

MONSTER LOOT

GHOSTS OF SALTMARSH



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How To Use This Book?

The work is half the reward, but what if you want the whole reward? After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa, it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. This document supplies a list of items and loot that traveling adventurers might find on the monsters they encounter and slay on their fantastical journeys.

What follows in this section are some light mechanics for harvesting dead creatures. There are different types of loot that can be found on a monster, not all of which are necessarily useful for a group of travelling adventures. The supplied loot tied to each monster are simply suggestions that can be changed by the DM to fit the circumstances of the campaign they are running.

The loot found within this document has been designed with the rules below in mind for two reasons. First, this prevents characters immediately picking something up from a monster and using it seconds later. Second, this document assumes that there is a body left to harvest once the creature has been killed. This should be considered when the adventurers are fighting demons and devils, which are likely to leave no corpse as they respawn on their home plane after being killed on the Material Plane.

KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs. Opposing their wicked ways have set brave adventurers on the path to becoming legends of the realm.

When killing a humanoid enemy, the adventurers are entitled to any loot the humanoid may carry on their person. Weapons, armor, and other sparse items are listed below the humanoid's name, as with every other monster. However, harvesting body parts, such as hide and flesh, from humanoid creatures is not something this document covers because we don't encourage adventurers to tear into the bodies of people.

HARVESTING CHECKS

There are a few ways to harvest the monsters found in the worlds of DUNGEONS & DRAGONS, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

ABILITY CHECK

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

TYPE OF ABILITY CHECK

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC **cannot be lower than 10** and **cannot be higher than 30**. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)

If the character fails the check by 5 or more, a mishap occurs during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident, such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost.

Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. The set of tools needed, if any, to harvest the creature is up to the DM and can vary from monster to monster. Weapons and armor can simply be picked up from the ground, while organs and hide need more finesse to obtain.

Alternatively, the DM can introduce the idea of **harvester's tools**, a type of artisan's tools that are required when harvesting certain resources from a creature, such as hide and organs. The harvester's tools come in a leather satchel that can be rolled out for easy use while in the field. The tool set includes a bonesaw, a thinly bladed knife, a whetstone, a scraper, and a mincing blade. The price for a set of harvester's tools is 30 gp.

HARVEST TIME

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration, or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in such a situation varies and is decided by the DM.

TIME SPEND HARVESTING

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

TIME OF DEATH

The amount of loot available on a creature can vary depending on time since death. If the characters just killed it, all the loot is available to them if they wish to harvest the creature. This is not the case if they stumble upon a carcass that has been rotting away in the wild for several weeks.

The DM should estimate the amount of loot left on a monster if the party stumbles upon a dead creature. In most cases, it is impossible to harvest food from creatures entering a state of decay. There are exceptions to this, such as a character using the spell *purify food and water* on the carcass, which might cleanse the flesh enough that rations can be harvested.

TYPES OF LOOT

Some creatures are able to use armor and weapons, but they don't always take the best care of them. If an item has the **broken** descriptor, the item was damaged prior to fighting or during the fight in which the creature died. A broken item does not function until it has been repaired by an artisan or by a creature with proficiency in the required set of tools. To repair the item, the characters must pay half of the cost of the item. For instance, a broken glaive with an initial cost of 20 gp would cost 10 gp to repair.

Other items, such as blood or other liquids, are harvested in **vials**. This means that, unless a character has some sort of container to gather the item, they cannot harvest it from the creature. A single vial holds four ounces of liquid. If items like dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

