

VOL. III: MONSTROSITIES

CREATURE HARVEST INDEX



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THANK YOU ALL FOR THE LOVE AND SUPPORT!

I have been loving speaking with you about your thoughts and feedback, and how you have used these supplements within your own games. I hope the following volumes continue to be helpful and enjoyable! **Up next, Vol IV: Elementals!**



CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Aldani	Tail	4gp	Trophy
	Claw	2gp	Trophy
	Eyes	8sp	Practical
	Medium Chitin Fragments	5gp	Trophy, Practical
Androsphinx	Large Hide	10gp	Trophy, Practical
	Teeth	4gp	Trophy
	Claws	25gp	Trophy
	Jawbone	8gp	Practical
Ankheg	Large Chitin Fragments	25gp	Trophy, Practical
	Mandible	4gp	Trophy
	Acid Sac	75gp	Practical
Astral Dreadnought	Large Eye	30gp	Practical
	Teeth	1gp	Trophy
	Spines	2gp	Trophy, Practical
	Gargantuan Hide	150gp	Trophy, Practical
Banderhobb	Hand	8gp	Trophy, Practical
	Large Skin	15gp	Trophy, Practical
Basilisk	Large Hide	10gp	Trophy, Practical
	Eggs	100gp	Practical
	Tail	8sp	Trophy
	Teeth	1gp	Trophy
	Eyes	12gp	Practical
Behir	Huge Skin	12gp	Trophy, Practical
	Elemental Gland	3gp	Practical
	Eggs	100gp	Practical
	Eyes	3gp	Practical
Bulette	Armor Plating	1gp	Trophy, Practical
	Eggs	50gp	Practical
	Claws	6gp	Trophy, Practical
Carrion Crawler	Tentacles	5sp	Practical
	Teeth	1gp	Trophy

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Catoblepas	Tusks	1gp	Trophy, Practical
	Tail	6sp	Trophy
	Eye	1gp	Practical
	Large Pelt	10gp	Trophy, Practical
Cave Fisher	Filament Gland	15gp	Practical
	Blood	4sp	Practical
	Legs	1gp	Trophy, Practical
	Medium Chitin Fragments	5gp	Trophy, Practical
Centaur	Hooves	2gp	Trophy
	Medium Pelt	6gp	Trophy, Practical
Chimera	Claws	5gp	Trophy
	Large Pelt	15gp	Trophy, Practical
	Elemental Gland	75gp	Practical
	Teeth	4gp	Trophy
	Horns	7gp	Trophy, Practical
Chitine	Oil Glands	10gp	Practical
Choldrith	Web Spinner	3gp	Practical
	Mandibles	5gp	Trophy, Practical
Cockatrice	Tongue	3sp	Practical
	Tail	1gp	Trophy, Practical
Darkmantle	Teeth	1gp	Trophy
	Tentacles	4gp	Trophy, Practical
	Eyes	8sp	Practical
Death Dog	Teeth	6sp	Trophy
	Claws	2gp	Trophy
	Saliva	3gp	Practical
	Heart	7gp	Practical
	Medium Pelt	6gp	Trophy, Practical
Displacer Beast	Teeth	1gp	Trophy
	Claws	5gp	Trophy
	Large Pelt	15gp	Trophy, Practical
	Tentacles	3gp	Trophy, Practical
Doppelganger	Brain Matter	8gp	Practical
Drider	Teeth	1gp	Trophy
	Legs	6gp	Trophy, Practical
Eblis	Beak	2gp	Trophy, Practical
	Feathers	5gp	Trophy, Practical
	Eggs	15gp	Practical
Ettercap	Teeth	1gp	Trophy
	Web Spinner	15gp	Trophy, Practical
	Claws	2gp	Trophy
Froghemoth	Teeth	8sp	Trophy
	Tentacles	3gp	Trophy, Practical
	Air Bladder	6gp	Practical
Giant Strider	Teeth	1gp	Trophy
	Elemental Gland	75gp	Trophy, Practical
	Large Skin	15gp	Trophy, Practical
Girallon	Teeth	1gp	Trophy
	Claws	2gp	Trophy
	Large Pelt	18gp	Trophy, Practical
	Monkey Paw	15gp	Trophy
Gorgon	Large Metal Scrap	40gp	Trophy, Practical
	Horn	3gp	Trophy, Practical
	Blood	20gp	Practical
	Gas Gland	8gp	Practical
Gray Render	Large Hide	10gp	Trophy, Practical
	Teeth	1gp	Trophy
	Claws	2gp	Trophy
	Eyes	8sp	Practical

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Grick	Medium Hide Tentacles Teeth	6gp 2gp 1gp	Trophy, Practical Trophy, Practical Trophy
Grick, Alpha	Large Hide Teeth Tentacles	10gp 2gp 3gp	Trophy, Practical Trophy Trophy, Practical
Griffon	Feathers Claws Eggs Medium Hide	6gp 2gp 3,200gp 10gp	Trophy, Practical Trophy Practical Trophy, Practical
Guardian Naga	Teeth Large Snakeskin Venom Heart Eyes	1gp 15gp 150gp 65gp 3gp	Trophy Trophy, Practical Practical Practical Practical
Gynosphinx	Teeth Claws Feathers Large Pelt	2gp 4gp 8gp 15gp	Trophy Trophy Trophy, Practical Trophy, Practical
Harpy	Claws Tongue Feathers	1gp 4sp 8sp	Trophy, Practical Trophy, Practical Trophy
Hippogriff	Claws Large Hide Eggs	1gp 10gp 1,200gp	Trophy Trophy, Practical Practical
Hook Horror	Hook Claws Large Chitin Fragments	3gp 9gp	Trophy, Practical Trophy, Practical
Hydra	Teeth Claws Huge Skin	2gp 5gp 35gp	Trophy, Practical Trophy, Practical Trophy, Practical
Ice Toad	Teeth Air Bladder Tongue	8sp 5gp 4gp	Trophy Practical Trophy, Practical
Kamadan	Teeth Claws Venom Large Pelt	1gp 2gp 150gp 15gp	Trophy Trophy Practical Trophy, Practical
Kraken	Teeth Tentacles Eyes Ink Sac	4gp 25gp 10gp 25gp	Trophy Trophy, Practical Practical Practical
Kruthik, Adult	Eyes Legs Teeth Medium Chitin Fragments	1gp 2gp 6sp 6gp	Practical Trophy, Practical Trophy Trophy, Practical
Kruthik, Hive Lord	Teeth Eyes Legs Large Chitin Fragments	9sp 1gp 3gp 9gp	Trophy Trophy Trophy, Practical Trophy, Practical
Kruthik, Young	Teeth Eyes Legs Small Chitin Fragments	5sp 3sp 7sp 3gp	Trophy Practical Trophy, Practical Trophy, Practical
Lamia	Hands Claws Medium Hide**	10gp 3gp 9gp	Trophy, Practical Trophy Trophy, Practical
Leucrotta	Teeth Hooves Tongue Large Pelt	1gp 2gp 1gp 12gp	Trophy Trophy Practical Trophy, Practical

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Manticore	Teeth Claws Tail Spikes Large Pelt	1gp 3gp 5gp 15gp	Trophy Trophy Trophy, Practical Trophy, Practical
Medusa	Eyes Snake Hair	80gp 5gp	Practical Trophy, Practical
Merrow	Claws Air Bladder Teeth	1gp 5sp 8sp	Trophy Practical Trophy
Mimic	Amorphous Flesh Chemical Adhesive	6gp 15gp	Practical Practical
Minotaur	Horns Hooves Large Hide	4gp 2gp 10gp	Trophy, Practical Practical Trophy, Practical
Owlbear	Feathers Claws Eggs Large Pelt	2gp 3gp 1,100gp 12gp	Trophy, Practical Trophy Practical Trophy, Practical
Peryton	Teeth Talons Antlers Eggs	6sp 1gp 2gp 180gp	Trophy Trophy Trophy Practical
Phase Spider	Mandibles Legs Large Chitin Fragments Heart	2gp 6gp 20gp 15gp	Trophy, Practical Trophy, Practical Trophy, Practical Practical
Piercer	Eye Mandibles	6sp 2gp	Practical Trophy, Practical
Purple Worm	Teeth Gargantuan Skin Tail Stinger	2gp 50gp 8gp	Trophy Trophy, Practical Trophy, Practical
Purple Wormling	Teeth Large Skin Tail Stinger	8sp 10gp 4gp	Trophy Trophy, Practical Trophy, Practical
Remorhaz	Teeth Claws Elemental Gland Huge Chitin Fragments Eyes	2gp 5gp 75gp 40gp 6gp	Trophy Trophy Practical Trophy, Practical Practical
Remorhaz, Young	Teeth Claws Elemental Gland Large Chitin Fragments Eyes	1gp 3gp 75gp 20gp 2gp	Trophy Trophy Practical Trophy, Practical Practical
Roc	Feathers Talons Beak Eggs	3gp 4gp 7gp 130gp	Trophy, Practical Trophy Trophy, Practical Practical
Roper	Teeth Tendrils Eyes	1gp 2gp 9sp	Trophy Trophy, Practical Practical
Rust Monster	Teeth Antennae Medium Chitin Fragments*	6sp 4sp 10gp	Trophy Practical Trophy, Practical
Sea Lion	Teeth Claws Medium Hide	8sp 2gp 6gp	Trophy Trophy Trophy, Practical
Shadow Mastiff	Medium Hide Teeth Claws	6gp 8sp 2gp	Trophy, Practical Trophy Trophy

