

VOLUME 3

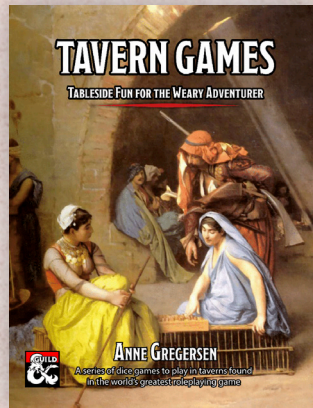
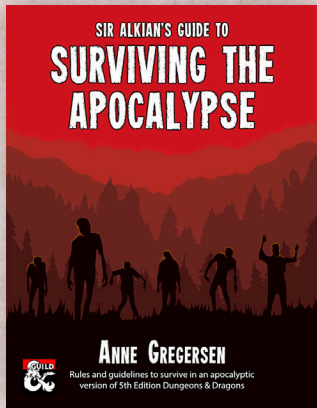
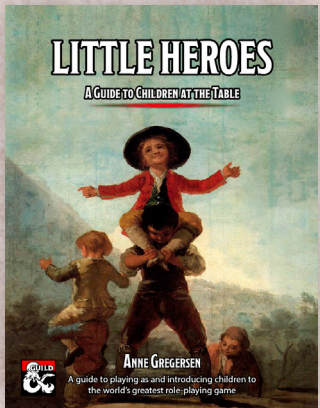
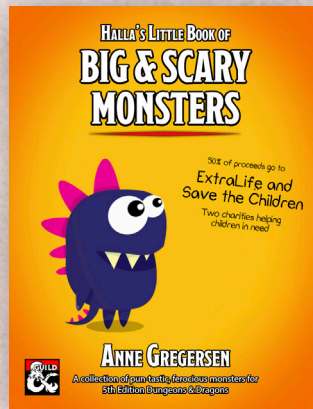
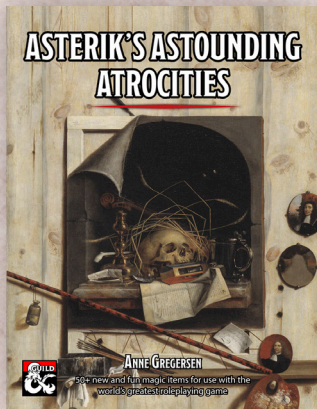
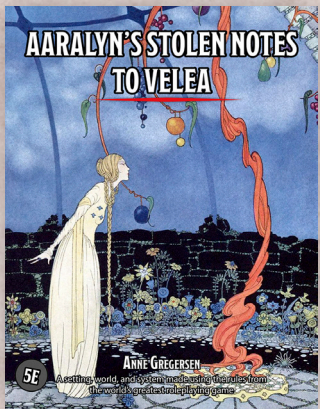
MONSTER LOOT

MORDENKAINEN'S TOME OF FOES



ANNE GREGERSEN

ALSO BY ANNE GREGERSEN



Credits

Design, Writing, and Layout: Anne Gregersen

Cover Graphic & Design: Anne Gregersen & Bakhtiozin Alexey via. Shutterstock

Playtesters: Anne Gregersen, Dries ‘Zephyr’ Hermans, Jesper Frandsen, Louis Flindt Rask, Louisa Smithing, Oskar Sandkvist, and Sindre Urvold

Interior Art: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2019 by Anne Gregersen and published under the Community Content Agreement for Dungeon Masters Guild.

TABLE OF CONTENTS

How To Use This Book? 9

Killing Humanoid Enemies.....	9
Harvesting Checks.....	9
Harvest Time.....	10
Time of Death.....	10
Types of Loot.....	10

SECTION A

Allip.....	12
Astral Dreadnought.....	12

SECTION B

Balhannoth.....	13
Berbalong.....	13
Boneclaw.....	13

SECTION C

Cadaver Collector.....	14
Choker.....	14
Clockworks.....	15
Bronze Scout.....	15
Iron Cobra.....	15
Oaken Bolter.....	15
Stone Defender.....	15
Corpse Flower.....	15

SECTION D

Deathlock.....	16
Deathlock Mastermind.....	16
Deathlock Wight.....	16
Demons.....	16
Alkolith.....	16
Armanite.....	17
Bulezau.....	17
Dybbuk.....	17
Maurezhi.....	17
Molydeus.....	18
Nabassu.....	18
Rutterkin.....	19
Abyssal Wretch.....	19
Sibriex.....	19
Wastrilith.....	19

Demons: Demon Lords.....	20
Baphomet.....	20
Demogorgon.....	20
Fraz-Urb'luu.....	21
Graz'zt.....	22
Juiblex.....	22
Orcus.....	22
Yeenoghu.....	23
Zugtmoy.....	23
Derro.....	24
Derro Servant.....	24
Devils.....	24
Black Abishai.....	24
Blue Abishai.....	25
Green Abishai.....	25
Red Abishai.....	25
White Abishai.....	26
Amnizu.....	26
Hellfire Engine.....	27
Merregon.....	27
Narzugon.....	27
Nupperibo.....	27
Orthon.....	28
Devils: Archdevils.....	29
Bael.....	29
Geryon.....	29
Hutijin.....	30
Moloch.....	30
Titivilus.....	31
Zariel.....	32
Drow.....	32
Drow Arachnomancer.....	32
Drow Favored Consort.....	32
Drow House Captain.....	32
Drow Inquisitor.....	32
Drow Matron Mother.....	33
Drow Shadowblade.....	33
Duergar.....	33
Duergar Despot.....	33
Duergar Hammerer.....	33
Duergar Kavalrachni.....	33
Duergar Mind Master.....	34
Duergar Screamer.....	34



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 only reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize from it. 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 will necessarily be useful for a group of travelling adventures. The supplied loot tied to each monster should be seen as 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. This was to avoid characters being able to immediately pick something up from a monster and use it within seconds of killing it. This document also 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 who are likely to leave no corpse as they respawn in their home plane after being killed in the material world.

KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs whose 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 have been listed below the humanoid's name, as it has with every other monster. However, harvesting body parts, such as hide and flesh, from these creatures is not something

this document explores. Very rarely will an adventurer be able to harvest useful organs from a creature that has been marked as humanoid. While defending yourself against an onslaught of enemies is expected when venturing into the wilds is expected, brutalizing the corpse of a fellow humanoid is not. As such, that manner of loot cannot be harvested from humanoid enemies and it is not encouraged to spur the adventurers into cutting apart their humanoid opponents after defeating them.

HARVESTING CHECKS

There are a few ways to harvest monsters encountered 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 type of creature the monster is. 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 will happen 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 if one occurs.

Remember that two characters can help one another with harvesting a creature. This means that one of them gets advantage on their roll, thereby increasing their chances of successfully getting the loot from the monster.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. What set of tools is needed to harvest the creature is up to the DM and can vary from monster to monster. Whether or not the loot needs tools to be harvested is also decided by the DM. 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 set of tools that are required when harvesting certain resources from a creature such as their 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 this 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 when it died. If the characters just killed it, all the loot will be 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 amount of loot left on a monster should be considered by the DM if the party stumbles upon a dead creature. In most cases, it will be impossible to harvest food from creatures that are 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 purify the flesh enough that rations can be harvested from it.

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, this means that the item was damaged either prior to fighting or during the fight where 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

them. This gold cost represents the purchasing of additional materials needed for the crafting process and also the time spent by the hired artisan working on the item. The amount of time it would take the trained artisan to craft the item is also marked down. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The gold 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.

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 gold cost attached to

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.

ALLIP

- ## ASTRAL DREADNOUGHT

- 4d8 Astral Dreadnought Brain Chunks. When consumed, you have advantage on saving throws against being charmed, frightened, paralyzed, and poisoned for one hour.
- 1 Astral Dreadnought Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can use an action to cast the *antimagic field* spell using the shield with the following changes: the duration of the spell is one minute and the effects of the spell only exist in a 60 foot cone originating from the shield. Two shields can be crafted from this eye.
- 1d4 Astral Dreadnought Fangs. Can be crafted into a greatsword (2000 gp, 30 days). On a hit, this weapon deals an additional 2d6 damage.
- 1 Astral Dreadnought Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. Six sets of armor can be crafted from this hide.
- 30d6 Rations
- 3d12 Small Astral Dreadnought 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.
- 3d12 Vials of Astral Dreadnought Blood. When consumed, you can't leave nor can you be banished or otherwise

- 2d10 Vials of Astral Dreadnought Saliva.
As an action, the saliva can be used to

SECTION B

- **1 Balhannoth Heart.** As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying and with any creatures you have grappled, up to 60 feet to an unoccupied space you can see.
- **1d4 Balhannoth Tentacles.** 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 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- **2d10 Balhannoth 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 5 (1d10) damage. After the ammunition has been fired, it loses this property.
- **1d6 Vials of Balhannoth Blood.** When consumed, you become invisible for ten minutes. If you attack or cast a spell, the invisibility ends.
- **1d4 Vials of Balhannoth Mind Fluid.** When consumed, you become aware of the presence of creatures within 100 feet of you that have an Intelligence score of

- 1d3 Berbalong Bones. As an action, you can crush one of these bones and cast the spell speak with dead on corpse of your choice within 10 feet of you.
- 1 Berbalong Brain. When consumed, you create one spectral duplicate of yourself in an unoccupied space you can see within 60 feet of you. While the duplicate exists, you are unconscious. You can only have one of these duplicates at a time. The duplicate disappears if it or you drop to 0 hit points or when you dismiss it. The duplicate has the same statistics and knowledge as you, and everything experienced by the duplicate is known by you. All damage dealt by the duplicate attacks is psychic damage.
- 1d2 Berbalong Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).

- **3d12 Boneclaw Bones.** Can be used as an additional material component when casting spells that deal necrotic damage.

When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.

- 1d4 Boneclaw Claws. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 damage with this weapon.

- 2d10 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

SECTION C

CADAVER COLLECTOR

- 1d2 Broken Glaives.
- 1d2 Broken Longswords.
- 1 Broken Half-Plate Armor (size Medium).
- 1d3 Broken Shields.
- 1d2 Broken Shortswords.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor (size Medium).
- 1d4 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.
- 2d6 Vials of Paralyzing Gas. As an action, you can throw this vial up to 20 feet away where it will shatter into a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 18 Constitution saving throw, or become paralyzed for one

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

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

CHOKER

- 1d2 Choker Feet. Two feet can be crafted into a pair of *boots of spider climbing* (1000 gp, 30 days). Requires attunement. While wearing these boots, you are under the effects of the *spider climb* spell.
- 1d2 Choker Tentacles. 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 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Choker Slime. When consumed, you can take an extra action on your next turn.

BRONZE SCOUT

- 1d4 Lightning Flares. As an action, you can smash this flare into the ground where it crackles lightning. Each creature in contact with the ground within 15 feet of you must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one.
- 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.

IRON COBRA

- **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.
- **1d4 Vials of Iron Cobra 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 13 Constitution saving throw or suffer one random poison effect. Once applied, the poison retains its potency for one minute before drying.
 1. **Poison Damage.** The target takes 3d8 poison damage.
 2. **Confusion.** On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.

- 3. Paralysis.** The target is paralyzed until the end of its next turn.

OAKEN BOLTER

- 1d6 Explosive Bolts. As an action, you can hit this bolt with a weapon or piece of ammunition and cause it to explode. The bolt has an AC of 15. When it explodes, each creature within 20 feet of the bolt must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.
- 2d8 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.

STONE DEFENDER

- 2d8 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d2 Stone Shields. Functions as a +1 magical shield.

CORPSE FLOWER

- 1d10 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.
- 1 Broken Chain Shirt (size Medium).
- 1 Broken Leather Armor (size Medium).
- 1 Broken Longbow.
- 1d2 Broken Longswords.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d2 Broken Shortswords.
- 1d8 Corpse Flower Flowers. As an action, you can crush this flower and release the horrible stench trapped

within. Each creature within 10 feet of the flower must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of its next turn. Creatures that are immune to poison damage or

the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

- 1d4 Corpse Flower Tentacles. Can be crafted into a maul (10 gp, 2 days).