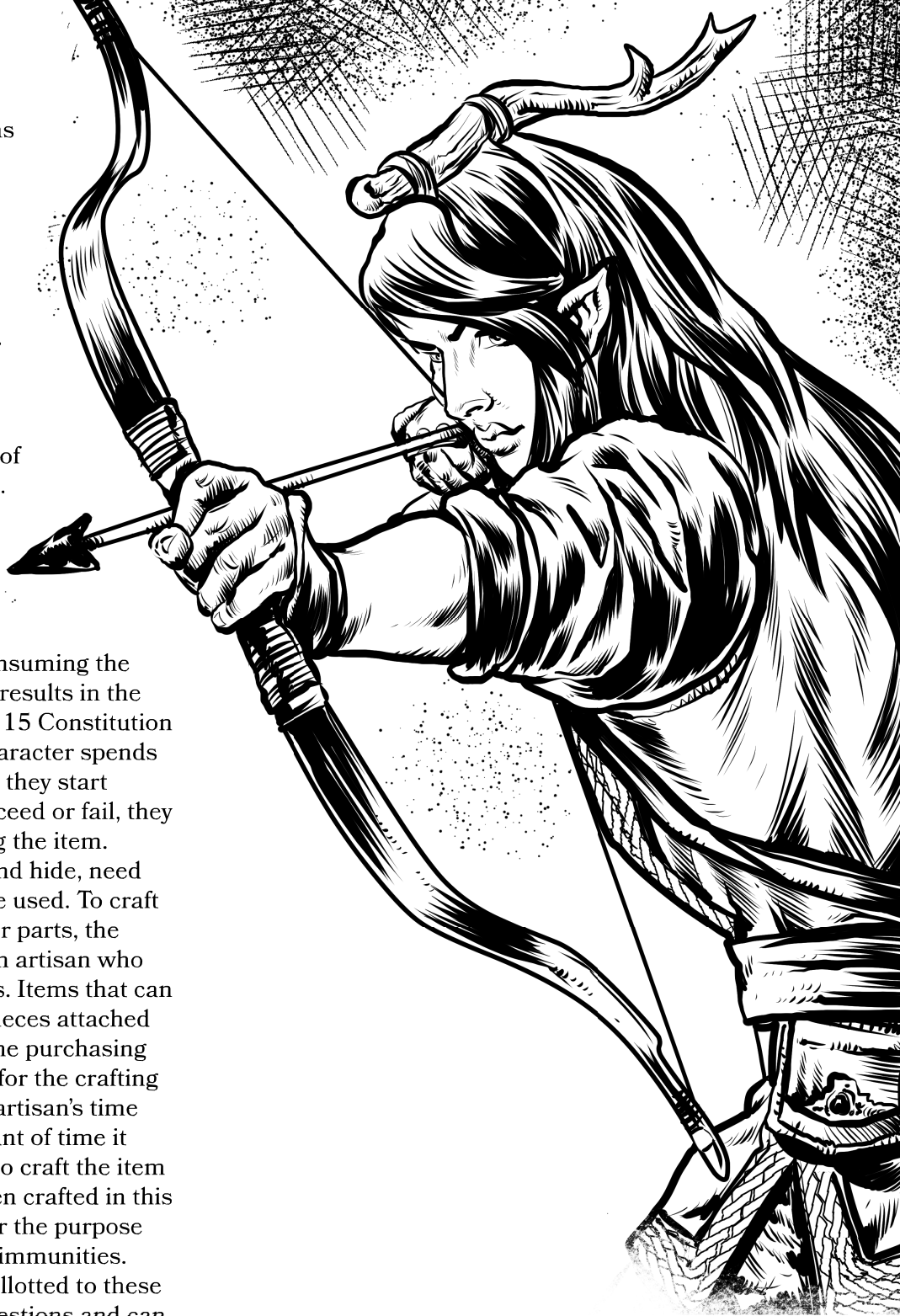
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat starts to go bad after 1-2 days, if not cooked or cured.

Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of casting the spell and cannot be reused.

The same is the case for items that need to be **consumed** by a character. As an action, these items are eaten or drunk to gain their benefits and cannot be reused. To consume these items, they first need to be treated using a specific tool set. The consumable can be turned into a potion using alchemist's supplies, cooked using cook's utensils, or distilled into a type of alcohol using brewer's supplies. Creating one consumable takes an hour and the DC for creating the finished consumable is equal to $5 +$ monster CR (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

Some things, such as teeth and hide, need to be **crafted** before they can be used. To craft an item from harvested monster parts, the materials need to be taken to an artisan who knows how to craft magic items. Items that can be crafted have a cost in gold pieces attached to them. This cost represents the purchasing of additional materials needed for the crafting process and also the the hired artisan's time working on the item. The amount of time it would take the trained artisan to craft the item is also noted. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The cost and designated time allotted to these items should be seen as a suggestions and can be changed to fit the nature of the game being played.

An exception to this is when a character is using monster loot to make **ammunition**, such as arrows and crossbow bolts. When making ammunition, the character only needs to have proficiency in the weapon the ammunition is for to successfully make the item. It takes 10 minutes to make one piece of ammunition.



NEW MONSTERS

AMPHISBAENA

- 1 Amphisbaena Hide. Two hides be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 30 ft. swim speed.
- 1d6 Rations.
- 1d4 Vials of Amphisbaena Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or take 1d6 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

ASSASSIN VINE

- 1d8 Entangling Vines. As an action, you can set fire to a vine and cast the spell *entangle* without using a spellslot.
- 1d12 Creep Vines. 20 vines can be woven into a set of clothes that function like a set of leather armor. While wearing these clothes, you have advantage on Strength and Dexterity checks and saving throws to free yourself if you are suffering the restrained condition.

BARD

- 3d6 Arrows.
- 1 Broken Shortbow.
- 1 Broken Shortsword.
- 1 Random Musical Instrument.

BODAK

- 2d6 Bodak Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d2 Bodak Eyes. Two eyes can be crafted into a set of eyes of annihilation (1500 gp, 30 days). Requires attunement. Once per day, you can target one creature within 30 feet of you as an action and force it to make a DC 13 Constitution saving throw. If the creature fails the saving throw by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 3d10 psychic damage on a failed save.
- 1d2 Bodak Fists. Can be crafted into a club (150 gp, 5 days). This weapon deals an additional 1d6 necrotic damage on a hit.

BULLYWUG CROAKER

- 1 Broken Hide Armor (size Medium).
- 1 Broken Shield.
- 1d2 Broken Spears.
- 1d6 Vials of Bullywug Slime. When consumed, you become amphibious for one round.