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Spirit Naga	Teeth Large Snakeskin Venom Heart Eyes	1gp 15gp 175gp 5gp 4gp	Trophy Trophy, Practical Practical Practical Practical
Su-Monster	Teeth Claws Medium Hide Monkey Paw	8sp 2gp 6gp 10gp	Trophy Trophy Trophy, Practical Trophy
Tarrasque	Teeth Claws Horns Tail Heart	40gp 100gp 150gp 200gp 1,200gp	Trophy Trophy Trophy, Practical Trophy, Practical Trophy, Practical
The Angry	Eyes Claws Blood	4gp 25gp 1gp	Practical Trophy, Practical Practical
The Hungry	Claws Teeth Blood	4gp 3gp 1gp	Trophy Trophy Practical
The Lonely	Arm Eyes Blood	2gp 7gp 1gp	Trophy, Practical Practical Practical
The Lost	Teeth Spikes	4gp 25gp	Trophy Trophy, Practical
The Wretched	Teeth Claws	10gp 12gp	Trophy, Practical Trophy, Practical
Tlincalli	Claws Large Chitin Fragments Stinger Venom	3gp 9gp 12gp 150gp	Trophy Trophy, Practical Trophy, Practical Practical
Trapper	Acid Sac Large Skin	50gp 10gp	Practical Trophy, Practical
Umber Hulk	Eyes Claws Large Chitin Fragments Mandibles	7sp 2gp 9gp 2gp	Practical Trophy Trophy, Practical Trophy, Practical
Winter Wolf	Teeth Large Pelt Elemental Gland	1gp 2gp 30gp	Trophy Trophy, Practical Practical
Worg	Teeth Claws Large Pelt	8sp 1gp 10gp	Trophy Trophy Trophy, Practical
Yestabrod	Spore Pod	6gp	Practical
Yeti	Large Pelt Teeth Claws Horns	10gp 8sp 2gp 4gp	Trophy, Practical Trophy Trophy Trophy, Practical
Yeti, Abominable	Huge Pelt Teeth Claws Horns Elemental Gland	40gp 8sp 2gp 10gp 75gp	Trophy, Practical Trophy Trophy Trophy, Practical Practical
Yuan-Ti	Medium Snakeskin Eyes Tongue Venom* Acid Sac**	8gp 4sp 2sp 150gp 50gp	Trophy, Practical Practical Trophy Practical Practical
Zorbo	Small Hide Teeth Claws	3gp 7sp 1gp	Trophy, Practical Trophy Trophy

AN INTRODUCTION TO SKINNING

The parts I have listed here are by no means the ONLY parts you can use from a creature, but I have listed the most common and easily sold pieces. Each creature will likely possess some of the following, as described by the table below:

- Meat- how much, how to store it, and how much a vendor may pay for it.
- Eggs- for applicable creatures, eggs can be eaten or sold as future pets.
- Pelts, Skins, and Hides - pelts and hides can be worked into cloaks, bags, or leathers, or sold to vendors.
- Claws, Fangs, and Teeth - these parts are typically only used as trophies, but can often be made into jewelry or sold to vendors.
- Venom - certain serpents and arachnids (such as scorpions and spiders) possess venom glands that can be carefully extracted or bled into containers. This venom can be sold to vendors (as is illegal in many cities) or kept for personal use.

SKINNER'S TOOLS

Each toolkit contains a skinning knife, a whetstone, two sets of hempen rope (25 feet long), a flask of oil, 1 lb of salt, and two hunting traps. **25gp, 30lbs**

USING THE TOOLS (SURVIVAL)

Activity	Time Spent	DC
Skinning tiny & small game	15 Minutes	10
Skinning medium game	45 Minutes	15
Skinning large game	1 Hour	20
Skinning huge game	8 Hours	25
Skinning gargantuan game	1 Week	30

On a successful check, the amount of meat harvested is determined above. The other parts, such as pelts and claws, are also included in these DC checks.

A failed Survival check will result in half the meat being worthless and ruining the pelt or hide in question.

You are proficient with Skinner's Tools if you are proficient with Leatherworker's Tools.

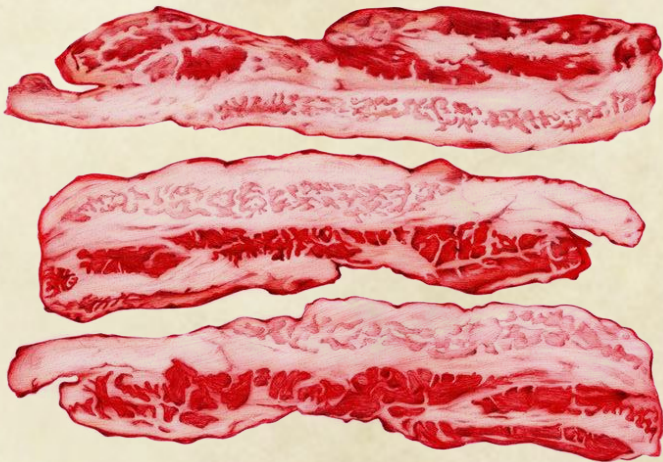
THE HARVESTING OF MEAT

Unlike aberrant meat, the meat of monstrosities is relatively edible. Certain exceptions exist, where the meat itself may contain a toxicity that cannot be cooked, or the creature's form doesn't actually possess meat (such as mimics).

Innkeepers and taverns may be interested in purchasing raw meat from players. Standard game, such as rabbits, deer, bear, etc will likely be purchased at 5cp per lb. More exotic meats, such as tiger, crocodile, and shark will be worth much more, depending on the location and the rarity of the creature whose meat you are trying to sell. I suggest 5sp per lb, with a x2 or x3 exoticism modifier per DM discretion. For more exotic sales, keeping a trophy to prove what the meat came from may be useful.

Meats harvested must be either salted or sold within 2 days of the kill, otherwise the meat will spoil.

Game Size	Harvestable Meats (lbs)
Tiny	1d4 lbs
Small	1d6+10 lbs
Medium	3d10+30 lbs
Large	8d10+50 lbs
Huge	12d10+100 lbs



artist: Lucas Firmino

PRACTICAL PARTS & HOW TO USE THEM



any hunters take trophies from their quarry, especially from beasts- but to harvest the organs and extremities from abominations and monsters (and to craft them into something useful or valuable) is another practice altogether.

How To Use This Guide

While the following crafting guide is full of ideas and suggestions of my own, I do encourage DMs using this index to embrace the ingenuity of their players and think outside the box! This guide, as all my others, is meant to be the foundation for your own marvelous ideas... and to help your players bring life to theirs.

- **Brain Matter.** While not many monstrosities have latent psychic abilities, there are still rare instances where astral links and mental abilities can be found traced back to the brain matter of the creature.

Extracting brain matter properly requires using Alchemy Supplies (DC 18), with which one can then boil down the tissue into a concentrated liquid. This potion, when ingested, will give the imbiber the intended effects.

- **Blood.** The blood of creatures can sometimes contain traces of the magic used in their creation. Other times, it carries pestilence and poison.

Blood is easily drained from the body and thus requires no check (unless specifically stated), but it must be stored in a clean glass container to avoid contamination.

- **Chitin Fragments and Hides.** Depending on the size of them, these materials have a variety of practical uses, such as crafting bags and equipment, armor, eating utensils, etc.

Chitin makes for a decent carapace shield, as it is lighter than most metals but often just as durable. Harvesting a big enough piece in good enough condition to create such a shield will require 1 hour and a Survival check (DC 15).

- **Eyes & Eye Stalks.** These parts expire rapidly once the creature has died, so properly storing them in jars of salt water as soon as possible is crucial. They have a small variety of unique uses, mostly for those interested in their magical properties. The eyes of monsters who dwell in darkness can be boiled down into a thick elixir that grants Darkvision, and creatures with links to other planes of existence can sometimes hold traces of Truesight within their eyes.