SECTION D

DEATHLOCK

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 1 Deathly Claw. Requires attunement by a spellcaster. Whenever you cast a spell that deal necrotic damage, you may reroll any 1s rolled on the damage die and must keep the second result.

DEATHLOCK MASTERMIND

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 1 Deathly Claw. Requires attunement by a spellcaster. Whenever you cast a spell that deal necrotic damage, you may reroll any 1s rolled on the damage die and must keep the second result.
- 1d6 Vials of Deathlock Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d8 necrotic damage when you cast the spell.
-

DEATHLOCK WIGHT

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 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.
- 1d6 Vials of Deathlock Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d8 necrotic damage when you cast the spell.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

DEMONS

ALKILITH

- 1d10 Vials of Alkolith Spores. As an action, you can throw this vial up to 30 feet away where it shatters in a vapor of green spores. Any creature that isn't

a demon within 20 feet of where the vial landed must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check. If the creature fails the saving throw by 5 or more, the creature is instead subjected to the confusion spell for one minute.

- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d12 Wisps of Alkolith Skin. 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.

ARMANITE

- 1 Armanite Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d12 Aramanite Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 1d4 Lightning Lances. This functions as a *javelin of lightning* (DMG p. 178).
- 1 Serrated Armanite Tail. Can be crafted into a greatsword (1000 gp, 14 days). On a hit, this weapon deals an additional 1d6 damage.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

BULEZAU

- 1 Bulezau Tail. Can be crafted into a lance (150 gp, 10 days). Once per day when you hit a creature with this weapon, you can activate the demonic disease resting within the lance. If

the target of this effect is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 1d8. The target dies if its hit point maximum is reduced to 0.

- 1d6 Vials of Bulezau Rot. As an action, the rot can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 necrotic damage. Once applied, the rot sticks for one minute before flaking off.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DYBBUK

- 1d6 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.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

MAUREZHI

- 1d10 Maurezhi 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. If the

target is a humanoid, its Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma score to 0, and it rises 24 hours later as a ghoul, unless it has been revived or its corpse has been destroyed. After the ammunition has been fired, it loses these properties.

- 1d4 Maurezhi Claws. Can be crafted into a dagger (150 gp, 10 days.). Once per day when you hit a creature with this weapon, you can force the creature to make a DC 12 Constitution saving throw. On a failed save, the creature is paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MOLYDEUS

- 1d8 Molydeus Claws. When consumed, you can cast the spell *telekinesis* once within the next minute. Your spellcasting ability for this spell is Charisma.
- 1d2 Molydeus Eyes. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Molydeus Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d12 Tufts of Molydeus Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Your spellcasting ability for this spell is Charisma.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Molydeus 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 22 Constitution saving throw or have its hit point maximum reduced by the amount of damage taken from the attack. This reduction lasts until the target finished a long rest. The target transforms into a manes if this reduces its hit point maximum to 0 and this transformation can be ended only by a wish spell. Once applied, the poison retains its potency for one minute before drying.

NABASSU

- 1d2 Nabassu Eyes. Two eyes can be crafted into a set of *eyes of soul-stealing* (2000 gp, 30 days). Requires attunement. These glasses have three charges which recharge each day at dawn. While wearing these glasses, you can use an action to target one creature within 30 feet of you and spend one of the glasses' charges. If the target can see you and isn't a construct or undead, it must succeed on a DC 16 Charisma saving throw or reduce its hit point maximum by 2d12 and give you an equal amount of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under your control.
- 1 Nabassu Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell for one minute. When consumed,

you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

RUTTERKIN

- 2d10 Rutterkin Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Creatures that are hit with ranged attacks that use ammunition made from these teeth 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. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

ABYSSAL WRETCH

- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

SIBRIEX

- 1d4 Chains. Functions as a melee martial weapon that deals 1d10 bludgeoning damage. This weapon as the reach property.
- 3d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 Vials of Sibriex Bile. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 3d6 acid damage when you cast the spell.
- 2d6 Vials of Sibriex Ooze. As an action, you can throw this vial up to 30 feet away where it will shatter into a pool of ill-smelling ooze. The area within 15 feet of where the vial landed become contaminated. Plants that aren't creatures wither in the area, and the

ground becomes difficult terrain for other creatures. Any creature that starts its turn in the area must succeed on a DC 20 Constitution saving throw or take 4d6 poison damage. A creature that succeeds on the save is immune to the contamination for 24 hours. All these effects last for one hour.

- 1d4 Vials of Sibriex Saliva. When consumed, you must succeed on a DC 21 Intelligence saving throw or be affected by the *feblemind* spell. On a successful save, you take 4d6 psychic damage and you are not affected by the spell.

WASTRILITH

- 4d10 Vials of Corrupted Water. A creature that consumes this corrupted water must succeed on a DC 18 Constitution saving throw. On a successful save, the creature is immune to the corrupted water's effects for 24 hours. On a failed save, the creature takes 4d6 poison damage and is poisoned for one 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. If a demon uses an action to drink this water, it gains 2d10 temporary hit points.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d2 Wastrilith Claws. Can be crafted into a greatsickle (50 gp, 2 days). Functions as a melee martial weapon that deals 2d6 slashing damage. It has the heavy and two-handed properties.
- 1 Wastrilith Hide. Can be crafted into a set of heavy armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d10 Wastrilith 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 1d12 damage. After the ammunition has been fired, it loses this property.

DEMONS: DEMON LORDS

BAPHOMET

- 1 Heart of Baphomet. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Baphomet. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide.
- 1d2 Hooves of Baphomet. Can be crafted into a set of *boots of charging* (250 gp, 30 days). Requires attunement. While wearing these boots, if you move at least 10 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 2d10 damage from the attack.
- 1d2 Horns of Baphomet. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1 Skull of Baphomet. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.
- 3d10 Teeth of Baphomet. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property. 12 of these teeth can be crafted

into a *necklace of the beastlord* which lets you cast the spell *hunter's mark* once per day.

