



THE LOOT GOBLIN'S GUIDE TO LOST MINE OF PHANDELVER

LOOTING EVERYTHING FROM BUGBEARS TO ZOMBIES

BY THE MAGE'S HAND



HOME BREW

Loot tables for each monster in
the Lost Mine of Phandelver module

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VERY TABLE HAS ONE. SOMEONE WHO WANTS TO loot every defeated foe, from the shining Ancient Red Dragon to the filthy Gibbering Mouther. The spoils of your party's conquests can be as varied as the creatures they encounter. This compendium strives to ease the burden on the DM by providing loot tables for every monster in the Lost Mine of Phandelver module, and supplying a quick answer to the inevitable cry of "I WANT TO LOOT IT!!"

LOOT HARVESTING BASICS

HARVESTING LOOT

After defeating the enemy, a player can attempt to pillage the body. Each creature has a *Harvesting Skill* associated with it, which represents the skill it takes to properly collect the item(s) from the corpse. These skills should be considered suggestions, and can be changed by the DM if so desired. The player must attempt a skill check using the related skill, with a DC equal to 8 + the creature's CR.

On a successful check, have the player roll once on that monster's loot table. For every 5 that the player rolls above the Harvesting skill check, and if they roll a critical success on the Harvesting check, they roll one additional time on the loot table.

On a failed Harvesting skill check, the player is unable to collect any usable loot.

The larger a corpse is, the longer it takes to harvest from it. Consult the table below to determine the time required:

HARVESTING TIMES

Creature Size	Time Required
Tiny	10 minutes
Small	30 minutes
Medium or Large	1 hour
Huge	4 hours
Gargantuan	8 hours

A player may choose to loot a monster in half as much time. If they do so, their Harvesting check is made with disadvantage.

EXTRAPLANAR MONSTERS

Many extra-planar creatures defeated while in the Material Plane will leave very little behind as they are merely banished back to their home plane. The DM has the final say whether these monsters leave behind anything that can be looted.

UNIQUE ITEMS

Some enemies carry specific items, which can be collected without requiring a Harvesting skill check.

These often include their weapons and armor. If a creature has items of this type, they are listed under a **Unique Items** heading in the creature's listing.

DAMAGED ITEMS

Most weapons, armor and tools collected from monsters are damaged beyond the point where your adventurers would be able to use them effectively. They may be in general disrepair from years of use, or may have been ruined over the course of combat with the party. Items with the (damaged) tag cannot be used until they are repaired by a skilled artisan or a creature proficient with the necessary tools, as determined by the DM. To have an item repaired, a player must pay half the value of the item. For example, a Longbow (damaged) can be repaired by a creature with proficiency in Woodcarver's Tools, for a cost of 25 gp.

HARVESTING LIQUIDS

Most liquids must be collected into a watertight container, such as a vial or jug. Powdery items such as dust must be stored in containers as well. If the party does not have a container available at the time of harvest, the material is lost.

RAW RATIONS

Some corpses can be harvested for **Raw Rations**. This is usually some form of meat, which must be cooked or cured before being edible to most races. Each character can cook or cure 2d10 Raw Rations over the course of a long rest.

Proficiency with Cook's Utensils allows a creature to cook an additional 1d10 Raw Rations in the same amount of time. Raw Rations spoil 24 hours after harvesting them, turning rancid and attracting insects.

CRAFTING ITEMS

Some items may be immediately usable after being harvested from the bodies of your enemies. Some collected materials may be nearly worthless until you put in work to make them into a more functional end product. Any character with the required tool proficiency may spend their time on crafting these products, or they can pay a skilled artisan to do the work for them. Most crafted items have a gp requirement as well, which represents the cost of other materials that may be needed to craft the final product.

Some items can be crafted into ammunition such as arrows or bolts. A player can craft ammunition for any weapon that they are proficient with, or the materials can be brought to a skilled fletcher. Over the course of a long rest, a player can craft up to 10 pieces of the same type of ammunition, as long as they have the raw materials for it.

MONSTERS OF LOST MINE OF PHANDELVER

BUGBEAR

Harvesting Skill: Wisdom (Medicine)

ROLL 1D6

Roll	Item	Maximum
1-4	1d4 vials of Bugbear Blood . 2 vials of this blood can be crafted into a Potion of Surprise (Alchemist's Tools, 4 days, 100 gp)	10
5-6	1d4 Bugbear Claws . 2 claws can be added to a melee weapon that deals piercing damage to create a Brute Weapon (Smith's Tools, 9 days, 200 gp)	10

UNIQUE ITEMS

- **Hide Armor** (damaged)
- **Shield** (damaged)
- **Morningstar** (damaged)
- 1d4 **Javelins**

POTION OF SURPRISE

Potion, uncommon

This metallic-tasting potion grants you extra damage on your surprise attacks for 1 hour. If you surprise a creature and hit it with an attack during the first round of combat, the target takes an extra 2d6 damage from the attack.

BRUTE WEAPON

Weapon (any melee weapon that deals piercing damage), uncommon

This weapon has 3 charges. When you hit with this melee weapon, you can expend 1 charge to deal an extra die of the weapon's damage to the target. The weapon regains 1d4 - 2 (minimum 1) expended charges daily at dawn.

COMMONER

UNIQUE ITEMS

- **Club** (damaged)
- **Common Clothes** (damaged)

CULTIST

UNIQUE ITEMS

- **Leather Armor** (damaged)
- **Scimitar** (damaged)
- A symbol of the Cult of the Dragon, hanging on a necklace chain

DOPPELGANGER

Harvesting Skill: Wisdom (Medicine)

ROLL 1D8

Roll	Item	Maximum
1-4	1d6 ounces of Doppelganger Blood . 3 ounces of blood can be distilled into a Shapechange Potion	10
5-7	1d4 ounces of Doppelganger Brain Matter . 2 ounces can be processed to create a Potion of Detect Thoughts (Cook's Utensils Tools, 8 days, 200 gp)	8
8	1 Doppelganger Scalp . The scalp can be crafted into a Hat of Disguise (Leatherworker's Tools, 40 days, 2,500 gp)	1

SHAPECHANGE POTION

Potion, Uncommon

When you drink this potion, you take 2d6 psychic damage as your body shifts in strange and uncomfortable ways. Roll 1d10 and consult the table below to determine what form you take after shifting. Replace your racial traits with those of the new race for 1 hour, at which point you revert back to your original form. Any carried or worn items are not transformed.

Roll	New Race
1	Human
2	Rock Gnome
3	Tiefling
4	Dragonborn
5	Firbolg
6	Tabaxi
7	Wood Elf
8	Goliath
9	Loxodon
10	Changeling

POTION OF DETECT THOUGHTS

Potion, rare

For 1 hour after drinking this potion, you can cast the *detect thoughts* spell at will (save DC 12).

EVIL MAGE

UNIQUE ITEMS

- **Quarterstaff** (damaged)
- **Component Pouch** (contains a small, straight piece of iron)