffy and I would be ever so grateful!"
Reward: 60 gp

Target: Deathlock Mastermind
Request: Bone Heart
Requester Name: Augustus Darkholm
Race: Halfling
Suggested Locations: General
Description: "There are those that have called me and my sense of décor...morbid, at best. Personally, I don't see anything wrong with decorating one's home with black paint and skeletal remains, after all, my family has been doing it for generations! Anyway, there's something that I think would really complete my mantle and it is the bone heart of a deathlock. I think it would be an absolutely fascinating conversation starter...if I ever had anyone over to my house to converse with."
Reward: 8 gp

Target: Drow House Captain
Request: Drow Blood
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: Gloom Weaver
Request: Shadow Blight (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Mountain
Description: "As the sole healer for my town, it is my duty to provide holistic health care for my patients. This extends beyond simple physical care and into mental wellbeing. Unfortunately, I am lacking skills as a therapist and need to rely on some outside medications to get the job done. Shadow blight from the shadar-kai may seem a little grim, but it does have the ability to suppress emotions and calm my patients when they're going through some trauma. I'd like to keep some on hand if possible."
Reward: 25 gp

Target: Howler
Request: Howler Blood (vial)
Requester Name: Jamie Crandal
Race: Human
Suggested Locations: Cave, Mountain
Description: "I really don't like fighting people. Not only am I not good at it, but I find the entire idea barbaric. Unfortunately, my pacifist tendencies don't stop others from picking on me, if anything it encourages it. What I need is some sort of non-violent deterrent, something that'll make all the bullies just leave me alone. Howler blood might work, just toss some of that and people will run away screaming. Maybe it'll even give me a reputation and discourage people in the future."
Reward: 15 gp

Target: Hydroloth
Request: Yugoloth Heart
Requester Name: Borivik Helder
Race: Human
Suggested Locations: Cave, Coast
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: Rot Troll
Request: Troll Heart
Requester Name: Jemima Brunswick
Race: Human
Suggested Locations: Cave, Mountain, Swamp
Description: "There is nothing that I value more than my beauty: it has gotten me far in life and I intend for it to get me even more. As everyone is aware unfortunately, beauty is a fleeting thing that you lose with every passing day. But, I hope to slow this loss with a little magical charm. They say that the heart of a troll can be used to slow one's aging. Get one for me would you?"
Reward: 125 gp

Target: Salamander, Frost
Request: Frost Salamander Blood (vial)
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: Arctic, Cave
Description: "Our army's run into some skirmishes lately with mages summoning water elementals. Unfortunately, our swords literally aren't cutting it against these minions so we're going to need a little extra in our kits to fend them off. Frost salamander blood can add a cold touch to any weapon and should let us freeze those elementals solid and then chop them in two. We'll take any you can spare; we have an entire army to equip after all."
Reward: 2 gp

Target: Sword Wraith Commander
Request: Black Blood (vial)
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: General
Description: "Any good commander will tell you that morale is the difference between an army and a random assortment of people holding weapons. There are many ways to bolster morale, but I have heard of a new technique that involves the black blood of a sword wraith. As morbid as it sounds to use the remains of a dead soldier to empower a live one, war is a messy business, and there is no space for reservations."
Reward: 10 gp

Target: The Lonely
Request: The Lost Skin
Requester Name: Wendell Carrybrook
Race: Human
Suggested Locations: Cave, Mountain
Description: "As an explorer, I need to both pack light, and be well-equipped for any situation. The key to achieving these seemingly contradictory objectives is to simply have better equipment. Leather tanned from the skin of a certain sorrowsworn can grant protection in just about any environment which will certainly cut down on the many different pieces of protective gear I'd need to pack."
Reward: 150 gp

CR 10

Target: Autumn Eladrin

Request: Eladrin Heart

Requester Name: Elarond Skychild

Race: Elf

Suggested Locations: Forest

Description: "As close relatives, the eladrin and the elves have much to learn from one another. In particular, I am fascinated by the mechanisms in which their emotions manage to exert such a tremendous influence over their bodies, and why such an ability was not passed down to us. I have isolated a few theories, but I need more samples to confirm them. If you happen to come by any eladrin hearts, I'll take them off your hands...and also not ask how you got them."