BULLYWUG ROYAL

- 1 Broken Hide Armor (size Medium).
- 1 Broken Shield.
- 1 Royal Spear. Functions as a martial melee weapon that deals 2d6 piercing damage on a hit. It has a reach of 10 ft. and a throwing range of 20/60 ft. The

first time you hit a Medium or smaller creature with this spear, it must succeed on a DC 13 Strength saving throw or be knocked prone.

- 1d10 Vials of Bullywug Slime. When consumed, you become amphibious for one round.

DEEP SCION

- 1 Broken Battleaxe.
- 1d6 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

DROWNED

DROWNED ASCETIC

- 1d2 Drowned Brain Chunks. When consumed, you can sense the presence of any drowned ascetic, assassins, blades, and masters within one mile of you for the next round. You can specify their number, but not their location or intentions. You also take 1d6 psychic damage when you consume the brain chunk.
- 1d6 Vials of Bluerot Infectant. When consumed by a humanoid, the humanoid must succeed on a DC 12 Constitution saving throw or become afflicted with the disease bluerot. The details for the disease can be found in Appendix C of *Ghost of Saltmarsh*.

DROWNED ASSASSIN

- 1d2 Broken Daggers.
- 1 Broken Hand Crossbow.
- 3d6 Crossbow Bolts.
- 1d4 Drowned Brain Chunks. When consumed, you can sense the presence of any drowned ascetic, assassins, blades, and masters within one mile of

you for the next round. You can specify their number, but not their location or intentions. You also take 1d6 psychic damage when you consume the brain chunk.

- 1d8 Vials of Bluerot Infectant. When consumed by a humanoid, the humanoid must succeed on a DC 12 Constitution saving throw or become afflicted with the disease bluerot. The details for the disease can be found in Appendix C of *Ghost of Saltmarsh*.

DROWNED BLADE

- 1 Broken Leather Armor (size Medium).
- 1d2 Drowned Brain Chunks. When consumed, you can sense the presence of any drowned ascetic, assassins, blades, and masters within one mile of you for the next round. You can specify their number, but not their location or intentions. You also take 1d6 psychic damage when you consume the brain chunk.
- 1 Rusty Longsword. When you hit a humanoid with this weapon, it must succeed on a DC 12 Constitution saving throw or become afflicted with the disease bluerot. The details for the disease can be found in Appendix C of *Ghost of Saltmarsh*.
- 1d6 Vials of Bluerot Infectant. When consumed by a humanoid, the humanoid must succeed on a DC 12 Constitution saving throw or become afflicted with the disease bluerot. The details for the disease can be found in Appendix C of *Ghost of Saltmarsh*.

DROWNED MASTER

- 1 Broken Greatsword.
- 1d8 Drowned Brain Chunks. When consumed, you can sense the presence of any drowned ascetic, assassins, blades, and masters within one mile of

you for the next round. You can specify their number, but not their location or intentions. You also take 1d6 psychic damage when you consume the brain chunk.

- 1d6 Drowned Master Skin Strips. When consumed, a cold aura emanates from your body. You gain the benefits of the *armor of Agathys* spell as if cast at 2nd level for the next hour.
- 1d12 Vials of Bluerot Infectant. When consumed by a humanoid, the humanoid must succeed on a DC 12 Constitution saving throw or become afflicted with the disease bluerot. The details for the disease can be found in Appendix C of *Ghost of Saltmarsh*.
- 1d6 Vials of Inky Discharge. As an action, you can throw this liquid into the face of a creature within 5 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for one minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Necrotic Ink. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 6d8 necrotic damage when you cast the spell.

FATHOMER

- 1d2 Broken Daggers.
- 1 Medallion of the Princess of Evil Water. Requires attunement by a creature with an evil alignment. While wearing this medallion, you can cast the spell *mage armor* at will, without expending material components.

GIANT CORAL SNAKE

- 1 Giant Coral Snake Hide. Can be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 30 ft. swim speed.
- 1d12 Giant Coral Snake Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. A creature hit by a ranged attack that uses ammunition made from these teeth, must succeed on a DC 12 Constitution saving throw or become stunned until the end of its next turn. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

GIANT SEA EEL

- 1 Giant Sea Eel Hide. Can be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 30 ft. swim speed.
- 2d6 Rations.
- **Harpy Matriarch**
- 1d6 Rations.
- 4d20 Harpy Matriarch Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 20 feathers can be used to make a cloak of fleeting form (350 gp, 14 days). While wearing the cloak, you can use an action to magically yourself to resemble a humanoid of roughly similar size and

shape as you for up to one hour. You can revert to your true form as a bonus action. This illusion does not hold up to close scrutiny.

- 1 Set of Harpy Matriarch Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a magical melody. Each creature within 150 feet of you that can hear the melody must succeed on a DC 14 Wisdom saving throw or become charmed by you until the melody ends. You can use a bonus action on your subsequent turns to continue blowing into the vocal cords, but you cannot do so for longer than one minute.