Turning the main eye of an applicable creature into a focus is much harder than mere boiling, as it must be magically shrunk to easily fit in one's hand. This will require 1d4 days of work, and a new Arcana check (DC 15) after each long rest, but will yield a +1 arcane focus if all DCs are met properly.

- **Tongues, Tentacles, and Tails.** Much like the hides of these creatures, the usefulness of these extremities is dependent on their size. The tail can be whittled down using Leatherworker's Tools (DC 15) and crafted into a +1

Whip. This is true for the tails of all creatures listed in the index, unless otherwise stated in the creature details below.

- **Elemental Glands.** Any creature that is capable of magical breath attacks possesses these small nodes of elemental power within their bodies. Removal of the gland requires Alchemy Supplies (DC 18). Once removed, it can be crushed and combined with small traces of oil, which can then be applied to weapons for additional damage of the element type harvested.

ALDANI (CR 1)

An aldani resembles a lobster the size of a human being, walking on two humanoid legs but can swim like lobsters. Its face is also similar to that of a human, though encased in chitinous armor and with eyes on stalks.

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

ANDROSPHINX (CR 17)

These are the males of the sphinx species. They are physically powerful creatures with inherent magical powers and a terrifying roar. While they tend to be short-tempered and terse, androsphinxes possess good-natured ideals and always attempt to do the right thing.

HORN OF THE SPHINX

Parts Required. Jawbone of an Androsphinx, boiled clean and hollowed out (DC 17)

This horn is created by removing the jawbone, boiling and bleaching it, and hollowing it out to be blown through as a sort of crude instrument.

Effect. This magical horn echoes the magical roar of the androsphinx. Each time the horn is blown as a Bonus Action before finishing a Long Rest, the roar is louder and the effect is different, as detailed below. Each creature within 100 feet of the user and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 16 Wisdom saving throw is Frightened for 1 minute. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 16 Wisdom saving throw is Deafened and Frightened for 1 minute. A Frightened creature is Paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 16 Constitution saving throw. On a failed save, a creature takes 3d10 thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Cost. 450gp

ANKHEG (CR 2)

ACID BOMB

Parts Required: Acid Sac, extracted carefully with Alchemy Supplies (DC 18).

The acid sac must be extracted whole. A failed check destroys the sac and causes the harvester to take 2d6 acid damage.

Effect. Once removed, the acid sac makes for a great trap, but is highly flammable and must be handled with caution. When the sac is ignited, it explodes with a blast radius of 20 feet, and every creature in the area must make a Dexterity saving throw (DC 18) or take 6d6 acid damage.

Cost. 625gp

LARGE CHITIN FRAGMENTS

An ankheg shell harvested from a slain ankheg weighs about 100 lbs. Armorers like Taerom Fuiruim in cities familiar with the Ankheg could forge armor from the shells. It takes 3 days to make with Smithing Tools.

The armor is very nearly as effective as full plate mail, but weighs considerably less and can therefore be worn by warriors who usually couldn't wear such heavy armor. Taerom the Forger once claimed to sell ankheg armor to rich nobles for 20,000gp. However, if one provided the shell, he would charge just 4000 gp for a set of completed armor.

ANKHEG SHELL-PLATE

Plate Armor

medium armor (plate mail)

AC: 18

Stealth: Disadvantage

Weight: 25 lbs

Cost. 4,000gp

ASTRAL DREADNOUGHT (CR 21)

The astral dreadnought is a gargantuan creature, reaching approximately the same size as a storm giant. It has a single black eye in the middle of its face (similar to that of a cyclops), and a gaping maw filled with razor-sharp teeth.

Some speculate that the astral dreadnought may not be a native of the Astral Plane, because its tail appears to have no end; rather, the infinitely long silver cord which trails off from the creature's 'tail' would imply that the astral dreadnought is, in fact, projecting its spirit from some unknown material world.

ORB OF ASTRAL FOCUS

wondrous item (very rare), requires attunement

Part Required: The large, central eye of an Astral Dreadnought. Once delicately removed, this eye can be shrunk down and combined with glass or crystal to perfectly preserve the eye inside. This requires at least 8 hours and a successful Arcana check (DC 18).

While wielding the eye, the following effects are maintained:

- The eye acts as a +1 arcane focus that increases your spell damage and your spell attack bonus by 1.
- You gain insight to the Silver Cords of other Astral creatures, which gives you advantage when striking it to sever the physical and astral forms' connection.

- Once per long rest, the eye creates an area of antimagic, as in the *antimagic field* spell, in a 10-ft radius from the holder. Like the spell, the effect requires concentration and can last for up to an hour.

Cost. 1,950gp

BANDERHOBB (CR 5)

A banderhobb is a bipedal frog birthed by a ritual originally devised by hag, but since then, any magical creature or mage who knows the ritual can birth a banderhobb.

BANDERHAND

wondrous item (rare), requires attunement

Parts Required. Hand of a Banderhobb, shrunk and magically preserved. (DC 14)

Effect. If the banderhand has even a tiny piece of a creature or an object in its palm, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the holder.

Cost. 2,400gp

BASILISK (CR 3)

These monstrosities are large, eight-legged reptiles with the terrifying ability to poison or petrify their prey. Though not malicious, basilisks are indisputably dangerous and can be found all over Faerun.

PETRIFYING POISON

Part Required: Eyes from a basilisk, which must be extracted with Poisoner's Kit (DC 16) and then boiled down into a thick liquid.

Effect. Once a creature ingests the poison, they must succeed on a DC 16 Constitution saving throw or the target magically begins to turn to stone and is Restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is Petrified until freed by the Greater Restoration spell or other magic.

Cost. 290gp

BEHIR (CR 11)

A behir is often mistaken for a wingless blue dragon. It has a long, snake-like body and can slither on the ground like a snake, but it also has six pairs of legs upon which it can walk or climb if it chooses to do so.

ELEMENTAL OIL - LIGHTNING

Parts Required. The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (lightning).

Creatures struck by such a blade take an extra 1d10 lightning damage.

The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

BULETTE (CR 5)

Also known as a landshark, the bulette is a fearsome magical beast whose origins are unknown but have become dangerous predators. Bulettes are feared and hated by most living creatures and are extremely dangerous, burrowing unseen beneath the soil before erupting up at an unexpected moment to seize their prey.

STONEFALL GAUNTLETS

wondrous item (uncommon), requires attunement

Parts Required. The claws and armor plating of a bulette (DC 16). The claws and plating can be cut down and fused together into a pair of nearly unbreakable gauntlets that seem to glide through rock and dirt.

Effect. These gauntlets allow you to dig through earth and stone with ease. The wearer can dig at their movement speed and break through stone walls with advantage.

Most stone has an AC of 17. When attempting to break through a wall of stone or a large boulder, attack with advantage while wearing the gauntlets.

Cost. 365gp

CARRION CRAWLER (CR 2)

A carrion crawler is a burrowing monstrosity that scavenges the dead and occasionally preys on living creatures. Similar to a giant, toothed centipede in appearance, carrion crawlers are often accompanied by a foul odor of death, which warns others of their approach.

POISON WHIP

Parts Required: Tentacle (DC 12)

When attached to a proper handle, the barbed tentacle of a carrion crawler makes a weapon capable of poisoning its targets.

Martial Melee Weapon

Damage: 1d6 Piercing. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Properties: Finesse, Reach (10ft)

Weight: 4lbs

Cost. 60gp

CATOBLEPAS (CR 5)

The catoblepas is seemingly a mix of buffalo, dinosaur, warthog, and hippopotamus that lives in swamps or wastelands. Legends say that hags raise catoblepases like cattle and feed on their milk. Its most feared ability is its deadly gaze.

STALK WAND

Wand (rare), requires attunement by a spellcaster

Parts Required: An eye from a catoblepas, a bone from any creature. (DC 18) This wand is made by winding a severed eye stalk around a clean bone and preserving it that way for at least 3 days. The bone serves as a handle and the wielder can point the eye at their enemies.

Effect. Each wand made this way holds the effect of any of the eye rays that applicable creatures were capable of using in life.

At the beginning of each day, the wand has 1d4 charges, and any unused charges fade after the 24 hours is up.

- **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 4d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

Cost. 1,400gp

CAVE FISHER (CR 3)

A cave fisher is a lobster-like monster which inhabits subterranean locations and ambushes its prey using a sticky filament similar to a strand of giant spider silk.

ADHESIVE FILAMENT

equipment (rare), glue

Parts Required. The filament of a cave fisher (DC 16)

This viscous, silver substance can form an extremely adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil. When harvested, a container contains 1d6 + 1 ounces.