- 2d12 Tufts of Baphomet's Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.
- 2d6 Vials of Baphomet's Mind Fluid. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for one month.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Minotaur Essence. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

DEMOGORGON

- 1d4 Eyes of Demogorgon. Two eyes be crafted into a set of *eyes of maddening gaze* (2000 gp, 60 days). Requires attunement. As an action, you can turn your eyes toward one creature you can see within 60 feet of you. The target must make a DC 23 Wisdom saving throw. 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 meanwhile, it must immediately make the save. If the target fails the save, it suffers one of the following random effects:
 1. **Beguiling Gaze.** The target is stunned until the beginning of your next turn or until you are no longer within its line of sight.

- 2d6 Vials of Demogorgon's Mind Fluid. When consumed, you can cast the spell *fear* once within the next minute. Charisma is your spellcasting ability for this spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

FRAZ-URB'LUU

- 1d4 Brain Chunks of Fraz-Urb'luu. Can be used as an additional material component when casting the spells *mirage arcane*, *modify memory*, or *project image*. When used in this way, you don't expel a spellslot when casting the spell.
- 1d2 Eyes of Fraz-Urb'luu. As an action, you can crush one of these eyes and cast the spell *seeming*. Charisma is your spellcasting ability for this spell.
- 1 Hide of Fraz-Urb'luu. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide.
- 3d10 Teeth of Fraz-Urb'luu. 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 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 3d6 Vials of Fraz-Urb'luu's Mind Fluid. When consumed, you can't be targeted by divination magic or be perceived through magical scrying sensors.
- 1d2 Wings of Fraz-Urb'luu. One wing can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

GRAZ'ZT

- 1d2 Eyes of Graz'zt. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Graz'zt. Can be crafted into an *amulet of the hardened heart* (1500 gp, 40 days). Requires attunement. While wearing this amulet, you are immune to the charmed condition and you have advantage on saving throws against being controlled, compelled, or convinced to do something against your will.
- 1 Hide of Graz'zt. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d12 Locks of Graz'zt's Hair. Can be used as an additional material component when casting the spells *charm person*, *crown of madness*, or *dissonant whispers*. When used in this way, you don't expel a spellslot when casting the spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 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.
- 1 Wave of Sorrow. This functions as a magical greatsword. On a hit, you deal an additional 3d6 acid damage with this weapon.

JUIBLEX

- 4d10 Vials of Corrosive Slime. As an action, you can throw this vial up to 30 feet away where it will shatter in a slimy explosion. Each creature within 10 feet of where the vial landed must succeed on a DC 21 Dexterity saving throw. On a failure, a creature takes 5d10 acid damage. Unless the creature avoids

taking any damage, any metal armor worn by the creature 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 creature is subjected to this effect. If the penalty on an object drops to –5, the object is destroyed.

- 5d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 4d8 Vials of Ooze Essence. 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.
- 5d6 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 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.

ORCUS

- 1d2 Eyes of Orcus. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Orcus. As an action, you can crush this heart and cast the spell *time stop*. Charisma is your spellcasting ability for this spell.
- 1 Hide of Orcus. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide.
- 1 Tail of Orcus. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.

- crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.

- 3d12 Tufts of Yeenoghu's Fur.** As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.

- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- **4d6 Vials of Yeenoghu Bile.** When consumed, you become afflicted by the savagery of Yeenoghu for one minute. At the beginning of your first turn after the savagery ends, you immediately gain one level of exhaustion and become incapacitated until the start of your next turn. When you hit a creature with a melee attack, one of the following effects occur at random.

1. The attack deals an extra 2d12 damage.
2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of your next turn.

ZUGGTMOY

- 1 Heart of Zuggtmoy. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Zuggtmoy. Can be crafted into a set of medium armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 3d10 Ounces of Mind Control Spores. As an action, you can blow these spores into the face of a humanoid or beast within 5 feet of you. The creature must

make a DC 19 Wisdom saving throw against disease. On a successful save, the creature becomes immune to the effects of these spores for 24 hours. On a failed save, the creature is infected with a disease called influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by you.

- 4d6 Ounces of Spore Dust. As an action, you can blow this dust into the face of a creature within 5 feet of you. The creature must succeed on a DC 19 Constitution saving throw or take 5d10 poison damage on a failed save.
- 4d8 Vials of Charm Pheromones. Can be used as an additional material component when casting spells that attempts to charm, convince, or compel another creature. When used in this way, the creature has disadvantage on its saving throw against the spell.
- 1d4 Vials of Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 20 feet of where the vial landed 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 long term madness 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.

DERRO

- 1 Broken Leather Armor (size Small).
- 1 Broken Light Crossbow.
- 2d6 Crossbow Ammunition.
- 1 Hooked Spear. Functions as a martial weapon that deals 1d6 piercing damage. If the target of an attack made with this weapon is Medium or smaller, you can choose to deal no damage and knock it prone.

DERRO SERVANT

- 1 Broken Leather Armor (size Small).
- 1 Broken Quarterstaff.

DEVILS

BLACK ABISHAI

- 1 Black Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to acid damage.
- 1d12 Black Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 acid damage. After the ammunition has been fired, it loses this property.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Magic Scimitars.
- 1d8 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 1d4 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

BLUE ABISHAI

- 1 Blue Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to lightning damage.
- 2d12 Blue Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 lightning damage. After the ammunition has been fired, it loses this property.
- 1 Component Pouch.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Magic Quarterstaff.
- 2d12 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

GREEN ABISHAI

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d4 Green Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 poison damage.
- 1 Green Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to poison damage.

- 2d10 Green Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 poison damage. After the ammunition has been fired, it loses this property.
- 1 Magic Longsword.
- 1d12 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

RED ABISHAI

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Magic Morningstar.
- 1d4 Red Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 fire damage.
- 1 Red Abishai Heart. When consumed, you become infused with the power of the Dragon Queen for one minute. As an action, you can target one dragon you can see within 120 of you. The dragon must make a DC 18 Charisma saving throw. A chromatic dragon makes this save with disadvantage. On a successful save, the target is immune to the power of the Dragon Queen for one hour. On a failed save, the target is charmed by you for one hour. While charmed in this way, the target regards you as a trusted friend to be heeded and protected. This effect ends if your or your companions deal damage to the target.
- 1 Red Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to fire damage.