Reward: 810 gp

Target: Elder Oblex

Request: Oblex Slime (vial)

Requester Name: Fargrim Stonebrew

Race: Dwarf

Suggested Locations: General

Description: "So I got captured by some duergar recently. It wasn't that bad to be honest, and I managed to get myself out of it after just a few months. Even greater is that I managed to snag some of their brews on my way out. Apparently, this drink is called 'fade' and its brewed from the slime of an oblex. Well, it helped me forget all my troubles and I've developed a taste for it. I'd love to get some if you can find any."

Reward: 3 gp

Target: Githyanki Gish

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: Githzerai Enlightened

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: Orthon

Request: Orthon Tusk

Requester Name: Timothy Vimes

Race: Human

Suggested Locations: General

Description: "As a law enforcement officer of the city, I often have to track down errant individuals that have escaped justice's reach. Unfortunately, sometimes I have nothing to go off but a discarded glove or old shoe. I could rely on a hunting hound, but I've found them to be unreliable in the past. No, what I would prefer is an orthon tusk. I've heard those things can track down anything anywhere with perfect accuracy. I have some city funds to compensate you if you bring me one. Really, the city would be saving money with the amount of my overtime it wouldn't have to pay anymore."

Reward: 105 gp

Target: Spring Eladrin

Request: Eladrin Heart

Requester Name: Elarond Skychild

Race: Elf

Suggested Locations: Forest

Description: "As close relatives, the eladrin and the elves have much to learn from one another. In particular, I am fascinated by the mechanisms in which their emotions manage to exert such a tremendous influence over their bodies, and why such an ability was not passed down to us. I have isolated a few theories, but I need more samples to confirm them. If you happen to come by any eladrin hearts, I'll take them off your hands...and also not ask how you got them."

Reward: 810 gp



Target: Star Spawn Hulk
Request: Psionic Overflow
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: General
Description: "It appears that some cults have fallen in with a certain race of creatures that hail from beyond the stars. These creatures boast tremendous psionic potential which then goes on to influence their followers. If I hope to understand the inner workings of these cults, I need some to understand how their altered minds work, and to understand that, I need samples of the psionic energy their other-worldly patrons are offering to them."
Reward: 3 gp

Target: Summer Eladrin
Request: Eladrin Heart
Requester Name: Elarond Skychild
Race: Elf
Suggested Locations: Forest
Description: "As close relatives, the eladrin and the elves have much to learn from one another. In particular, I am fascinated by the mechanisms in which their emotions manage to exert such a tremendous influence over their bodies, and why such an ability was not passed down to us. I have isolated a few theories, but I need more samples to confirm them. If you happen to come by any eladrin hearts, I'll take them off your hands...and also not ask how you got them."
Reward: 810 gp

Target: Winter Eladrin
Request: Eladrin Heart
Requester Name: Elarond Skychild
Race: Elf
Suggested Locations: Forest
Description: "As close relatives, the eladrin and the elves have much to learn from one another. In particular, I am fascinated by the mechanisms in which their emotions manage to exert such a tremendous influence over their bodies, and why such an ability was not passed down to us. I have isolated a few theories, but I need more samples to confirm them. If you happen to come by any eladrin hearts, I'll take them off your hands...and also not ask how you got them."
Reward: 810 gp

CR 11

Target: Alkylith
Request: Alkylith Acid
Requester Name: Einkil Sturdyshelf
Race: Dwarf
Suggested Locations: General
Description: "As the curator of the museum, it is my duty to collect, catalogue, and maintain all manners of artifacts and treasures, including those with 'darker' origins. Unfortunately, regular cleaning agents don't work properly on cursed artifacts due to their propensity to repel anything that could be even remotely construed as 'purifying.' However, I have found that diluted alkylith acid has the ability to clean and shine items that have fiendish origins, probably because they recognize each other's similar origins. I'd very much like to get my hands on some, since our annual donor's tour is starting soon and the displays are sorely in need of a clean."
Reward: 400 gp

Target: Balhannoth
Request: Balhannoth Teeth (large bag)
Requester Name: Althaea Xandarist
Race: Elf
Suggested Locations: Cave
Description: "I run a house of worldly pleasures. The drinks, music, and companionship are all sure to relax even the tensest adventurer into a pleasant sleep. I wish to improve even further on my offerings by enhancing even the dreams of my customers. They say that ground balhannoth teeth can make a nice brew that allows the drinker to fulfill their deepest fantasies in their sleep. If I had some of that in my possession, I could offer a truly premium experience."
Reward: 270 gp