JUVENILE KRAKEN

- 1d2 Juvenile Kraken Eyes. When consumed, you gain trusight out to a range of 15 feet for one hour.
- 1 Juvenile Kraken Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained. Four sets of armor can be crafted from this hide.
- 1d2 Juvenile Kraken Lightning Sparkers. As an action, you slam this sparker into the ground, shattering it. Three random creatures within 60 feet of you must make a DC 18 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.
- 1 Kraken Bone. Two bones can be crafted into plate armor (4000 gp, 80 days) or half-plate armor (3500 gp, 80 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained.
- 1d2 Kraken Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d10 Kraken Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Kraken Tentacles. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 4d6 Rations.
- 2d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell.

KOALINTH

- 1 Broken Scale Mail (size Medium).
- 1 Broken Trident.

KOALINTH SERGEANT

- 1 Broken Scale Mail (size Medium).
- 1d2 Broken Tridents.
- 1 Hooked Net. Functions as a ranged martial weapon. It deals 1d4 piercing damage and has a range of 10/30 ft. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

KRAKEN PRIEST

- 2d6 Vials of Kraken Essence. When consumed, you become amphibious for one hour.

KYSH

- 1d4 Broken Spears.

LIVING IRON STATUE

- 1 Living Iron Stature Blade Hand. Can be crafted into a greatsword (50 gp, 3 days).
- 1 Living Iron Stature Hammer Hand. Can be crafted into a maul (10 gp, 2 days).
- 1 Living Iron Stature Chassis. Can be crafted into a set of iron armor (2000, 60 days). This armor is heavy armor and a character must have at least 14 Strength to wear it. While wearing the armor, you have resistance to lightning damage.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d4 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

LIZARDFOLK

LIZARDFOLK COMMONER

- 1 Random Trinket.

LIZARDFOLK RENDER

- 1d8 Vials of Render Saliva. When consumed, you can use a bonus action to make a melee attack against each creature of your choice within 10 feet of you.

LIZARDFOLK SCALESCHILD

- 1 Broken Morningstar.
- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken Spiked Shield. This weapon, when repaired, functions as a light martial melee weapon that deals 1d6 piercing damage on a hit and also functions as a shield. You need proficiency with both to wield it. It costs 20 gold pieces to repair the weapon.

LIZARDFOLK SUBCHIEF

- 1 Dagger.
- 1d6 Vials of Semuanya Spell Water. When consumed, you can restore a single used 1st level spellslot.

LOCATHAH

- 1d2 Broken Spears.

LOCATHAH HUNTER

- 1 Broken Club.
- 1 Broken Envenomed Crossbow. This weapon, when repaired, functions as a martial ranged weapon that deals 2d6 piercing damage and 1d6 poison damage on a hit. It costs 200 gold pieces to repair the weapon.

MAW DEMON

- 2d10 Maw Demon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MAW OF SEKOLAH

- 1 Maw of Sekolah Hide. Can be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 50 ft. swim speed. Two sets of armor can be crafted from this hide.
- 1d4 Maw of Sekolah Eyes. When consumed, you gain darkvision out to a range of 120 feet for the next hour.
- 1d6 Maw of Sekolah Lung Tissue. When consumed, you can only breathe under water for the next hour.
- 2d12 Maw of Sekolah Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 4d6 Rations.

MERFOLK SALVAGER

- 1 Broken Coral Rapier. Functions as a normal rapier. It costs 25 gold pieces to repair the weapon.
- 1d4 Vials of Merfolk Toxin. As an action, the toxin can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 12 Constitution saving throw or be paralyzed until the end of its next turn. Once applied, the toxin retains its potency for one minute before drying.

MINOTAUR LIVING CRYSTAL STATUE

- 1 Broken Greataxe.
- 4d6 Vials of Splintered Crystal. As an action, you can throw this vial up to 30 feet away where it will explode in a cloud of tiny splinters. Each creature within 10 feet of where the gland landed must make a DC 14 Constitution saving throw.

A creature takes 2d10 piercing damage on a failed save and half as much damage on a successful one.

MONSTROUS PERYTON

- 1 Monstrous Peryton Heart. Can be crafted into an amulet of shadow warping (500 gp, 20 days). Requires attunement. Once per day, you can choose up to three creatures within 60 feet of you that you can see. Each creature must succeed on a DC 14 Wisdom saving throw or become cursed. While cursed, whenever the creature makes an attack roll, an ability check, or a saving throw, it must roll a d4 and subtract that number from the roll. A cursed creature can repeat this saving throw at the end of each of its turns, ending the effect on itself with a success.
- 1d2 Monstrous Peryton Horns. Can be crafted into a maul (10 gp, 2 days).
- 2d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d6 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 2d6 Rations.

MR. DORY

- 1 Broken Leather Armor (size Medium).
- 1 Broken Rapier.
- 1 Broken Shield.
- 1d2 Eyes of Mr. Dory. Can be crafted into an eye of corruption (400 gp, 18 days). Once per day, you can target a creature you can see within 30 feet of you. The target must make a DC 15 Constitution saving throw. On a failed save, it takes 4d10 necrotic damage and 4d10 poison

damage and then gains vulnerability to both necrotic and poison damage for one minute. On a successful save, it takes half damage and does not gain the vulnerabilities.