Two ounces of the adhesive can cover a 1-foot square surface. The glue takes 1 minute to set. A creature adhered to the filament is grappled (escape DC 13), and ability checks made to escape this grapple have disadvantage.

The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free.

Cost. 140gp

FLAMMABLE BLOOD

This creature has blood that is oily and in certain conditions, burns like fuel. It can be carefully transported in fireproof containers and used like oil for lamps, torches, etc.

CHIMERA (CR 6)

Chimeras are large magical beasts that are a combination of several different creatures, namely a dragon, a goat, and a lion. Although typically unintelligent, chimeras are self-aware creatures, with a limited capacity for language- often Draconic.

ELEMENTAL WEAPON OIL - FIRE

Parts Required. The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (fire).

Creatures struck by such a blade take an extra 1d10 fire damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp



CHITINE (CR 1/2)

Chitines are about 4 feet tall and have four arms, each of which has an extra joint. Each of their hands and feet are embedded with claws, which allow them to climb most surfaces. Their faces hold faceted eyes and mandibles attached to their mouths. Chitines can spin webs from their stomach, and their skins secrete oil, preventing the chitines from sticking to their own webs.

Oil. The oil glands beneath the chitine's skin makes for a natural replacement for other forms of lubrication. Unlike the Cave Fisher's blood, this oil isn't flammable and cannot be used as fuel.

COCKATRICE (CR 1/2)

A small avian monster made from magic, the cockatrice is capable of turning any creature that it bites permanently into stone.

PETRIFYING POISON

Part Required: Tongue of a cockatrice, which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful.

Effect. Once a creature ingests the poison, they must succeed on a DC 16 Constitution saving throw or the target magically begins to turn to stone and is Restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is Petrified until freed by the Greater Restoration spell or other magic.

Cost. 290gp

DARKMANTLE (CR 1/2)

A darkmantle is an octopus-like subterranean creature that often disguises itself as a stalactite.

BOUQUET OF DARKNESS

Parts Required. Tendrils of a Darkmantle (DC 14) dried and bundled together like a bouquet of macabre flowers.

Effect. Once per long rest, a 15-foot radius of magical Darkness extends out from the wielder of the bouquet, moves with them, and spreads around corners. The Darkness lasts as long as the holder maintains Concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this Darkness, and no natural light can illuminate it. If any of the Darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Cost. 980gp

DEATH DOG (CR 1)

Death dogs have a deep burning hate for everything. They are aggressive and attack travelers and explorers on sight, and have a craving for humanoid flesh.

EXILIR OF RAGE

Parts Required. The heart of a death dog, shredded and boiled into a thick crimson liquid. (DC 16)

Effect. Once ingested, the imbiber of this elixir feels a huge swell of hatred and anger boil within them. This anger cannot

be sated except by bloodshed, and drives even the most stable person mad.

A creature who drinks this potion is under effect similar to the Barbarian's *rage* effect:

- Advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll, but your targets are chosen at random. You lack the ability to see the difference between friend and foe.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while under the effects of the elixir.
- The effects last for 10 minutes. It ends early if you are knocked unconscious or, obviously, killed.



DISEASED CALTROP

Parts Required. Saliva gland of a death dog (DC 14), drained over a handful of death dog teeth for at least 8 hours.

Effect. As an action, you can spread a single bag of the diseased caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage.

Upon taking damage, the creature must then succeed on a DC 15 Constitution saving throw against disease or become Poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured.

The creature dies if the disease reduces its hit point maximum to 0. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Cost. 110gp

DISPLACER BEAST (CR 3)

Displacer beasts are large cat-like creatures with six legs and a pair of long tentacles sprouting from their shoulders. They are covered in a pelt of blue-black fur, and use their innate magic to bend light, making them appear to be a foot or two

away from their actual positions.

CLOAK OF DISPLACEMENT

Wondrous item, rare (requires attunement)

Parts Required. Pelt of a displacer beast (DC 20)

Effect. While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cost. 3,600gp

DOPPELGANGER (CR 3)

Many doppelgangers lived a stolen life. When they encounter a person whose appearance or station they desire for themselves, the doppelganger use their mental powers to learn everything they can about the chosen target. Once they have all the knowledge they need, they quietly eliminate their target and assume his or her form, taking their place in life.

POLYMORPH BAG

Parts Required. Skin of a Doppelganger (DC 12), 5gp worth of metal hardware such as buckles and clasps.

Crafting. Once the creature has been skinned, the hide must be treated using Leatherworker's Tools with a DC of 12, and then cut and formed into its satchel shape. A final DC of 18 will yield a well-crafted satchel capable of holding one cubic foot or 50 lbs of gear. This entire process takes a minimum of 8 hours a day, for 3 days to complete.

Once the bag is complete, it retains its shapeshifting ability, and as a bonus action (while holding the satchel) you can picture a bag in your mind and the Polymorph Bag will change into the desired aesthetic.

The bag can only assume a shape that the amount of Doppelganger hide permits, and will only carry the 50 lbs no matter how large you imagine it.

Cost. 320gp

EBLIS (CR 1)

They are intelligent, greedy, and utterly evil creatures, who are interested mainly in using other creatures to forward their self-serving goals. They are also extremely vengeful and take great pleasure in luring other creatures into deadly traps.

VENGEFUL ARROWS

Parts Required. Feathers of the Eblis, 20 wooden shafts prepared for fletching, 1gp worth of metal for arrowheads.

Crafting. A Survival check (DC 14) will yield 20 well-crafted arrows.

Effect. The unbridled desire for revenge inherent in all Eblis permeates into the arrow shafts and down to the arrowheads. When an enemy targets you during combat, you gain advantage when attacking them with these arrows.

Cost. 40gp

ETTERCAP (CR 2)

Ettercaps are primitive, hunting monsters that have an affinity with spiders. Like spiders, they use webs as traps to

capture prey, who are then injected with paralytic venom from the ettercap's bite. Much like spiders, ettercaps tend to be solitary creatures, only gathering to mate. When ettercaps do socialize, it is with monstrous spiders, which they keep as pets and guards.



ARACHNID VENOM

Parts Required. Venom gland of an Ettercap or similar arachnid monstrosity (DC 14).

Effect. Once ingested or introduced to the bloodstream, the target must succeed on a DC 14 Constitution saving throw or be Poisoned for 1 minute (taking 1d6 poison damage at the beginning of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cost. 175gp

FROGHEMOTH (CR 10)

Frogheмоths are elephant-sized amphibious predators with four tentacles and three eyes. They are revered by bullywugs, who treat them as gods.

Air Bladder. The Air bladder of a froghemoth (and any other creature that possesses one) can be used underwater as a secondary air supply. Each air bladder holds 5 minutes worth of air.

Cost. 10gp

GIANT STRIDER (CR 1)

These large, featherless, flightless birds are used as mounts by firenewts. The giant strider is about the size of an ostrich. It has a bumpy, dusky red hide and dully-glowing red eyes. It is often mistaken for a lizard.

ELEMENTAL WEAPON OIL - FIRE

Similar to the Chimerea, the elemental gland of a Giant Strider can be used to make elemental oil.

GORGON (CR 5)

A gorgon is a large magical beast that resembles a bull, covered in dusky metallic scales. They are very aggressive creatures that attack intruders on sight, attempting to trample, gore, or by breathing out a cone of green vapor, turn them into stone. There is no way to calm them as they are impossible to domesticate. They are also unable to swim.



GORGON BLOOD SEAL

Parts Required. Blood of a Gorgon

The blood of a gorgon is drained, mixed with a pint of water, and used to soak masonry nails. When those nails are used to build walls, the blood forms a magical seal that prevents magical, astral, and ethereal travel through walls.

Cost. 175gp

GRAY RENDER (CR 12)

Some scholars came to believe that the origin of gray renders could be traced back to the Elemental Chaos, because of how chaotically they fight. Others believe that they are a creation of the neogi, as they are sometimes seen accompanying individuals of that race.

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

SAWTOOTH SHORTSWORD

melee weapon (martial, sword)

This weapon is crafted by embedding a tang and grip into the onyx jawbone of a Gray Render, taking care to keep the teeth intact.

Damage. 1d8 slashing

Item Rarity. Rare

Weapon Properties. Finesse, Light, Special*

Weight: 2 lbs

*This item crits on a 19 or 20.

Cost. 40gp

GRICK (CR 2)

An adult grick is about eight-feet long from the tips of its tentacles to the end of its body and weighs some 200 lbs. Its body coloration is uniformly dark, with a pale underbelly.

This creature has no legs, so it slithers around and attacks its prey by wrapping it in its tentacles and pulling it into its pinching teeth.