Target: Drow Shadowblade
Request: Drow Blood
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: Soul Monger
Request: Shadow Blight (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Mountain
Description: "As the sole healer for my town, it is my duty to provide holistic health care for my patients. This extends beyond simple physical care and into mental wellbeing. Unfortunately, I am lacking skills as a therapist and need to rely on some outside medications to get the job done. Shadow blight from the shadar-kai may seem a little grim, but it does have the ability to suppress emotions and calm my patients when they're going through some trauma. I'd like to keep some on hand if possible."
Reward: 25 gp



Target: Spirit Troll
Request: Essence of Troll
Requester Name: "Blind" Mardred
Race: Human
Suggested Locations: Cave, Mountain, Swamp
Description: "Trolls are a fascinating creature, their spiritual forms just as chaotic and haphazard as their bodies. It's been so long since I've had the chance to play around with those silly little souls and mess around with old Varpak. Grant an old woman some fun and get one for me would you?"
Reward: 860 gp

Target: The Hungry
Request: Scouring Bile (vial)
Requester Name: Shava Sionnodel
Race: Elf
Suggested Locations: Cave, Mountain
Description: "As village healer I need to be able to respond to a wide variety of issues and emergencies. Sometimes, I need to do some extreme triage in order to ensure my patients don't endure further health risks and danger. As such, I want to keep some scouring bile in my kit. Even though it does hurt to imbibe it, that stuff can cure some ailments that could cause a lot more damage if left unchecked."
Reward: 68 gp

Target: Yagnoloth
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

CR 12

Target: Boneclaw
Request: Shadow Robe Wisps (vial)
Requester Name: Lawrence Ichelm
Race: Human
Suggested Locations: General
Description: "Despite all their dark magic and their undead proclivities, I actually think that liches have a pretty good sense of style. Even the boneclaws are garbed in some rather attractive robes. I think I'd like to share that sense of style and I heard you can do that with some of the wisps taken straight from the boneclaw. Would this make me look more like a lich than my skin condition already does? Yes. But, the rumors aren't going anywhere so I may as well lean into them."
Reward: 450 gp

Target: Duergar Despot
Request: Duergar Brain
Requester Name: Gloin Rockbeard
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "As much as we'd prefer to ignore it, the duergar are indeed our kin, and their plight is largely a result of our own selfishness. The countless generations of torture by the mind flayers have changed them irrevocably, but I think there may be a way to help them. If I can get a few samples of their brains, I believe that I can figure out exactly where our people diverged and maybe find a way to bridge the gap between us."
Reward: 8 sp

Target: Eidolon
Request: Enchanted Rubble
Requester Name: Flain Gravelhands
Race: Dwarf
Suggested Locations: General
Description: "As a dwarvish stonemason, I have a lot of ancient statues to maintain. Now, I could do it the old-fashioned way with sandpaper and elbow grease, or I could do it the smart way and use some enchanted rubble. I prefer the smart way, it'll leave me much more time to hit the pub."
Reward: 300 gp

Target: Githyanki Kith'rak
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: Gray Render
Request: Gray Render Hide
Requester Name: Billy Biddybundle
Race: Halfling
Suggested Locations: General
Description: "I'll be blunt: the spark has disappeared from my marriage lately. I don't know what I did! Maybe it's the long hours working, too many kids popping out, or just the both of us getting older, but my wife doesn't look at me like she used to. My buddy once told me that a blanket made of gray render hide can repair any relationship, and I really hope that's true. Please get me one and help save my marriage, I'll pay anything!"
Reward: 570 gp

Target: Oinoloth
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

CR 13

Target: Dire 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: Drow Arachnomancer
Request: Drow Blood
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: Narzugon
Request: Narzugon Eye
Requester Name: Gondwin Darkbane
Race: Dwarf
Suggested Locations: General
Description: "As a paladin that has sworn a sacred oath, it is my duty to eradicate evil wherever it rears its ugly head. Unfortunately, evil has grown more resourceful as time has gone by and so must I. While normally I would stride into battle head on, I believe that sometimes a matter of subtlety is called for, and what better way to do that than to use evil against itself. The eyes of a narzugon can blind other evil forces and I think that would be the perfect tool to aid in my crusade."
Reward: 150 gp