OCEANUS

- 1 Broken Leather Armor (size Medium).
- 1 Broken Light Crossbow.
- 1 Broken Trident.
- 3d6 Crossbow Bolts.

PIRATE BOSUN

- 1 Broken Light Hammer.
- 1 Broken Studded Leather Armor.

PIRATE CAPTAIN

- 1 Broken Hand Crossbow.
- 1 Broken Longsword.
- 1 Broken Studded Leather Armor.
- 3d6 Crossbow Bolts.

PIRATE DECK WIZARD

- 1 Broken Quarterstaff.
- 1 Broken Studded Leather Armor.

PIRATE FIRST MATE

- 1 Broken Longsword.
- 1 Broken Studded Leather Armor.

RIP TIDE PRIEST

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Quarterstaff.

SAHUAGIN

SAHUAGIN BLADEMASTER

- 1 Broken Wavecutter Blade. This weapon, when repaired, functions as a martial melee weapon that deals 2d8 slashing damage on a hit. It costs 200 gold pieces to repair the weapon.

- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN CHAMPION

- 1d4 Broken Spears.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN CORAL SMASHER

- 1 Broken Warhammer.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN DEEP DIVER

- 1 Broken Glaive.
- 1 Light of Sekolah. Any creature within 30 feet of the light of Sekolah that can see it must succeed on a DC 11 Wisdom saving throw or be charmed until the end of its next turn. A creature charmed in this way is incapacitated as it stares at the light. If a creature succeeds on the save, it is immune to the effects of the light for the next 24 hours.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN HATCHLING SWARM

- 2d6 Rations.

SAHUAGIN HIGH PRIESTESS

- 1 Toothsome Staff. Requires attunement. Can be used as a druidic focus. Once per day each, you can cast the spells *bleed*, *detect magic*, and *fear*. You can also cast the *guidance* cantrip at will.

- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN WAVE SHAPER

- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.
- 1 Set of Waterwhirling Gloves. Requires attunement. Once per day, you can target a body of water at least 50 feet square and 25 feet deep, causing a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, 25 feet tall, and lasts for 1 minute or until you are incapacitated. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by succeeding on a DC 14 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until it ends. On a success, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but it has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage. This damage occurs each round it remains in the vortex.

SANBALET

- 1 Broken Dagger.

SEA LION

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

SHELL SHARK

- 1d6 Rations.
- 1d6 Shell Shark Shells. Six shells can be crafted into a set of shell plate armor (1500 gp, 20 days). This functions in every way as a set of plate armor.

SKELETAL ALCHEMIST

- 1d4 Vials of Acid.

SKELETAL JUGGERNAUT

- 10d6 Splintered Bones. 30 splintered bones can be crafted into a rattling cloak (100 gp, 5 days). While wearing this cloak, a humanoid fighting you must succeed on a DC 10 Wisdom save or become frightened. The humanoid can repeat the save at the end of each of its turns, ending the effect on a success. In addition, you have disadvantage on Charisma (Performance and Persuasion) checks while wearing the cloak. You also have disadvantage on Dexterity (Stealth) checks that rely on sound.

SKELETAL SWARM

- 2d6 Splintered Bones. 30 splintered bones can be crafted into a rattling cloak (100 gp, 5 days). While wearing this cloak, a humanoid fighting you must succeed on a DC 10 Wisdom save or become frightened. The humanoid can repeat the save at the end of each of its turns, ending the effect on a success. In addition, you have disadvantage on Charisma (Performance and Persuasion) checks while wearing the cloak. You also have disadvantage on Dexterity (Stealth) checks that rely on sound.

SKUM

- 1 Broken Trident.
- 1d6 Skum Skin Strips. Four strips can be crafted into a set of mind-breaking handwraps (250 gp, 10 days). Requires attunement. While wearing these handwraps, your unarmed strikes deal psychic damage instead of bludgeoning damage. In addition, these wraps also have three charges. You can expend a charge when you hit a creature, forcing it to make a DC 13 Constitution save. On a failed save, the creature has disadvantage on Wisdom saving throws until the end of your next turn.
- 2d6 Vials of Skum Gel. When consumed, you become immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

STORM GIANT QUINTESSENT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1 Storm Giant Heart. Can be crafted into a potion of storm giant strength (DMG p. 187) (100000 gp, 250 days)
- 1 Storm's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *feather fall*, *levitate*, and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d10 Vials of Storm Giant Blood. When consumed, you gain resistance to lightning damage for one hour.

- 1d4 Vials of Quintessent Essence. When consumed, you become one with the storm for one minute. As an action, you can conjure a wind javelin in your hand and hurl it at a creature you can see within 300 feet of you as a ranged attack. The javelin is considered a magic weapon and deals 3d6 damage on a hit plus your ability modifier. The javelin disappears after it hits. You are proficient in these attacks.

SWARM OF ROT GRUBS

- 1d6 Rations.