STONEWALL CLOAK

wondrous item (rare)

Parts Required. Grick Skin, Adult or Alpha (DC 15-20)

Effect. While you wear this cloak with its hood up near stone or soil, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts slightly to camouflage you. Pulling the hood up or down requires an action.

Cost. 300gp

GRIFFON (CR 2)

A griffon has the body of a lion with the head and wings of an eagle. The forelimbs of the griffon are often like those of an eagle, ending in sharp talons, but this is not always the case. Just as lions and eagles have varying physical characteristics based on where in the world they are found, so too do griffons.

GRIFFON EGGS

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check).

Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle that can cost anywhere from 1,000gp to 10,000gp depending on the local resources and the greed of the crafter. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check (DC 18).

Griffon eggs are worth 3,500gp apiece on the open market, while healthy younglings are worth around 7,000gp each. Professional trainers often charge 1,000gp per week to rear or train a griffon, as they require multiple horses-worth of food daily.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.



GUARDIAN NAGA (CR 10)

Guardian nagas are immortal beings that often protect treasure, magical secrets, items, and lore that would be destructive should they ever fall into the wrong hands.

NAGA VENOM

Part Required: Poison gland from an applicable creature which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful. Because of this caution, it takes a full 8 hours to extract and store this poison properly.

Effect. Once a creature comes into contact with the poison, they must succeed on a DC 16 Constitution saving throw or take 8d8 poison damage. On a successful save, they take only half damage.

Cost. 320gp

HEART OF THE GUARDIAN

wondrous item (legendary), requires ritual

Guardian Nagas are one of the only monstrosities that are known for being righteous and good. They despise evil plots and selfish corruption from their very core. Legend tells of a celestial ritual that can bond the power of a Guardian Naga to another creature.

Parts Required. Heart of a Guardian Naga (DC 18), eaten raw

Effect. Eating the entire heart raw over a period of 8 (uninterrupted) hours changes your body and soul.

- **True Seeing.** Once per long rest, you have the ability to cast the *True Seeing* spell.
- **Tuning the Compass.** No matter what your alignment was originally, the ritual redirects your moral compass. Anyone who undergoes this change feels a sudden need to do the right thing and thwart evil wherever it lurks.
- **Second Chance.** Unless a creature *Wishes* otherwise, the Guardian Naga returns to life 1d6 days after its death with full hit points. This becomes true for you as well, but only once! Use your second life wisely.

Cost. Because the ritual must be completed within 8 hours of the Naga's death, the heart has no value outside of that time frame. It is very unlikely that a Naga will be found that close to a settlement or a merchant who has even heard of such a ritual.

However, should you decide that the players are able to sell the heart for the full worth, I suggest a base price of 33,000gp.

GYNOSPHINX (CR 11)

A gynosphinx is a female sphinx. While not as physically powerful as an androsphinx, the gynosphinx is still a capable combatant and possesses a number of magical powers.

Gynosphinxes prefer to pursue intellectual ideals. They love to collect knowledge and ancient lore and delight in solving riddles, puzzles, and mental challenges.

COLLAR OF THE SPHINX

wondrous item (very rare), requires attunement

Parts Required. Feathers, the gilded collar that Gynosphinxes commonly adorn themselves with and their

feathers.

Effect. The magical feathers of the gynosphinx, when attached to their decorative jewelry, can bring the wearer increased intelligence.

While wearing this collar, your Intelligence score changes to 23. The item has no effect on you if your Intelligence without the collar is equal to or greater than 23.

Cost. 16,000gp

HARPY (CR 1)

A harpy is a malicious humanoid creature with an avian lower body and a pair of wings. It subdues its prey with its ability to magically sing, by inducing a trance in those that hear it, drawing them closer, and then tormenting them.



SILVER-TONGUED FLUTE

wondrous item (rare), requires attunement

Parts Required. Tongue from a Harpy (DC 16), petrified and carved into a flute

Effect. Every humanoid and giant within 300 ft. of the flute that can hear the song must succeed on a DC 14 Wisdom saving throw or be Charmed until the song ends. You must take a Bonus Action on your subsequent turns to continue playing the flute, but you can stop at any time. While Charmed by you, a target is Incapacitated and ignores any other charming effects.

If the Charmed target is more than 5 ft. away from you, the must move on its turn toward you by the most direct route. It doesn't avoid Opportunity Attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than yourself, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to your flute for the next 24 hours.

Cost. 2,150gp

HIPPOGRIFF (CR 1)

Hippogriffs have the body of a horse, with the wings and head of a hawk or eagle. Their forelegs end in sharp talons similar to those found in birds of prey, while their hind legs have hooves. The average hippogriff is 9 feet long, with a wingspan of 20 feet, and weighs about 1,000 lbs.

Their hides are usually colored russet, golden tan, or come in a variety of browns with differently shaded feathers. Their beaks are either ivory or golden yellow.

While some seem to be of the opinion that female hippogriffs gave live birth, the majority of accounts of their ecology give mention specifically about their eggs.



HIPPOGRIFF EGGS

Hippogriffs are highly prized as aerial steeds. Because they are not as intelligent as griffons, a friendly attitude from the hippogriff to the rider or tamer is not required, but they still require a specialized saddle and appropriate training.

The easiest way to tame a hippogriff is to steal an egg and raise it from birth, but these are not easy to obtain, due to the ferocity of the parents.

A hippogriff egg can fetch between 1,000gp and 3,000gp by some accounts, while youngling hippogriffs might sell for two to three times that price.

A professional trainer charges similar to those of griffons, and for the same amount of time.

Carrying Capacity: A light load for a hippogriff is up to 250 pounds; a medium load, 251–500 pounds; and a heavy load, 501–600 pounds.

HOOK HORROR (CR 3)

A hook horror is a large, bipedal subterranean monstrosity that looks like a vulture-like humanoid with bony hooks in place of hands. It is an invertebrate arthropod that can stand up to nine feet tall and weigh over 400 lbs. Where possible, hook horrors will collect and eat silver or electrum items. These pass through their digestive systems, and remain unchanged, although with a slight odor, when deposited.

GRAPPLING HOOKS

Parts Required. Hooks from the Hook Horror, with a hole carved into the base to tie a rope or chain to (DC 12).

Effect. When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion.

Weight. 4lb

Cost. 2gp

ICE TOAD (CR 1)

Ice toads are dim predators of great size who dwell in icy areas. Like other toads, it hunts using stealth and a lightning-fast tongue. Unlike other toads, it's big enough to hunt small humanoids.

ICE WHIP

melee weapon (martial, whip)

Parts Required: Ice Toad tongue (DC 13)

When attached to a proper handle, the tongue of an ice toad makes a dangerous weapon.

Damage: 1d6 Frost

Properties: Finesse, Reach (10ft)

Weight: 3lbs

Cost. 50gp

KAMADAN (CR 4)

Kamadans are otherwise identical to leopards, except for the additional six snake bodies protruding from their shoulders. Some sages claim that kamadans are related to displacer beasts, although most recognize that the similarities between them are coincidental and the creatures are unrelated.

SMOKE BOMB

Part Required: Gas poison gland from a Kamadan, which must be extracted with Poisoner's Kit (DC 16) and carefully emptied into a sealed container.

Effect. Once you break open one of these gas glands, either by throwing or crushing it, everyone within 15 feet of the breaking point must succeed on a DC 13 Constitution saving throw or become unconscious for 5 minutes. They can only be roused by slapping them, using a spell that cures poisons, or inflicting damage to them.

Cost. 120gp

KRAKEN (CR 23)

Krakens are large, ocean-dwelling magical beasts feared across the known world. They are creatures that dwell in the depths of the ocean and come to the surface to prey upon ships and their crews.

ELIXIR OF THE STORM

Parts Required. An eye of a Kraken (DC 18), boiled down in

to a thick draught.

Effect. This elixir gives you the kraken's ability to magically create bolts of lightning, each of which can strike a target you can see within 120 feet of you. A target must make a DC 18 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one.

The potion gives you 3 lightning bolts, and using one takes an Action.

Cost. 850gp

KRUTHIK (ADULT, HIVE LORD, YOUNG)

Little is known of the society and habits of these mysterious, and highly evil, insectoid creatures. They dwell far out in ashen wastelands, in organic hives buried beneath the surface. Though it is suspected that the creatures have some sinister goal behind their motives, it is not known. Their only desire in life seems to be to breed huge swarms and then wage war and disaster upon neighboring races.

CARAPACE SHIELD

Part Required: Large chitin fragment, relatively undamaged. When a proper strap is attached to the chitin interior, it can make for a light and durable shield.