Target: Star Spawn Seer
Request: Psionic Overflow
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: General
Description: "It appears that some cults have fallen in with a certain race of creatures that hail from beyond the stars. These creatures boast tremendous psionic potential which then goes on to influence their followers. If I hope to understand the inner workings of these cults, I need some to understand how their altered minds work, and to understand that, I need samples of the psionic energy their other-worldly patrons are offering to them."
Reward: 3 gp

Target: The Angry
Request: Boiling Blood (vial)
Requester Name: Salvin Rockyfield
Race: Halfling
Suggested Locations: Cave, Mountain
Description: "I own a somewhat profitable fighting ring, but audience attendance has been a little down lately. I think it's because my fighters just aren't in the same shape they used to be and they're lacking a little oomph in their bouts. I want to give them a little extra kick before they enter the ring, really make them turn savage against each other, you know? Some boiling blood from the Shadowfell should do it, that stuff will have them tearing each other apart like no one's business!"
Reward: 75 gp

Target: Wastrilith
Request: Wastrilith Teeth (large bag)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: General
Description: "I serve my local town as healer, and while I believe I've been fairly good at treating their illnesses, I think I can do better. It is better to prevent sickness than treat it, and to that end, I want to filter the town's water to improve their health. I think if I dunk a bag of wastrilith teeth into the town's well, that should purify the water and vastly reduce the cases of waterborne diseases around here."
Reward: 150 gp

CR 14

Target: Cadaver Collector

Request: Undertaker Oil

Requester Name: Lawrence Ichelm

Race: Human

Suggested Locations: General

Description: "You know, I think the rumors of me being a lich may be based on more than just my skeletal appearance (which I must remind you, is due to a skin and muscle condition and nothing else). It's probably also got to do with the fact that I work as the town embalmer. Either way, I'm running low on supplies and I happened to come across the body of a fierce looking warrior that I want to immortalize (completely professional reasons I assure you). If I had some undertaker oil, I think I could do it justice."

Reward: 60 gp

Target: Drow Inquisitor

Request: Drow Blood

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: Githyanki Supreme Commander

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: Retriever

Request: Retriever Leg

Requester Name: Falion Silvergale

Race: Elf

Suggested Locations: Cave, Mountain

Description: "I don't quite know how they've done it, but the drow have managed to develop an incredibly strong metallic alloy that they use in the construction of their horrid retrievers. I cannot allow those Underdark heathens to best us in this way and so I have made it my mission to reverse engineer this metal and bring its power to our own people. Retrieve some samples of this retriever metal and I will make sure you are rewarded on behalf of my people."

Reward: 45 gp

CR 15

Target: Green Abishai

Request: Mark of Tiamat

Requester Name: Ghesh Kimbatuul

Race: Dragonborn

Suggested Locations: General

Description: "We dragonborn have an uneasy relationship with the Dragon Queen. Her influence can easily be seen on the chromatic among us, but by and large, we try to keep her at an arm's length. However, I believe that our lineage should not be denied and that we should use some of her power, especially when doing so can be done safely and without cost. I will gladly pay good money if you bring me the marks that her Abishai bear, such things will let us embrace our heritage without succumbing to her influence."

Reward: 30 gp

Target: Nabassu

Request: Nabassu Jaw

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 jaw of a nabassu to tear through his soul like it were a piece of meat."

Reward: 2,550 gp

Target: Skull Lord

Request: Treachery Skull

Requester Name: John

Race: Human

Suggested Locations: General

Description: "I can't divulge my real name for reasons that will soon be clear. I'm in a lot of trouble, and I need some help pulling myself out of it. To assuage your guilt I can assure you that I am innocent, but that won't stop the inquisitor that I have to face soon to clear my name. Unfortunately, I also can't tell the whole truth since I am actually wrapped up in a few other things that I'd rather not see the light of day. I could use any help I can get in passing this interrogation and I've heard about some magic skulls that might give me what I need. Please, I'm begging you, help me out of this nightmare!"

Reward: 300 gp

CR 16

Target: Githzerai Anarch

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: Hellfire Engine

Request: Hellfire Core

Requester Name: Jarrod Gerkirk

Race: Gnome

Suggested Locations: General

Description: "The hellfire core is something that could be dreamed up only by the maddening ingenuity of the Abyss. Its structure, mechanisms, and materials are all so contradictory, yet they somehow work. I very much would like an intact sample of it to study and reverse engineer. Maybe it'll finally rekindle my dwindling interest in the more humdrum activities of my profession."