THOUSAND TEETH

- 1 Hide of Thousand Teeth. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Tail of Thousand Teeth. Can be crafted into a maul (10 gp, 2 days).
- 4d6 Teeth of Thousand Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

VAMPIRIC JADE STATUE

- 1 Vampiric Jade Statue Chassis. Can be sold for 1000 gp.
- 1d12 Vampiric Jade Statue Splinters. Can be sold for 25 gp.
- 2d8 Vials of Vampiric Blood. When consumed, you gain 2d6 temporary hit points.

CREATURES FROM THE MONSTER MANUAL

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

ABOLETH

- 1d3 Aboleth Eye. Can be used as an additional material component when casting the spells *charm person* and *suggestion*. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1 Aboleth Hide. Can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).
- 4d6 Aboleth Teeth. Can be sold for 10 gold pieces per tooth.
- 1d4 Aboleth Tentacles. Can be crafted into a magical whip (200 gp, 14 days). This functions as a +1 weapon.
- 1d4 Vials of Aboleth Mucus. When consumed, you must succeed on a DC 14 Constitution saving throw or become diseased for 1d4 hours. While diseased, you can only breathe underwater.

ACOLYTE

- 1 Broken Club.
- 1 Flask of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the acolyte.

ADULT BRONZE DRAGON

- 1d2 Bronze Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Bronze Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Bronze Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Bronze Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.
- 1d2 Young Bronze Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to lightning damage.

ADULT GREEN DRAGON

- 1 Adult Green Dragon Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within

10 feet of where the gland landed must succeed on a DC 18 Constitution saving throw, taking 16d6 poison damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1d6 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage. Two sets of armor can be crafted from this hide.
- 1d2 Green Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Green Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 2d8 Green Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Green Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.
- 4d6 Rations.

ANIMATED ARMOR

- 1 Broken Plate Armor (size Medium).
- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

ASSASSIN

- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.
- 3d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1d2 Vials of Poison.

AWAKENED TREE

- 2d6 Enchanted Logs. When set on fire, one enchanted log burns for eight hours and gives off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.

BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

BANDIT CAPTAIN

- 1d2 Bottles of Alcohol.
- 1 Broken Dagger.
- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor.

BANSHEE

- 1 Ounce of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

BLACK PUDDING

- 2d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with black goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

BLOOD HAWK

- 1d8 Blood Hawk Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.
- 1d4 Rations.

BUGBEAR

- 1 Broken Hide Armor (size Medium).
- 1 Broken Morningstar.
- 1 Broken Shield.
- 1d2 Javelins.

BULLYWUG

- 1 Broken Hide Armor (size Small).
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Bullywug Slime. When consumed, you become amphibious for one round.

CHUUL

- 1d2 Chuul Pinchers. Two pinchers can be crafted into a greatsword (150 gp, 10 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 14) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 2d4 Vials of Chuul Blood. When consumed, you are under the effects of the *detect magic* spell for 10 minutes. This effect isn't magical.

COMMONER

- 1 Broken Club.

CROCODILE

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

CULT FANATIC

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

CULTIST

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

CYCLOPS

- 1 Broken Greatclub.
- 1 Cyclops Eye. Can be crafted into a *driftglobe* (DMG p. 166) (200 gp, 14 days).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.

DEATH KNIGHT

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 Death Knight Hand. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *banishment*, *dispel magic*, *command*, and *hold person* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Death Knight Helmet. Requires attunement by a character with at least 16 Strength. This helmet grants you +1 to armor class while you are wearing armor. Once per day, you can cast the spell *compelled duel* through the helmet with a DC of 18.
- 1 Hellfire Orb Launcher. You can use this launcher to hurl a magical ball of fire towards a point you can see within 120 feet of you. Each creature within a

20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage and 10d6 necrotic damage on a failed save, or half as much damage on a successful one. Once you have used the launcher in this way, it turns to dust and stops functioning.

- 1d8 Revenant Bones. By crushing one of these bones, you gain the effects of the *augury* spell. By crushing three of these bones, you gain the effects of the *commune* spell.
- 1d2 Death Knight Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d10 Revenant Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

DIRE WOLF

- 1 Dire Wolf Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d8 Dire Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

DRETCH

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

DRUID

- 1 Dire Wolf Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d8 Dire Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

ETTERCAP

- 1d4 Ettercap Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.
- 1d3 Web Sac. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the sac as an improvised weapon. If you hit the creature, they are restrained as the sac ruptures and covers them with webbing. On its turn, the restrained creature can use an action to attempt to make a DC 11 Strength check, freeing itself on a success. The effect ends if the webbing is destroyed. The webbing has an AC of 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

FLESH GOLEM

- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

FLYING SWORD

- 1 Broken Longsword.
- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

GELATINOUS CUBE

- 1d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with greenish goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

GHOST

- 1d2 Ghost Claw. Can be crafted into a dagger (100 gp, 7 days) or into a shortsword (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1 Ghost Stench Gland. As an action, you can throw this gland up to 20 feet away where it will explode in a cloud of stinky gas. Each creature within 5 feet of where the gland landed must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GHOUL

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

GIANT CENTIPEDE

- 1d6 Rations.

GIANT CONSTRICTOR SNAKE

- 1 Giant Constrictor Snake Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 1d2 Giant Constrictor Snake Fangs. Can be crafted into a dagger (2 gp, 1 day).
- 4d6 Rations.