AC: 3

Weight: 3lbs

Cost. 125gp

GAUNTLETS OF SEISMIC DETECTION

wondrous item (rare), requires attunement

These +1 gauntlets, formed from the chitin and skin of a creature who can detect tremors deep within the ground, give their wearer a similar sensitivity.

Parts Required. Chitin and Skin (DC 16) from a Kruthik Adult or Hivelord, crafted with Leatherworker's Tools (DC 20)

Effect. Wearing these gauntlets gives you Tremorsense 40ft and +1 AC.

Cost. 550gp

LAMIA (CR 4)

Lamias are dangerous monstrosities that live to bring strife and suffering into the world. They are cruel and seductive beings who lure their victims closer to doom with illusions of beauty.

HAND OF THE LAMIA

cursed object (rare)

Parts Required. A severed, shrunken hand of a lamia

Effect. Anyone who touches this object is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom Saving Throws and all Ability Checks. If the target releases the Hand and then touches it again, the hour resets.

While holding the Hand, the wielder can cast *Disguise Self* at-will, requiring no components.

Cost. 285gp

LEUCROTTA (CR 3)

The leucrotta is a magical beast; an ugly mix of a stag's body and legs, a lion's tail and a wedge shaped head much like a giant badger's. They constantly emit a noxious stench and their oily skin appears, and smells, rancid. They do not

actually have teeth, but rather a jagged bony ridge as strong as adamantine.



HORN OF MIMICRY

wondrous item (very rare)

Parts Required. Tongue of a leucrotta (DC 16)

Effect. Once petrified and hollowed out, the tongue acts as an animal call. It can mimic both animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Cost. 315gp

MANTICORE (CR 3)

These creatures are true monsters. They are giant beasts with the bodies of lions, the wings of a dragon, the head of a man, and a tail that ends in a mass of deadly spikes. The mouth of a manticore is full of rows and rows of razor-sharp teeth, similar to a great white shark. It uses these teeth to feed upon any creature the manticore can catch, be it animal or human.

ARMORED CLOAK

wondrous item (very rare), requires attunement

Parts Required. Pelt of a Manticore (DC 20)

Effect. The natural armor of the Manticore's thick pelt remains intact upon its harvest. When used as a cloak, the pelt provides the wearer with a +2 to AC.

Cost. 3,200gp

MANTICORE SPIKE, +2

melee weapon (simple, dagger)

This weapon is crafted by embedding a tang and grip onto the paper thin but durable tail spike of a Manticore.

Damage. 1d6 piercing, +2

Item Rarity. Rare

Weapon Properties. Finesse, Light*

Weight: 2 lbs

Cost. 2,500gp

MEDUSA (CR 6)

Medusae are monstrous beings with bodies that are covered in scales and rather than hair, they have a writhing mass of serpents growing from their scalp.

The eyes of a medusa are feared, because to look in their eyes is to invite death. A female's gaze will instantly transform living flesh into lifeless stone, while a male's gaze will daze and weaken.

STONEGAZE RELIC

Parts Required. Five tendrils of snake hair bundled together and bathed in the eyes of a Medusa (DC 20), which must be carefully extracted* and boiled into a thick liquid.

*A mere glance at the eyes of a Medusa, even long after death, can cause petrification. The eyes must be removed and cooked without direct eye contact.

Effect. (3/day) The relic must be held in one hand for its effects to work. When a creature that can see the Stonegaze Relic starts its turn within 30 ft. of you, you can force it to make a DC 14 Constitution saving throw if you aren't incapacitated. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the relic until the start of its next turn, when it can avert its eyes again. If the creature looks at the relic in the meantime, it must immediately make the save.

Cost. 2,150gp

MERROW (CR 2)

These creatures are undersea merfolk-like monsters from the Abyss who terrorize the waters. Demogorgon often sends his merrow to the Material Plane to bully life there.

Air Bladder. The Air bladder of a froghemoth (and any other creature that possesses one) can be used underwater as a secondary air supply. Each air bladder holds 5 minutes worth of air.

Cost. 10gp

ABYSSAL HARPOON

melee weapon (martial, harpoon)

This weapon is crafted by fusing the spinal vertebrae of a merrow to its harpoon. (Smith's Tools, DC 18)

Melee or Ranged Weapon Attack: reach 5 ft. or range 20/60 ft., one target.

Damage. 2d6 Piercing.

If the target is a Huge or smaller creature, it must succeed on a Strength contest against you or be pulled up to 20 feet in your direction.

Attacks made with this weapon while completely submerged underwater have advantage.

Cost. 85gp

MIMIC (CR 2)

Most mimics are the relative size of a human, assuming the form of small beds, chests, and wardrobes. Rumors persist of mimics far larger—even those that are the size of houses and assume the form of such.

They maintain their forms for days at a time and lay in wait for unsuspecting prey to interact with them. Once the victim touches the mimic, the aberration will spring to life, revealing a large mouth to quickly bite and consume its prey before it can escape. The mimic is aided by a chemical adhesive that it naturally exudes over its entire form.

CHEMICAL ADHESIVE

equipment (rare), glue

Parts Required. The chemical adhesive secreted from a mimic's flesh (DC 20)

This viscous, purple substance can form an extremely adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil. When harvested, a container contains 1d6 + 1 ounces.

Two ounces of the adhesive can cover a 1-foot square surface. The glue sets immediately, so apply with caution. A creature adhered to the filament is grappled (escape DC 13), and ability checks made to escape this grapple have disadvantage.

Cost. 140gp

DRAUGHT OF INANIMATE DISGUISE

Parts Required. The flesh of a mimic, boiled down to a thick, chunky liquid (DC 18)

Effect. When ingested, the flesh gives you the temporary ability to shapechange into an inanimate object. While under these effects and motionless, you are indistinguishable from a regular object.

This potion gives you the ability for 8 hours. You do not have to remain disguised as that object for the full 8 hours, and you do not have to stay the same object—however, once you drink the potion, your 8 hours has begun.

Cost. 240gp

OWLBEAR (CR 3)

Owlbears are monstrous beasts with the bodies of bears, covered in thick fur and feathers. Their heads are like those of owls, but with a serrated beak. They are incredibly territorial, and aggressive toward nearly any other living creature.

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

OWLBEAR EGGS

Because of their well-known aggression, Owlbears do not make good pets. Those with less-than-righteous traits may be willing to pay for a Owlbear that can be reared to fight in an arena or intimidate their enemies, but unless you (or your DM, if you are a player) say otherwise, Owlbears aren't intended for mounting or training.

There are certain places one may take eggs to be hatched in an instance where the mother is killed and a certain party of adventurers feel awful about the orphaned progeny:

Fengelor's Sanctuary for Wild Creatures is an expansive territory for creatures of all shapes and sizes to be kept and cared for until they are capable of living in the wild on their own. Fengelor is somewhat of a local legend, and is well-known for his deep love of the wilderness and all its children.

The territory can be anywhere in your games, but it is likely to be in a location where multiple environments meet— the base of a mountain where a lake might sit, or a thick forest through which a series of rivers run through. Anyone who brings eggs here instead of selling them to unsavory

merchants will be handsomely rewarded.
Cost. 1,100gp

PERYTON (CR 2)

Perytons are twisted and depraved magical creatures that appear to be a cross between a giant eagle and a demonic-looking, fang-toothed stag. They are known and feared for tearing the beating hearts from their victims' chests.



ANTLER RING OF RESISTANCE

wondrous item (uncommon), requires attunement

Parts Required. Antler of a Peryton, carved down into a jet black ring which bears the word "shadow" in Elvish. The antler cannot be whittled down by anything that isn't magical.
Effect. Attuning to and wearing this ring grant you resistance to any bludgeoning, piercing, or slashing damage that isn't magical.

Cost. 210gp

PERYTON EGGS

A peryton egg has an incubation period of up to a month. A hatchling has to be fed for the first month of life, then grows to maturity in only three months. The parent perytons often carry live prey to their nests, and watched as the infants kill and consume them. The young stay with their parents for as long as a year, after which they leave to establish their own nests.

Peryton are notoriously chaotic evil. They are perpetually unhappy creatures and despise their own existence, yet they are driven by a desire to kill others and someday ascend to a higher form of existence by the eating of a "perfect heart". The perytons believe that the perfect heart must always be eaten fresh, which is why they try to tear it from living prey with their sharp talons. So strong is this desire that more intelligent perytons even kept and bred other creatures to harvest their hearts.

This information will hopefully deter anyone who seeks to keep these creatures as a pet, but those determined to sell the eggs will surely find someone willing to risk it, or at the very least gullible enough to be tricked into thinking otherwise.

Cost. 180gp

PHASE SPIDER (CR 3)

A phase spider is a magical beast akin to a predacious version of the ethereal filcher. Phase spiders are monstrous arachnid-kin that dwell within the Ethereal Plane. They make quick forays into the natural world to snatch an unlucky creature to feed upon. Those stolen by phase spiders are never seen again and are regarded as unsolved disappearances.

