

d20	Story Title	Sowed Creature	Implanted Power
1	The Staring Cats of Uldun-dar	9 cats - <b>Meh</b>	The tooth has 8 charges. As an action, you can expend 1 charge to cast the revivify spell from the tooth. If you are dead at the start of your turn, the tooth expends 1 charge and casts revivify on you. - <b>Excellent</b>
2	Duggle's Surprising Day	1 commoner - <b>Meh</b>	When you finish a long rest, the tooth casts sanctuary (DC 18) on you, and the spell lasts for 24 hours or until you break it. - <b>Good</b>
3	The Golden Age of Dhakaan	10 goblins, 1 goblin boss - <b>Good</b>	When you are hit by an attack and an ally is within 5 feet of you, you can use your reaction to cause them to be hit instead. You can't use this reaction again until you finish a short or long rest. - <b>Good</b>
4	The Mill Road Murders	3 green hags in a coven - <b>Excellent</b>	When you damage a target that hasn't taken a turn in this combat, the target takes an extra 3d10 slashing damage from ghostly blades. - <b>Excellent</b>
5	Dooms of the Malpheggi	1 lizardfolk queen and 4 lizardfolk - <b>Excellent</b>	You gain reptilian scales, granting you a +2 bonus to your AC. Additionally, when you finish a long rest, you must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. - <b>Meh</b>
6	The Stable Hand's Secret	2 incubi - <b>Good</b>	When you make a Charisma check against a humanoid, you can roll a d10 and add the number rolled as a bonus to the result. The creature then becomes hostile to you at the next dawn. - <b>Meh</b>
7	The Donkey's Dream (rainbow-colored donkey molar)	1 unicorn - <b>Good</b>	The tooth has 3 charges. As an action, you can expend 1 charge to touch a creature. The target regains 2d8 + 2 hit points, and all diseases and poisons affecting it are removed. When you use this action, a shimmering image of a unicorn's horn appears until the end of your turn, sprouting from your forehead. The tooth regains all expended charges daily at dawn. You gain the following flaw: "When I see wickedness in action, I must oppose it." - <b>Good</b>
8	Beyond the Rock of Bral	2 mind flayers - <b>Excellent</b>	You gain telepathy out to 120 feet and you can cast the detect thoughts spell at will, requiring no components. You also have disadvantage on Wisdom (Insight) and Wisdom (Perception) checks from constant whispers of memories and nearby minds. - <b>Meh</b>
9	The Disappearances of Half Hollow	4 giant toads - <b>Meh</b>	Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start. - <b>Meh</b>
10	Legendry of Phantoms and Ghosts	1 giant octopus, 1 mage, 1 specter - <b>Excellent</b>	As an action, you can use the tooth to cast the Evard's black tentacles spell (DC 18). Once this property is used, it can't be used again until the next dawn. - <b>Good</b>
11	The Thousand Deaths of Jander Sunstar	1 vampire - <b>Excellent</b>	You can make a bite attack as an unarmed strike. On a hit, it deals 1d6 piercing damage plus 3d6 necrotic damage. You regain a number of hit points equal to the necrotic damage dealt. While you are in sunlight, you can't regain hit points. - <b>Good</b>
12	Nightmares of Kaggash	1 beholder - <b>Excellent</b>	As an action, you can cast the eyebite spell from the tooth. Once you use this action, it can't be used again until the next dawn. Whenever you finish a long rest, roll a d20. On a 20, an aberration chosen by the DM appears within 30 feet of you and attacks. - <b>Good</b>
14	The Claws of Dragotha	1 adult red dracolich - <b>Excellent</b>	You can use the tooth to cast the create undead spell. Once this property is used, it can't be used again until the next dawn. Each time you create an undead creature using the tooth, a skeleton, zombie, or ghoul also appears at a random location within 5 miles of you, searching for the living to kill. A humanoid killed by these undead rises as the same type of undead at the next midnight. - <b>Good</b>
15	Three Bridges to the Sky	3 oni - <b>Excellent</b>	You gain a flying speed of 30 feet, and you can use the tooth to cast the detect magic spell at will. While you are attuned to fewer than 3 magic items, you gain 1 level of exhaustion that can't be removed until you are attuned to three or more magic items. - <b>Good</b>
16	Ashes of the Ages and Eternal Fire	1 dao, 1 djinni, 1 efreeti, 1 marid - <b>Excellent</b>	You can use the tooth to cast counterspell at 9th level. Once you use this property, it can't be used again until the next dawn. Whenever you finish a long rest, if you haven't used the tooth to counter a spell since your last long rest, your hit point maximum is reduced by 2d10. If this reduces your hit point maximum to 0, you die. - <b>Good</b>

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17	Daughters of Bel	1 pit fiend - <b>Excellent</b>	You can use the tooth to cast dominate monster (DC 18). Once you use this property, it can't be used again until the next dawn. You smell strongly of burning sulfur. - <b>Excellent</b>
18	The Last Tarrasque	1 tarrasque (ignores you and your commands; appears for 1d4 rounds then vanishes) - <b>F&amp;@k Me</b>	You deal double damage to objects and structures. If you take 20 or more damage in one turn, you must succeed on a DC 18 Wisdom saving throw or spend your next turn in a murderous fury. During this rage, you must use your action to make an unarmed strike against a creature that damaged you, or a random creature you can see if you weren't damaged by a creature, moving as close as you can to the target if necessary. - <b>Ugh</b>
19	Incendax's Tooth	1 ancient red dragon - <b>Excellent</b>	You gain immunity to fire damage, and as an action, you can exhale fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 26d6 fire damage on a failed save, or half as much damage on a successful one. After using the breath weapon, you gain 2 levels of exhaustion. - <b>Good</b>
20	Dahlver-Nar's Tooth	1 priest - <b>Meh</b>	As an action you can call on a divine force to come to your aid. Describe the assistance you seek, and the DM decides the nature of the intervention; the effect of any cleric spell would be appropriate. Once this property is used, it can't be used again for 7 days. - <b>Excellent</b>