GIANT CRAB

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

GIANT LIZARD

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

GIANT OCTOPUS

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

GIANT POISONOUS SNAKE

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

GIANT RAT

- 1 Giant Rat Hide. Four hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Rations.

GIANT SHARK

- 1 Giant Shark Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 1d10 Giant Shark Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 4d6 Rations.

GIANT SPIDER

- 1 Giant Spider Hide. Can be crafted into leather armor (50 gp, 2 days) or studded leather armor (85 gp, 3 days). While wearing this armor, you ignore movement restrictions caused by webbing.
- 2d6 Rations.

GIANT TOAD

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

GIANT WEASEL

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

GIANT WOLF SPIDER

- 1 Giant Wolf Spider Hide. Two hides can be crafted into leather armor (50 gp, 2 days) or studded leather armor (85 gp, 3 days). While wearing this armor, you ignore movement restrictions caused by webbing.
- 1d6 Rations.

GLADIATOR

- 1 Broken Shield.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor.

GNOLL

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

GNOLL PACK LORD

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

GOBLIN

- 2d6 Arrows.
- 1 Broken Leather Armor (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.

GORGON

- 1 Gorgon Hide. Can be crafted into plate armor (1600 gp, 7 days) or into half-plate armor (800 gp, 7 days). While wearing this armor, you are immune to the petrified condition.
- 1d2 Gorgon Horns. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d2 Vials of Gorgon Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.
- 1d2 Vials of Gorgon Gas. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 14 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic.

GREEN HAG

- 1d2 Green Hag Hands. Requires attunement. Can be used as an arcane focus. You know the *dancing lights* and *minor illusion* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.
- 1 Green Hag Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
- 1d4 Vials of Green Hag Blood. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.

GUARD

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

HARPY

- 1 Broken Club.
- 1d6 Rations.
- 1 Set of Harpy Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a magical melody. Each creature within 150 feet of you that can hear the melody must succeed on a DC 11 Wisdom saving throw or become charmed by you until the melody ends. You can use a bonus action on your subsequent turns to continue blowing into the vocal cords, but you cannot do so for longer than one minute.

HOBGOBLIN

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

HYDRA

- 1 Hydra Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 3d10 Hydra Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal 1 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 4d6 Rations.
- 2d6 Vials of Hydra Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

IMP

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

INVISIBLE STALKER

- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d4 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

JACKALWERE

- 1 Broken Scimitar.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

KNIGHT

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

KOBOLD

- 1 Broken Dagger.
- 1 Broken Sling.

LAMIA

- 1 Broken Dagger.
- 1d2 Lamia Claws. Can be crafted into a dagger (250 gp, 7 days). The first time you hit a creature with this weapon, it must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature is magically cursed for one hour. Until the curse ends, the creature has disadvantage on Wisdom saving throws and all ability checks.
- 2d6 Rations.

- 1d4 Vials of Lamia Blood. When consumed, an illusion of a humanoid falls over you as if you were affected by the disguise self spell. You decide the look of this illusion. This effect lasts for one hour.

LIZARDFOLK

- 1 Broken Heavy Club. This weapon, when repaired, functions as a martial melee weapon that deals 1d6 bludgeoning damage on a hit. It costs 2 gold pieces to repair the weapon.
- 1 Broken Spiked Shield. This weapon, when repaired, functions as a light martial melee weapon that deals 1d6 piercing damage on a hit and also functions as a shield. You need proficiency with both to wield it. It costs 20 gold pieces to repair the weapon.
- 1d3 Javelins.

LIZARDFOLK SHAMAN

- 1 Shaman's Staff. Requires attunement. Can be used as a druidic focus. You know the druidcraft cantrip, but only when you are holding onto the staff. Charisma is your spellcasting ability for the cantrip. Once per day, you can also cast each of the following spells using the staff: *fog cloud*, *heat metal*, *plant growth*.

LIZARD QUEEN

- 1d3 Broken Tridents.
- 1 Lizardfolk Royal Amulet. There is a 70% chance that this is an *amulet of fearlessness*, which requires attunement. While worn, you are immune to the frightened condition. There is a 30% chance it is a non-magical tribal amulet.

MAGE

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

MANES

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

MANTICORE

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

MARILITH

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

instead grapple the creature (escape DC 18) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

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

MERFOLK

- 1d4 Broken Spears.

MERROW

- 1 Broken Harpoon. This weapon, when repaired, functions as a martial weapon that deals 2d6 piercing damage on a hit. The weapon has a throwing range of 20/60. If the target is a Large or smaller creature, it must succeed on a Strength contest against you or be pulled up to 20 feet toward you. It costs 40 gold pieces to repair the weapon.
- 1 Merrow Hide. Can be crafted into a set of light armor (100 gp, 7 days). While wearing this armor, your swimming speed equals your movement speed.
- 2d6 Rations.

MUMMY

- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.

- 2d4 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

MYCONID ADULT

- 1d4 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1 Ounce of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

MYCONID SOVEREIGN

- 1d8 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1d2 Ounces of Hallucination Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. The poisoned target is incapacitated while it hallucinated. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Ounces of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or

be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

NEEDLE BLIGHT

- 1d4 Needles. Functions as a dart.