PARALYZING POISON

Part Required: Poison gland from an applicable creature which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful. Because of this caution, it takes a full 8 hours to extract and store this poison properly.

Effect. Once a creature comes into contact with the poison, they must succeed on a DC 16 Constitution saving throw or be Poisoned for 1 minute. Until this poison ends, the target is Paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cost. 275gp

PHASE CIDER

Parts Required. Heart of a Phase Spider (DC 20), brewed into a light, minty tea

Effect. Drinking this brew grants you the ability to temporarily phase into the Ethereal Plane. The effect last 8 hours.

Cost. 85gp

PURPLE WORM (CR 15)

As its name implies, the purple worm is deep purple in color, with a pale yellow underbelly. Separating its yellow part from its purple part are hard crests going down its sides. It is well-armored and segmented. One end of the purple worm terminates in a large, toothed mouth, with slit-like eyes set above the mouth and dragon's ear-like limbs at the sides of the "head". While many that encounter the purple worm worry about falling into the worm's mouth, they commonly forget about the creature's tail, which is capped by a poisonous stinger.

WORM VENOM

Part Required: Poison gland from a purple worm or wormling, which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful. Because of this caution, it takes a full 8 hours to extract and store this poison properly.

Effect. Once a creature comes into contact with the poison, they must succeed on a DC 16 Constitution saving throw or take 8d8 poison damage. On a successful save, they take only half damage.

Cost. 240gp

REMORHAZ (CR 11)

A remorhaz has leathery tough wings (which it can not use to fly), an insect-like head, and a 40 ft scaly body. It is typically ice-blue in color, has dozens of legs, and its back glows red with an inner fire that can melt all but the strongest of metals. It has horns along its body and dagger-like teeth.

FROSTBANE ARMOR

wondrous item (very rare), requires attunement

Parts Required. Chitin from a Remorhaz (DC 18), bathed in a mixture of the blood of the creature attuning to the armor and blood from the Remorhaz.

Effect. The blood magic coating the chitin helps it to retain the remorhaz's natural heat, and gives it the following effects:

- Any creature that touches your armor directly takes 1d6 fire damage.
- You have resistance to cold damage.
- You gain +1 to AC.

Cost. 3,450gp

ELEMENTAL OIL - FIRE

Parts Required. The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (fire).

Creatures struck by such a blade take an extra 1d10 fire damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

RUST MONSTER (CR 1/2)

A rust monster is the size of a small pony, with four insectlike legs and a squat, humped body. Its hide is thick and lumpy and is yellowish tan on the belly and rust-red on the back. Its tail ends in what looks like a double-ended paddle. Two long antennae come out of its head, one under each eye.

A rust monster can smell metal from ninety feet away. They always go for the biggest source of metal first, and prefer ferrous metals over precious ones.

ARMORBANE ACID BOMB

Parts Required: Antennae of a Rust Monster, extracted carefully with Alchemy Supplies (DC 18) and ground into a paste. The antennae must be extracted carefully, and only by using a blade that is magical, then placed in a glass container.

Effect. When shattered upon a metal object, such as armor, a shield, or weapon, the object is affected just as it would be by a Rust Monster.

- If the object isn't being worn or carried, the bomb destroys a 3-foot cube of it.
- If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

- If the object touched is a held metal weapon, weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the bomb (such as to break the container from a distance) is destroyed in the same fashion.

Cost. 775gp

RUST BLADE

wondrous item (rare), requires attunement

Parts Required. Blood and antennae meat from a Rust Monster (DC 18), mixed and used to bathe a +1 blade (500gp).

A rust blade is a rare type of magical blade that has the constant effect of automatically rusting any metal with which it comes into contact, the same effect as the rust bomb.

Due to their constant effect, these blades cannot be kept in metal scabbards or sheaths and are potentially a hindrance to its wielder or allies.

Effect. When striking a nonmagical metal object, such as armor, a shield, or another weapon, the following effects take place:

- If the object isn't being worn or carried, the blade destroys a 1-foot cube of it.
- If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
- If the object touched is a held metal weapon, weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Cost. 850gp



SHADOW MASTIFF (CR 2)

Shadow mastiffs are massive dogs of darkness and doom that stalk through the Plane of Shadow. The sound of a pack of shadow mastiffs baying cause all but the bravest individuals to tremble.

CLOAK OF SHADOWS

Parts Required. Hide of a Shadow Mastiff (DC 15)

Effect. While in dim light or darkness, you can use a bonus action to become invisible, along with anything you are wearing or carrying. The invisibility lasts until you use a bonus action to end it or until you attack, are in bright light, or are incapacitated.

Cost. 1,450gp

SPIRIT NAGA (CR 8)

Spirit nagas are the most powerful type of naga. They have a human female head on a snake body and are akin to witches, among the naga races. They are even more mysterious and enigmatic than the others of their kind, seeking lost magic to a fanatical extent. They delight in causing suffering and death with the powers they possess, very much unlike the Guardian Nagas.

NAGA VENOM

Part Required. Poison gland from an applicable creature which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful. Because of this caution, it takes a full 8 hours to extract and store this poison properly.

Effect. Once a creature comes into contact with the poison, they must succeed on a DC 16 Constitution saving throw or take 4d8 poison damage. On a successful save, they take only half damage.

Cost. 280gp

BLACK HEART OF THE NAGA

wondrous item (legendary), requires ritual

Spirit Nagas relish in evil acts and controlling beings that they deem as lesser. This ritual is considered a monstrous evil that only the most deprived undergo.

Parts Required. Heart of a Spirit Naga (DC 18), eaten raw

Effect. Eating the entire heart raw over a period of 8 (uninterrupted) hours changes your body and soul.

- **Dominate Person.** Once per long rest, you have the ability to cast the *Dominate Person* spell.
- **Tuning the Compass.** No matter what your alignment was originally, the ritual redirects your moral compass. Anyone who undergoes this change feels a sudden need to do the wrong thing and formulate in-depth evil plots.
- **Second Chance.** Unless a creature *Wishes* otherwise, the Spirit Naga returns to life 1d6 days after its death with full hit points. This becomes true for you as well, but only once! Use your second life wisely.

Cost. Because the ritual must be completed within 8 hours of the Naga's death, the heart has no value outside of that time frame. It is very unlikely that a Naga will be found that close to a settlement or a merchant who has even heard of such a ritual.

However, should you decide that the players are able to sell the heart for the full worth, I suggest a base price of 35,000gp.

SU-MONSTER (CR 1)

Su-monsters have gorilla-like heads, attached to a canine physique, with broad chests and thin, tapered waists. Their four prehensile limbs are tipped with sharp nails, which alongside their prehensile tails make them adept climbers. They can suspend themselves upside-down, and often use this to their advantage when hunting for prey.

MONKEY PAW

Parts Required. Paw of a Su-Monster

Effect. The paws of this evil-aligned monkey are cursed. Once removed from the Su-Monster as a trophy, it places a curse on the harvester. At that time, and each time it is picked up by a new user after, the monkey's paw grants that creature a wish, as if it were casting a *Wish* spell.

Once a new user picks up the monkey's paw, it cannot be discarded, not even by way of a *Wish* spell. Even if stolen, it reappears among the user's possessions within 1d4 hours. It can only be parted from its bearer when a wish is used or it is destroyed—but such a feat takes time and patience. When a bearer uses a wish granted by the monkey's paw, he is then subject to a curse, as per the spell *Bestow Curse* (DC 25 to remove).

This curse manifests as the creature having disadvantage to attack rolls, saves, ability checks, and skill checks until the curse is removed. Once the wish are used, the monkey paw plane shifts to a random plane and begins the process anew.

Cost. N/A



THE ANGRY (CR 13)

The Angry rely on violence and rage to fuel their existence, and thus growing more powerful when their foes strike back and becoming weak and confused when an opponent chooses not to fight. The Angry have two heads, which bicker with each other until another being is found which can redirect their ire.

ARMOR OF FURY

Parts Required. Any armor bathed in the blood of The Angry until it becomes pitch black.

Effect. When your armor is struck, it causes a swell of anger to rise within you, increasing your chance of striking your opponents and giving your attacks a rage-induced buff to damage:

- When a creature deals damage to you, your attack rolls have advantage until the end of your next turn. The first attack you successfully make on your next turn does an additional 1d12 psychic damage.
- You have disadvantage to attack rolls on your turn if no creature has dealt damage to you since your last turn.