- 1 Red Abishai Skull. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.
- 3d10 Red Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 fire damage. After the ammunition has been fired, it loses this property.
- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

WHITE ABISHAI

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Magic Longsword.
- 1d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 1d4 White Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 1 White Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60

days). Requires attunement. While wearing the armor, you are resistant to cold damage.

- 2d8 White Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 cold damage. After the ammunition has been fired, it loses this property.

AMNIZU

- 1d2 Amnizu Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. When you cast spells that deal necrotic damage, you can reroll any 1s and 2s on your damage dice and must keep the second result.
- 1d2 Amnizu Wings. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Robe of Charms. Requires attunement. While wearing this robe, you can use your reaction to target a creature within 60 feet of you that makes an attack roll against you and another creature is within the attack's range. The creature must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the effects of the robe for 24 hours.
- 1 Taskmaster Whip. Functions as a martial weapon that deals 2d4 slashing damage plus 1d10 force damage.

- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

HELLFIRE ENGINE

- 1d3 Lightning Flails. Functions as a flail which deals an additional 1d8 lightning damage on a hit.
- 2d10 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d2 Thunder Cannons. Functions as a ranged martial weapon that deals 2d12 thunder damage. It has 2d10 charges and when they run out, it stops functioning.
- 2d12 Vials of Bonemelting Fluid. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the fluid can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d8 acid damage plus 1d10 fire damage. The essence then evaporates.
- 2d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

MERREGON

- 1 Broken Halberd.
- 1 Broken Heavy Crossbow.
- 3d6 Crossbow Ammunition.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.

- 1 Merregon Mask. Requires attunement. While wearing this mask and an ally within 5 feet of you is hit by an attack, you can use a reaction to take the damage from the attack instead of the targeted ally.
- 1d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

NARZUGON

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Fireforged Plate Armor. Requires attunement. While wearing this armor, you have resistance to fire damage.
- 1 Fireforged Shield. Requires attunement. While equipped with this shield, you have resistance to fire damage.
- 1 Hellfire Lance. Functions as a lance that deals an additional 1d10 fire damage.
- 1 Infernal Tack (MToF, p. 167).
- 1 Narzugon Helmet. Requires attunement by a creature with at least 16 Strength. While wearing this helmet, you have advantage on saving throws against being charmed and frightened.
- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

NUPPERIBO

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.

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

ORTHON

- 1 Infernal Dagger. Once per day, you can force a creature you hit with this weapon to make a DC 17 Constitution saving throw. The creature takes 4d10 poison damage on a failed save, and half as much damage on a successful one. On a failure, the target is also poisoned for one minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Orthon Crossbow Bolts (Acid). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must make a DC 17 Constitution saving throw. It takes 5d6 acid damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Blindness). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 1d10 radiant damage and all other creatures within 20 feet of it must make a successful DC 17 Dexterity saving throw or be blinded until the end of your next turn. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Concussion). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature and each creature within 20 feet of it must make a DC 17 Constitution saving throw. It takes 2d12 thunder damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Entanglement). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must succeed on a DC 17 Dexterity saving throw or be restrained for one hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Paralysis). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 4d10 lightning damage and must succeed on a DC 17 Constitution saving throw or be paralyzed for one 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. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Tracking). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, you know the direction and distance to the creature you hit for the next 24 hours, as long as it's on the same plane of existence. If the creature is on a different plane, you know which one, but not the exact location there. After the ammunition has been fired, it loses this property.
- 1d6 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage.

When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

DEVILS: ARCHDEVILS

BAEL

- 1 Broken Plate Armor (size Large).
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Bael. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hellish Morningstar. Functions as a magic morningstar that deals an additional 1d8 fire damage on a hit.
- 1d10 Nails of Bael. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take cold or radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Skull of Bael. Can be crafted into a *dreadful helm* (2000 gp, 60 days). Requires attunement. As a bonus action, you can make yourself appear dreadful until the start of your next turn. Each creature, others than a devil, that starts its turn within 10 feet of your must succeed on a DC 22 Wisdom saving throw or be frightened until the beginning of its next turn.
- 1 Tongue of Bael. Requires attunement by a spellcaster. Can be used as an arcane focus. Once per day, you can cast each of the spells *charm person* and *major image* once without expending a spellslot. You use your own spellcasting ability and spell save DC when casting these spells.
- 2d8 Tufts of Bael's Fur. Can be used as an additional material component when casting the spells *dispel magic*, *fly*, or

suggestion. When used in this way, you don't expel a spellslot when casting the spell.

- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

GERYON

- 1d4 Claws of Geryon. Can be crafted into a shortsword (150 gp, 9 days). After hitting a creature with this weapon, you can use your bonus action to deal an additional 1d8 damage to it.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Geryon. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Geryon. Can be crafted into a set of medium armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Horn of Geryon. Once per day as an action, you can blow into this war horn and summon a group of 5d4 minotaurs. The minotaurs appear in random unoccupied spaces within 600 feet of you and they remain until they die or until the horn is destroyed. The minotaurs are aggressive against anything they see that isn't a devil, including you and your allies.
- 2d12 Scales of Geryon. Can be used as an additional material component when casting the spells *detect magic*, *locate object*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.
- 1 Stinger of Geryon. Can be crafted into a glaive (1000 gp, 30 days). Requires

attunement. This weapon has 3 charges which recharge every day at dawn. When you hit a creature with this weapon, you can expend a charge and force the creature to make a DC 21 Constitution saving throw. On a failed save, the creature takes 2d12 poison damage and is poisoned until it finishes a short or long rest. On a successful save, the creature takes half damage and isn't poisoned.

- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

HUTIJIN

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Hutijin. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Hutijin. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Magic Mace.
- 1d12 Scales of Hutijin. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Set of Hutijin's Vocal Cords. Once per day, in response to taking damage, you can use a reaction to blow into these vocal cords and let out a horrible sound of dread. Each creature within 15 feet of you that isn't a devil must succeed on a DC 18 Wisdom saving throw or become frightened of you for one minute. A

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

- 1 Skull of Hutijin. Can be crafted into a *helm of infernal despair* (1500 gp, 50 days). Requires attunement. Once per day, you can use an action to activate an aura of despair which moves with the helmet for one minute. Each creature within 15 feet of the helmet that isn't a devil makes saving throws with disadvantage.
- 2d10 Teeth of Hutijin. 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 3d6 poison and a creature that is hit by it must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the creature can't regain hit points. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success. After the ammunition has been fired, it loses these properties.
- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 1d2 Wings of Hutijin. One wing can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

MOLOCH

- 1d4 Claws of Moloch. Can be crafted into a shortsword (175 gp, 4 days). This weapon deals an additional 1d8 damage on a hit.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.

- 1 Heart of Moloch. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Moloch. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Many-Tailed Whip. This magic weapon functions as a martial weapon that deals 2d4 slashing damage plus 2d10 lightning damage on a hit.
- 3d12 Small Teeth of Moloch. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 damage. After the ammunition has been fired, it loses this property.
- 2d12 Small Horns of Moloch. Can be used as an additional material component when casting the spells *detect magic*, *stinking cloud*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.
- 2d10 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 2d8 Vials of Moloch's Saliva. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.

TITIVILUS

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Titivilus. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Titivilus. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Silver Longsword. This magic silvered weapon deals an additional 1d10 necrotic damage on a hit. If the target is a creature, its hit point maximum is reduced by an amount equal to half the necrotic damage it takes.
- 1 Skull of Titivilus. Can be crafted into a *helm of ventriloquism* (1000 gp, 30 days). Requires attunement. Whenever you speak, you can choose a point within 60 feet; your voice emanates from that point.
- 2d10 Teeth of Titivilus. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Tongue of Titivilus. Requires attunement. Once per day, you can use an action to target one creature you can see within 60 feet of you. The target must succeed on a DC 21 Charisma saving throw or become charmed by you for one minute. The charmed target can repeat the saving throw if you deal any damage to it.
- 2d12 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 1d2 Wings of Titivilus. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

ZARIEL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Zariel. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hellish Longsword. Functions as a magic longsword that deals an additional 1d8 fire damage on a hit.
- 1 Hide of Zariel. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1d4 Infernal Javelins. This functions as a *javelin of lightning* (DMG p. 178) except it deals fire damage instead of lightning damage.
- 1d10 Nails of Zariel. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d10 necrotic damage when you cast the spell.
- 2d12 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 3d6 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

DROW

DROW ARACHNOMANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1d6 Vials of Basic Poison.

DROW FAVORED CONSORT

- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 4d6 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.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *gust of wind*, *misty step*, *shatter*.

DROW HOUSE CAPTAIN

- 1 Broken Chain Mail (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 1 Broken Whip.
- 2d6 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.

DROW INQUISITOR

- 1 Broken Breastplate (size Medium).
- 1 Death Lance. Functions as a martial weapon that deals 1d6 piercing damage plus 1d8 necrotic damage on a hit. The target's hit point maximum is reduced by an amount equal to the necrotic damage

is takes. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

DROW MATRON MOTHER

- 1 Broken Half Plate Armor (size Medium).
- 1 Demon Staff. Requires attunement by a creature with an evil alignment. Functions as a martial weapon that deals 1d6 bludgeoning damage, or 1d8 bludgeoning damage if used with two hands, plus 2d6 psychic damage. In addition, if hit the target must succeed on a DC 19 Wisdom saving throw or become frightened of you for one minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DROW SHADOWBLADE

- 1 Broken Studded Leather Armor (size Medium).
- 1 Broken Hand Crossbow.
- 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.
- 1 Shadow Sword. Requires attunement. This functions as a shortsword that deals an additional 1d6 necrotic damage plus 1d6 poison damage on a hit. When you hit a target with this weapon, you can fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for one minute.

DUERGAR

DUERGAR DESPOT

- 2d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.
- 2d6 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

DUERGAR HAMMERER

- 1d4 Duergar Hammerer Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Duergar Hammerer Shell. Can be crafted into a set of plate armor (1500 gp, 4 days).
- 1 Hammer. Functions as a martial weapon that deals 2d6 bludgeoning damage.

DUERGAR KAVALRACHNI

- 1 Broken Heavy Crossbow.
- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 3d6 Crossbow Ammunition.
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR MIND MASTER

- 1 Broken Leather Armor (size Medium).
- 1 Mind-Poison Dagger. Requires attunement. Functions as a dagger that deals an additional 1d6 psychic damage.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR SCREAMER

- 1 Duergar Screamer Drill. Functions as a martial weapon that deals 1d12 piercing damage.
- 1 Duergar Screamer Shell. Can be crafted into a set of plate armor (1500 gp, 4 days).

DUERGAR SOULBLADE

- 1 Broken Leather Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR STONE GUARD

- 1 Broken Chain Mail (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 King's Knife. Functions as a shortsword which deals 2d6 piercing damage when it's enlarged.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*.

When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR WARLORD

- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 Psychic-Attuned Hammer. Requires attunement. Functions as a martial melee weapon that deals 1d10 bludgeoning damage plus 1d10 psychic damage.
- 1d8 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR XARRORN

- 1 Broken Plate Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.
- 2d4 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

EIDOLON

- ## SACRED STATUE

- # ELADRIN

AUTUMN ELADRIN

- 2d8 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

SPRING ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Spring Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by you for one minute. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours. Whenever you deal damage to the charmed creature,

the creature can repeat the saving throw, ending the effect on itself on a success.

- 2d8 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

SUMMER ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Summer Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened by you for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours.
- 1d4 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

WINTER ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Winter Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by you for one minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours. Whenever you deal damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.
- 2d8 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

ELDER ELEMENTALS

LEVIATHAN

- 5d6 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.



- 4d6 Vials of Elder Tempest Cloud Matter. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 2d8 lightning damage when you cast the spell.

- **6d6 Chunks of Earth Essence.** As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.