NIGHT HAG

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

NOBLE

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

OCHRE JELLY

- 1d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with

yellow goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

OGRE

- 1 Broken Greatclub.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Javelins.

ONI

- 1 Broken Chain Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Glaive. This weapon is magical.
- 1d2 Oni Eyes. Can be crafted into a *potion of invisibility* (DMG, p. 188) (2000 gp, 60 days).
- 2d4 Oni Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth cast the spell darkness on the area they hit. After the ammunition has been fired, it loses this property.

ORC

- 1 Broken Greataxe.
- 1 Broken Hide Armor (size Medium).
- 1d4 Javelins.

OWLBEAR

- 1d6 Owlbear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Owlbear Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use

ammunition made from these feathers deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.

- 2d6 Rations.

PERYTON

- 1d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

PHASE SPIDER

- 1 Phase Spider Hide. Can be crafted into leather armor (50 gp, 2 days) or studded leather armor (85 gp, 3 days). While wearing this armor, you ignore movement restrictions caused by webbing.
- 2d6 Rations.

PLESIOSAURUS

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

POISONOUS SNAKE

- 1 Ration.

PRIEST

- 1 Broken Mace.
- 1 Broken Chain Shirt.

- 1d4 Flasks of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the priest.
- 1 Potion of Healing.

PSEUDODRAGON

- 1 Ration.
- 1d4 Vials of Pseudodragon Blood. When consumed, you can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

PTERANODON

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

RAT

- 1 Ration.

RED SLAAD

- 1 Red Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

REEF SHARK

- 1d6 Rations.
- 1 Reef Shark Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Reef Shark Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.

RUG OF SMOTHERING

- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 1d2 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

SAHUAGIN

- 1d4 Broken Spears.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN BARON

- 1d4 Broken Tridents.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN PRIESTESS

- 1 Coral Staff. Can be used as a druidic focus. Once per day each, you can cast the spells *bless* and *detect magic*.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SCOUT

- 2d6 Arrows.
- 1 Broken Leather Armor.
- 1 Broken Longbow.
- 1 Broken Shortsword.

SEA HAG

- 1d4 Strands of Sea Hag Hair. When consumed, you become amphibious for one hour.
- 1d4 Vials of Sea Hag Blood. When poured over a humanoid that is of size medium or smaller, a magical illusion washes over them, making them look like an ugly creature of vaguely humanoid proportions. This illusion lasts for one hour. A creature can use an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the humanoid is disguised.

SHADOW

- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

SHAMBLING MOUND

- 1d4 Shambling Branches. Can be used as a druidic focus. Once per day, in response to taking lightning damage you can use your reaction to give yourself resistance to that instance of the damage.
- 2d6 Shambling Vines. Three vines can be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days). Six vines can be crafted into a *rope of entanglement* (2000 gp, 30 days).

SHIELD GUARDIAN

- 1 Shield Guardian Plating. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

SHRIEKER

- 1 Shrieker Stem. When consumed, you must make a DC 12 Constitution saving throw. On a failed save, you take 2d6 poison damage. On a successful save, you take no damage and you gain blindsight out to a range of 15 feet for one hour.
- 1d6 Rations.

SKELETON

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

SPECTER

- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

SPIDER

- 1 Ration.

SPY

- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 2d6 Crossbow Bolts.
- 1 Notebook. The contents are written in code. You must succeed on a DC 14 Intelligence check to decipher it.

STIRGE

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

SWARM OF INSECTS

- 1d6 Rations.

SWARM OF QUIPPERS

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

THUG

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

TREANT

- 1d4 Treant Bark Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d12 Treant Branches. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.
- 1d2 Treant Trunks. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d2 Vials of Treant Sap. When consumed, this functions as a *potion of healing*.

TROLL

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Troll Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Vials of Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

TWIG BLIGHT

- 1 Twig. Can be used as an arcane focus or a druidic focus.

UNICORN

- 1 Unicorn Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1 Unicorn Horn. Requires attunement. Can be used as an arcane focus or a druidic focus. Once per day each, you can cast the spells *detect evil and good* and *pass without a trace* through the horn.
- 2d6 Vials of Unicorn Blood. When consumed, this functions as a *potion of healing*.

VAMPIRE

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

VAMPIRE SPAWN

- 1d4 Vampire Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

VETERAN

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

VINE BLIGHT

- 1d2 Vine. Can be used as a 20 foot long silk rope.
- 1d4 Blight Buds. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal 1d4 additional acid damage with the spell.

VIOLET FUNGI

- 1 Violet Fungus Tendril. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d4 necrotic damage when you cast the spell.
- 1d6 Rations.

VROCK

- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn.
- 1 Spore Pocket. As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vrock Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

WATER ELEMENTAL

- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4+1 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.

WERERAT

- 2d6 Crossbow Bolts.
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1d2 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

WILL-O'-WISP

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

WOLF

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

WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

YOUNG BLACK DRAGON

- 1d2 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Black Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d4 Black Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d4 Black Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Black Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to acid damage.
- 2d6 Rations.

ZOMBIE

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