Cost. 2,100gp

MONSTROUS HOOKS

melee weapon (simple, sickle)

Parts Required. The hooks of The Angry (DC 14)

Effect. When a tang and handle are embedded into the hooks, they become more powerful versions of a sickle.

Damage. 1d8 Slashing*

Properties. Light

*When used together, the hooks become slightly more powerful- instead of each hook doing 1d8 damage, the main-handed hook becomes 1d10.

Cost. 160gp for both.

THE HUNGRY (CR 11)

These hideous monsters are made of yawning mouths and grasping claws. The Hungry will do whatever it takes to sate their appetites, consuming all life and energy they encounter.

LIFE-DRINKER BLADE

wondrous item (very rare), requires attunement

Parts Required. A blade bathed in the blood of The Hungry.

Effect. This blade absorbs the wrenching hunger for life that dwells within The Hungry. When you wield the blade, and if an enemy within range regains hit points, you gain the following two benefits until the end of your next turn:

- You gain advantage on attack rolls.
- Your blade deals an extra 2d8 necrotic damage to the enemy that regained hit points.

Cost. 1,050gp

Variant. To turn this into a cursed object, change the wording so that it reads, "When you wield the blade, and if a creature within range regains hit points..." and have the player wielding the blade roll a Wisdom saving throw (DC 16) to avoid the urge to strike any allies who have regained hit points.

THE LONELY (CR 9)

The sorrow of isolation afflicts several creatures that call the Shadowfell home, but the need for companionship has never manifested more strongly than in The Lonely.

LONESOME SPEAR

wondrous item (very rare), requires attunement

Parts Required. The arm of The Lonely crafted into a spear (DC 18)

Damage. 1d8 Piercing, plus 1d8 Psychic.

Effect. Enemies pierced by this weapon feel a crushing fear of solitude and are overwhelmed by a desire to be close to you.

- Your attacks have advantage once you have struck an enemy, but disadvantage when attacking a new enemy if the first one has not died.

Cost. 990gp

THE LOST (CR 7)

The Shadowfell turns visitors around until they become marooned in its awful, twisted landscape. The Lost are manifestations of the anxiety and fear people feel when they cannot find their way.

POISON OF PSYCHIC AFFLICTION

Parts Required: The blood of this creature can be extracted using Alchemy Supplies (DC 15) and stored in glass vials.

Effect. This potent liquid attacks the mind of its imbiber. The target must succeed on a DC 16 Intelligence saving throw or take 5d10 psychic damage and be *frightened* for 10 minutes. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cost. 670gp

TLINCALLI (CR 5)

The Tlincalli are wandering desert hunters, half-scorpion nomads who travel in family groups and only stop for a time when the hunting in a particular area is good, or they are waiting for their eggs to hatch.

PARALYZING PAIN POISON

Part Required: Poison gland from an applicable creature which must be extracted with Poisoner's Kit (DC 16). One need only come into contact with this poison, so even in its creation one must be extremely careful. Because of this caution, it takes a full 8 hours to extract and store this poison properly.

Effect. Once a creature comes into contact with the poison, they must succeed on a DC 16 Constitution saving throw or take 2d6 damage and be Poisoned for 1 minute. Until this poison ends, the target is Paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cost. 275gp

TRAPPER (CR 3)

The trapper is a variation of the lurker. Instead of attacking by dropping from above, it waits on the floor and kills by closing itself over prey that walks on top of it.

ACID BOMB

Parts Required: Acid Sac, extracted carefully with Alchemy Supplies (DC 18).

The acid sac must be extracted whole. A failed check destroys the sac and causes the harvester to take 2d6 acid damage.

Effect. Once removed, the acid sac makes for a great trap, but is highly flammable and must be handled with caution. When the sac is ignited, it explodes with a blast radius of 20 feet, and every creature in the area must make a Dexterity saving throw (DC 18) or take 6d6 acid damage.

Cost. 625gp

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

UMBER HULK (CR 5)

Umbur hulks look somewhat like a cross between a gorilla and a beetle. Their most prominent feature is probably the huge pair of mandibles, each roughly as long as a halfling.

Four eyes, one pair multifaceted, the other seemingly normal allow it to both see in the darkness in which it lives and somehow befuddle their enemies with merely a look. Its massive claws tunnel through rock with ease and its thick armor is as strong as full plate mail.



POISON OF DEBILITATING CONFUSION

Parts Required. Eyes of an Umber Hulk (DC 16) simmered into a light soup-like liquid.

Effects. When a creature ingests this poison, it is forced to make a DC 15 Charisma saving throw. On a failed saving throw, the creature becomes confused and unresponsive,

muttering to itself and wandering in random directions for 1d12 minutes. When the minutes are up, it has no memory of its actions when poisoned.

If combat starts during the time spent poisoned, it goes last in initiative automatically. The creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn.

On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Cost. 315gp

CARAPACE SHIELD

Part Required: Large chitin fragment, relatively undamaged. When a proper handle is attached to the chitin, it can make for a light and durable shield.

Shield

AC: 3

Weight: 3lbs

Cost. 125gp

WINTER WOLF (CR 3)

A winter wolf is more akin to a worg than an actual wolf, being of wicked intelligence and cunning. It grows to about 8 ft in length, 4.5 ft at the shoulder, and weighs around 450 lb. They usually have blue eyes.

ELEMENTAL OIL - FROST

Parts Required. The elemental gland of an applicable creature (DC 18) crushed into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (frost).

Creatures struck by such a blade take an extra 1d10 cold damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

SNOW CLOAK

Parts Required. Winter Wolf pelt (DC 16)

Effect. Someone wearing this cloak gets advantage to (Stealth) Dexterity checks made in an effort to hide in snowy terrain.

Cost. 65gp

YETI, ABOMINABLE (CR 9)

Abominable yeti appear as a cross between a human and a bear and walked upright. They are much bigger and more aggressive than regular yeti.

ELEMENTAL OIL - FROST

Parts Required. The elemental gland of an applicable creature (DC 18) crushed into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (frost).

Creatures struck by such a blade take an extra 1d10 cold damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

SNOW CLOAK

Parts Required. Yeti pelt (DC 16)

Effect. Someone wearing this cloak gets advantage to (Stealth) Dexterity checks made in an effort to hide in snowy terrain.

Cost. 65gp

CHILL CHOKER

wondrous item (uncommon), requires attunement

Parts Required. Eyes of an abominable yeti (DC 18), extracted and placed in a jar of snow with a pure silver necklace while attuning to it.

Effect. This choker turns your eye color an icy blue, and allows you to target one creature you can see within 30 feet of you. If the target can see you, they target must succeed on a DC 18 Constitution saving throw against this magic or take 3d6 cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cost. 480gp

YUAN-TI

The appearance of yuan-ti vary greatly from nearly human-like to nearly snake-like, but all have some serpentine features. Scale colors are usually simple greens and browns, but more elaborate swirls, stripes, or diamond patterns are possible, even in blues and reds.

The yuan-ti come in several distinct castes or breeds. The three most prevalent are as follows:

- **Purebloods.** Purebloods appear mostly human, with minor reptilian features, such as slit eyes, a forked tongue, or patches of scales on their skin.
- **Halfbloods.** Also called malisons, halfbloods are humanoid in shape but have a wide variety of noticeable serpentine features, such as a snakelike tail in place of legs, a complete covering of scales, a hood like a cobra, a snake's head, or snakes in place of arms.
- **Yuan-Ti Anathema.** By far the most powerful and loathsome of yuan-ti, anathemas are worshiped as divine incarnations of Merrshaulk. They are truly bizarre in appearance, with a body like a 25-foot-long serpent; a pair of humanoid arms with clawed, three-fingered hands; and six serpentine heads rising from its shoulders.

Yuan-Ti can produce some or all of the following:

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

SNAKE VENOM

Parts Required. Venom gland of a Yuan-Ti or similar serpentine monstrosity (DC 14).

Effect. Once ingested or introduced to the bloodstream, the target must succeed on a DC 14 Constitution saving throw or be Poisoned for 1 minute taking 1d6 poison damage at the beginning of each of its turns. The creature can repeat

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

Cost. 175gp

MAGIC-RESISTANT SNAKESKIN BAG

Parts Required: Medium snakeskin from a Yuan-ti, 5gp worth of metal hardware such as buckles and clasps.

Crafting. Once the yuan-ti has been skinned, the skin must be treated using Leatherworker's Tools with a DC of 14, and then cut and formed into its satchel shape. A final DC of 18 will yield a well-crafted satchel capable of holding one cubic foot or 50 lbs of gear. This entire process takes a minimum of 8 hours a day, for 3 days to complete.

The resulting bag will retain the yuan-ti's magical resistance, which means it cannot be destroyed or damaged by magical means.

Cost. 290gp