Reward: 13,500 gp

Target: Phoenix

Request: Entropy Shard

Requester Name: Faldrin Shattersky

Race: Elf

Suggested Locations: General

Description: "The world is in pain; I can feel it. There's something amiss in the environment, some fatal fracture that is compounding on itself and threatens to consume us all. I intend to prevent this from happening of course, but first I need to figure out the cause. The entropy shards held by elder elementals are powerful objects that are tied to nature itself. I think if I can get my hands on them, I'll be able to divine a ritual that will get me the information I seek."

Reward: 6,000 gp

Target: Star Spawn Larva Mage

Request: Star Worms (large pouch)

Requester Name: Leto Arrakis

Race: Human

Suggested Locations: General

Description: "I am a navigator and unfortunately, the seas have been most tumultuous as of late. As a trader of volatile and valuable spices, it is absolutely imperative that I deliver my cargo in a timely manner and as such, I cannot afford to get lost. I have heard of a potion brewed from a certain larva that can improve navigational skills to a supernatural degree. I will pay any price for something that can ensure my ship's safe passage. After all, the spice must flow."

Reward: 2,775 gp

Target: Steel Predator

Request: Steel Predator Claw

Requester Name: Moira Soothands

Race: Dwarf

Suggested Locations: General

Description: "So I may have gotten a little tipsy a few months ago, met some adventurers, and taken a few too many orders for mastercrafted weapons that I did not have the materials to make. I hoped they weren't going to come back for them, but I got word that they're in the next town over and unfortunately, I've already drunk their down payments. I think I can finish their orders in time if I work fast, I just need the materials. The metal from a steel predator claw is high quality and easy to reforge. Get me that quick, before I get a party of angry adventurers on my back!"

Reward: 225 gp

CR 17

Target: Blue Abishai

Request: Mark of Tiamat

Requester Name: Ghesh Kimbatuul

Race: Dragonborn

Suggested Locations: General

Description: "We dragonborn have an uneasy relationship with the Dragon Queen. Her influence can easily be seen on the chromatic among us, but by and large, we try to keep her at an arm's length. However, I believe that our lineage should not be denied and that we should use some of her power, especially when doing so can be done safely and without cost. I will gladly pay good money if you bring me the marks that her Abishai bear, such things will let us embrace our heritage without succumbing to her influence."

Reward: 30 gp



Target: Nagpa
Request: Brand of the Raven Queen
Requester Name: Nala Kimbatuul
Race: Dragonborn
Suggested Locations: General
Description: "My employer has once again come under his trademark waves of paranoia. It is his firm belief that he will be assassinated in the near future and that none of his clerics will be nearby to revive him in time. As such, he has charged me with procuring something that will do away with reliance on other people. I believe the nagpa can yield a brand of the raven queen that allows the holder to cheat death. My employer is a rich man, and if you can help keep him happy, I am sure you will be well compensated."
Reward: 6,900 gp

Target: Red Abishai
Request: Mark of Tiamat
Requester Name: Ghesh Kimbatuul
Race: Dragonborn
Suggested Locations: General
Description: "We dragonborn have an uneasy relationship with the Dragon Queen. Her influence can easily be seen on the chromatic among us, but by and large, we try to keep her at an arm's length. However, I believe that our lineage should not be denied and that we should use some of her power, especially when doing so can be done safely and without cost. I will gladly pay good money if you bring me the marks that her Abishai bear, such things will let us embrace our heritage without succumbing to her influence."
Reward: 30 gp

CR 18

Target: Amnizu
Request: Amnizu Tooth
Requester Name: Amanda Silvertongue
Race: Human
Suggested Locations: General
Description: "I work as an advisor for several important individuals. Without arrogance, I can say that my counsel is unquestionably sound. However, for some reason my clients constantly second-guess and undermine me, much to their own detriment. To that end, I've decided that simply charming them would be easier than convincing them, and I have been told that the tooth of an amnizu can make that easier. Do not worry, I will not make them do anything against their best interests while they are under my influence. After all, I am extremely professional."
Reward: 120 gp

Target: Drow Favoured Consort
Request: Drow Blood
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: Sibriex
Request: Sibriex Cysts (large bag)
Requester Name: Immerral Goladian
Race: Elf
Suggested Locations: General
Description: "There is much that we can learn from the sibriex in terms of transfiguration magic. As a practitioner of the art myself, I wish to study their abilities and perhaps add it them to my own. I need as many samples as I can get, the more the better."
Reward: 975 gp