- **5d6 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 Phoenix Talons.** Can be crafted into a shortsword or a longsword (175 gp, 10 days). On a hit, this weapon deals an additional 1d8 fire damage.
- **6d6 Vials of Fire Essence.** This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

- 5d6 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.
- 4d6 Vials of Zaratan Soil. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 2d8 lightning damage when you cast the spell.

AIR ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.
- 2d8 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

- 5d6 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.
- 6d6 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

EARTH ELEMENTAL MYRMIDON

- 2d8 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.

FIRE ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.

- 2d8 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

WATER ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.
- 2d8 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.

SECTION G

GIFF

- 1 Broken Breastplate (size Medium).
- 1 Broken Longsword.
- 1 Broken Musket. Functions as a martial ranged weapon that deals 1d12 piercing damage on a hit. It has a range of 40/120. This weapon has the two handed property.
- 1 Broken Pistol. Functions as a martial ranged weapon that deals 1d10 piercing damage on a hit. It has a range of 30/90.
- 1 Fragmentation Grenade. As an action, you can throw this grenade up to 60 feet away where it will explode. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving

- 2d6 Musket Ammunition.
- 2d6 Pistol Ammunition.

GITHYANKI GISH

- 1 Broken Half Plate Armor (size Medium).
- 1 Broken Longsword.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

- 1 Broken Plate Armor (size Medium).
- 1 Broken Greatsword.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

- 1 Broken Plate Armor (size Medium).
- 1 Silver Greatsword. This weapon is magical. On a critical hit against a target in an astral body (as if with the *astral projection* spell), you can cut the silvery cord that tethers the target to its material body, instead of dealing damage.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon,

GITHZERA! ANARCH

- 1 Set of Githzerai Robes (size Medium). When worn and you are wearing no other armor, you gain a +1 bonus to your armor class.

- 1 Set of Githzerai Robes (size Medium). When worn and you are wearing no other armor, you gain a +1 bonus to your armor class.

- 1 Gray Render Brain. When consumed, you must succeed on a DC 16 Wisdom saving throw. On a failed save, you become bonded with the creature who prepared the brain for consumption. While bonded, you consider the creature your master in all things and obey them to the best of your ability, even if it means putting yourself in danger. You have trouble straying from your master's side for longer periods and always try to stay near them. At the end of every 30 days, you can repeat the saving throw. If you succeed on the save, you end the effect on yourself.
- 1d4 Gray Render Canines. Can be crafted into a dagger (20 gp, 3 days). This dagger deals 1d6 piercing damage instead of the normal 1d4 piercing damage.
- 1d6 Gray Render Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour.
- 2d6 Rations.

SECTION H

HOWLER

- 1 Howler Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d6 Howler Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 damage, plus 2d10 psychic damage if the target is frightened. Attacks made with this ammunition ignores damage resistances. After the ammunition has been fired, it loses these properties.
- 1 Set of Howler Vocal Cords. Can be crafted into a *horn of howling* (1000 gp, 30 days). Once per day, you can use an action to blow into this horn and emit a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened of you until the end of your next turn. While a creature is frightened in this way, its speed is halves, and it is incapacitated. A target that successfully saves is immune to the effects of a *horn of howling* for the next 24 hours.

SECTION K

KRUTHIKS

YOUNG KRUTHIK

- 1d4 Rations.
- 1d2 Small Kruthik Legs. Can be crafted into a dagger (2 gp, 1 day).

ADULT KRUTHIK

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 1d6 Rations.

KRUTHIK HIVE LORD

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d6 Vials of Acid.

SECTION M

MARUT

- 1 Marut Control Core. As an action, you can throw this core up to 30 feet away where it will burst in a bright explosion. Each creature within 30 feet of where the core landed takes 45 radiant damage. Each creature that takes damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of your next turn. The core is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1 Marut Shell. Can be crafted into a set of plate armor (2000 gp, 16 days). Requires attunement. While wearing the armor, you are resistant to thunder damage.
- 2d12 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.

- 4d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

MEAZEL

- 1 Broken Shortsword.
- 1 Garrote. Functions as a martial melee weapon that deals 1d6 bludgeoning damage on a hit. On a hit, the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 1d6 bludgeoning damage at the start of each of your turns. You can't make weapon attacks while grappling a creature in this way. The weapon as the two handed property.

SECTION N

NAGPA

- 1 Arcane Focus.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *detect magic*, *disintegrate*, *fireball*, *hold person*.

make a DC 21 Wisdom saving throw. On a failed save, the creature takes 4d12 necrotic damage and becomes frightened until the end of your next turn. While frightened in this way, the creature is also paralyzed. On a successful save, the creature takes no damage, is not frightened, and is immune to the effects of the *staff of doom* for 24 hours.

NIGHTWALKER

- 1d6 Nightwalker Fingers. Can be crafted into a *staff of doom* (1500 gp, 40 days). Requires attunement. This staff has 4 charges and it recharges any expended charges each day at dawn. As an action, you can target a creature you can see within 300 feet of you and force it to

- 1 Nightwalker Skull. Can be crafted into a *helm of the nightwalker* (2000 gp, 60 days). Requires attunement. While wearing this helmet, you can activate its annihilating aura as an action. This aura lasts for one minute. While active, any creature that starts its turn within

- **2d10 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.

- 2d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 4d6 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

SALAMANDER, FROST

SOUL MONGER

SKULK

SHADAR-KAI

GLOOM WEAVER

SHADOW DANCER

SKULL LORD

when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.

- 1d2 Skull Lord Hands. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1d3 Skull Lord Skulls. Any undead within 30 feet of the skull makes saving throws with advantage and the undead regains 1d6 hit points whenever it starts its turn in that area.

SORROWSWORN

THE ANGRY

- 1d2 Angry Sorrowsworn Hook. Can be crafted into a hook (30 gp, 2 days). Functions as a martial melee weapon that deals 1d12 piercing damage on a hit.
- 1 Angry Sorrowsworn Heart. When consumed, you a rising anger builds in your chest and remains for one hour. During this time, if another creature deals damage to you, your attack rolls have advantage until the end of your next turn, and the first time you hit a target with a melee attack roll on your next turn, the attack's target takes an extra 1d12 psychic damage.
- 1d6 Rations.
- 2d8 Vials of Sorrowsworn Blood. When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

THE HUNGRY

- 1d6 Rations.
- 1 Hungry Sorrowsworn Heart. When consumed, you a hunger builds in your chest and remains for one hour. During

this time, if a creature you can see regains hit points, you have advantage on attack rolls until the end of your next turn.

- **2d10 Hungry Sorrowsworn 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 2d8 necrotic damage. After the ammunition has been fired, it loses this property.
- **2d6 Vials of Sorrowsworn Blood.** When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

THE LONELY

- 1d6 Rations.
- 1d2 Lonely Sorrowsworn Harpoon Arms. As an action, you can point this arm at a creature within 60 feet of you and hit the side of arm, launching its still-attached point towards the creature. Make an attack roll against the creature, treating the arm as an improvised weapon. On a hit, the creature takes 4d8 piercing damage and it is grappled (escape DC 15) if it is Large or smaller. If not assisted, it takes one minute for the point to reattach to the arm.
- 1 Lonely Sorrowsworn Heart. When consumed, you a sense of longing builds in your chest and remains for one hour. During this time, you have advantage on attack rolls while you are within 30 feet of at least two other creatures. Otherwise, you have disadvantage on attack rolls.
- 1d10 Vials of Sorrowsworn Blood. When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

THE LOST

- 1d6 Rations.
- 1d6 Lost Sorrowsworn Arm Spikes. Can be crafted into a shortsword (10 gp, 2 days).
- 1d10 Vials of Sorrowsworn Blood. When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

THE WRETCHED

- 1d4 Rations.
- 1 Vial of Sorrowsworn Blood. When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

STAR SPAWN

STAR SPAWN GRUE

- 1d6 Star Spawn Grue Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. If a creature is hit by a ranged attack that use ammunition made from these teeth, it must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of your next turn. After the ammunition has been fired, it loses this property.

STAR SPAWN HULK

- 5d10 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.

STAR SPAWN LARVA MAGE

- 1 Larva Mage Staff. This staff has 3 charges which recharge every day at dawn. You can expend 1 charge to cast the spell *dominate monster*, or you can

expend 3 charges to cast the spell *circle of death*. The spell save DC for spells cast through this staff is 16.

- 3d6 Vials of Star Spawn Plague Worms. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 3d8 necrotic damage when you cast the spell.

STAR SPAWN MANGLER

- 1d8 Star Spawn Mangler Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 psychic damage with this weapon.
- 2d6 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.
- 1d6 Vials of Star Spawn Blood. When consumed, you gain resistance to cold and psychic damage for one hour.

STAR SPAWN SEER

- 1 Comet Staff. Requires attunement. Functions as a martial melee weapon that deals 1d6 bludgeoning damage, or 1d8 bludgeoning damage if used with two hands, plus 1d8 psychic damage. The first time a target is hit by this weapon, it must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.
- 3d6 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.
- 2d6 Vials of Star Spawn Blood. When consumed, you gain resistance to cold and psychic damage for one hour.

which deals an extra 2d8 necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

- 1d10 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.

SWORD WRAITH WARRIOR

- 1d8 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.

- 1d2 Sword Wraith Eyes. When consumed, you become imbued with martial fury. For one minute, as a bonus action, you can make one weapon attack, which deals an extra 2d8 necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.
- 1d8 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d2 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.

SECTION T

TORTLES

TORTLE

- 1 Broken Light Crossbow.
- 1 Broken Quarterstaff.
- 2d6 Crossbow Bolts.

TORTLE DRUID

- 1 Broken Quarterstaff.
- 1 Druidic Focus.

TROLLS

DIRE TROLL

- 2d12 Dire Troll 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 poison damage. After the ammunition has been fired, it loses this property.

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d8 Troll Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 3d6 Vials of Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

ROT TROLL

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 2d6 Rot Troll Teeth. One tooth can be used as the tip on an arrow or a

- 1d4 Troll Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Vials of Rancid Troll Blood. As an action, the blood can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by such a weapon takes an additional 2d10 necrotic damage. Once applied, the blood retains its potency for one minute before drying.

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 2d6 Spirit Troll Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. A creature that is hit by a ranged attack that use ammunition made from these teeth, takes an additional 1d10 psychic damage and must succeed on a DC 15 Wisdom saving throw or be stunned for one minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the

- 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.

- 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).
- 2d10 Venom Troll Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 poison damage, and the creature that was hit by the ammunition is also poisoned until the start of your next turn. After the ammunition has been fired, it loses this property.
- 2d6 Vials of Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

- 1d6 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.
- 1d8 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

SECTION Y

YUGOLOTHS

CANOLOTH

- 1 Canoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d12 Canoloth Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 damage. After the ammunition has been fired, it loses this property.
- 1 Canoloth Tongue. Can be crafted into a whip (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 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d8 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d6 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

HYDROLOTH

- 1 Hydroloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d8 Vials of Hydroloth Saliva. When consumed, you become immune to the effects of the River Styx for one hour. During that time, you also have advantage on attack rolls while submerged in liquid.
- 1d8 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

DHERGOLOTH

- 1 Dhergoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.

- 1d6 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

MERRENOLOTH

- 1 Merrenoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Oar. Functions as magic martial melee weapon that deals 2d4 slashing damage on a hit.
- 1d4 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d2 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

OINOLOTH

- 1 Oinoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d4 Oinoloth Claws. Can be crafted into a shortsword (200 gp, 11 days). On a hit, you deal an additional 1d10 necrotic damage with this weapon.

- 1d8 Vials of Corrupted Healing Extract. When consumed, you regain all lost hit points. In addition, you can also end one disease that is affecting you or remove one of the following conditions: blinded, deafened, paralyzed, or poisoned. When consumed, you also gain one level of exhaustion, and your hit point maximum is reduced by 2d6. This reduction can be removed only by a *wish* spell or by having *greater restoration* cast on you three times within the same hour. You die if your hit point maximum is reduced to 0.
- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

YAGNOLOTH

- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

- 1d5 Yagnoloth Fingers. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 4d8 lightning damage when you cast the spell.
- 1 Yagnoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.