CR 20

Target: Drow Matron Mother
Request: Drow Blood
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: Leviathan
Request: Entropy Shard
Requester Name: Faldrin Shattersky
Race: Elf
Suggested Locations: Coast
Description: "The world is in pain; I can feel it. There's something amiss in the environment, some fatal fracture that is compounding on itself and threatens to consume us all. I intend to prevent this from happening of course, but first I need to figure out the cause. The entropy shards held by elder elementals are powerful objects that are tied to nature itself. I think if I can get my hands on them, I'll be able to divine a ritual that will get me the information I seek."
Reward: 6,000 gp

Target: Nightwalker
Request: Nightwalker Horn
Requester Name: Wesley Tumblebrook
Race: Gnome
Suggested Locations: General
Description: "There have been some strange occurrences in my area recently; things vanishing and reappearing and teleporting around at random. I was willing to put up with it at first, until the first time that I suddenly blacked out and then reappeared one day later several acres from my house. It's high time that I investigate this mess, but first I'm going to need something to protect me from this strange vanishing magic. The horn of a nightwalker is said to act as a ward against banishment; I'm sure if I have one it should give me the defense I need."
Reward: 390 gp

CR 21

Target: Astral Dreadnought

Request: Plane Blocking Ichor (1 gallon)

Requester Name: Birgit Conchobar

Race: Human

Suggested Locations: General

Description: "I have finally gotten the funding to improve our city's defenses, and unlike all the men in the war room, I believe we need something more than just 'taller walls.' Our home is woefully undefended from magical incursions and I think it's time we fixed that. I have heard that the blood of an astral dreadnought can put a stop to mages teleporting in and out of here like it's a roadside inn, and they also have more than enough to paint a line around our most important buildings."

Reward: 3 gp

Target: Molydeus

Request: Abyssal Weapon Ichor (vial)

Requester Name: Orsik Holderhek

Race: Human

Suggested Locations: General

Description: "The demons of the Abyss think they're so clever by making the weapons of a molydeus dissolve upon their deaths. They think it will prevent us mortals from accessing their esoteric metallurgy techniques. Unfortunately for them, they've never gone up against the dogged determination of a Holderhek. I am thoroughly convinced that if I can get my hands on enough samples of their weapon ichor, I can figure out exactly what goes into their weapons and end up gaining the blacksmithing skills of the Demon Lords themselves."

Reward: 450 gp

CR 22

Target: Zaratan

Request: Entropy Shard

Requester Name: Faldrin Shattersky

Race: Elf

Suggested Locations: Desert, Grasslands, Mountain

Description: "The world is in pain; I can feel it. There's something amiss in the environment, some fatal fracture that is compounding on itself and threatens to consume us all. I intend to prevent this from happening of course, but first I need to figure out the cause. The entropy shards held by elder elementals are powerful objects that are tied to nature itself. I think if I can get my hands on them, I'll be able to divine a ritual that will get me the information I seek."

Reward: 6,000 gp

CR 23

Target: Elder Tempest

Request: Entropy Shard

Requester Name: Faldrin Shattersky

Race: Elf

Suggested Locations: Mountain

Description: "The world is in pain; I can feel it. There's something amiss in the environment, some fatal fracture that is compounding on itself and threatens to consume us all. I intend to prevent this from happening of course, but first I need to figure out the cause. The entropy shards held by elder elementals are powerful objects that are tied to nature itself. I think if I can get my hands on them, I'll be able to divine a ritual that will get me the information I seek."

Reward: 6,000 gp

CR 25

Target: Marut

Request: Sigil Oil (vial)

Requester Name: Jarrod Gerkirk

Race: Gnome

Suggested Locations: General

Description: "The most coveted tinkering oil in the multiverse can only be found on Primus' most treasured works: the maruts. Just one drop of that oil can make miracles happen when applied to even rudimentary machines, let alone my own inventions. Problem is, I'd never be able to get it myself seeing as how dangerous the marut are in battle. If you get me some, I'd pay a high price for it."

Reward: 150 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: What's your next book, considering there's no more monster compendiums by WotC?

A: Well first I'm going to take a bit of a break. I might publish a few adventures I've written, but after that, I will probably look into a herbalism guide. Follow @drifterworkshop on Twitter for regular updates.

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.