



1

# ITEMS WONDROUS STRANGE

**KOBOLD**  
Press





## CREDITS

**DESIGN:** James Bitoy, Peter von Bleichert, Dan Dillon, James Haeck, Neal Litherland, Adam Roy, and Jon Sawatsky

**EDITING:** Meagan Maricle

**ART DIRECTOR & GRAPHIC DESIGN:** Marc Radle

**COVER ART:** Jason Juta

**PUBLISHER:** Wolfgang Baur

Kobold Press, Midgard, Open Design, and their associated logos are trademarks of Open Design.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Game Content:** The Open content in this book includes the magic items. No other portion of this work may be reproduced in any form without permission.

© 2017 Open Design

[WWW.KOBOLDPRESS.COM](http://WWW.KOBOLDPRESS.COM)

**KOBOLD**  
Press



## INTRODUCTION

These items, collected from the notebooks of Arshin the Enchanter, from the echoing halls of the void speakers of Beldestan, from caverns long inhabited by dwarves, from the workshops of Zobeck and from draconic arsenals and treasuries, cover a wide range of styles of enchantment. They include weapons, wondrous items, armor, and rings and are suitable for both heroes and villains to deploy in your campaign.

### ALABASTER SALT SHAKER

*Wondrous item, rare*

This shaker is carved from purest alabaster in the shape of an owl. It is 7 inches tall and contains enough salt to flavor 25 meals. When the shaker is empty, it cannot be refilled, and it loses its magical quality. When you or another creature eat a meal salted by this shaker, you do not need to eat again for 48 hours, at which point the magic wears off. If you do not eat within an hour of the magic wearing off, you gain one level of exhaustion. You continue gaining one level of exhaustion for each additional hour you do not eat.

### BLACK DRAGON OIL

*Potion, very rare*

The viscous green-black oil within this magical ceramic pot bubbles slightly. The pot's stone stopper is sealed with greasy, dark wax. The pot contains 5 ounces of pure black dragon essence, obtained by slowly boiling the dragon in its own acidic secretions. You may use an action to apply 1 ounce of the oil to a weapon or single piece of ammunition. The next attack made with that item deals an extra 2d8 acid damage. Creatures who take the acid damage must succeed a DC 14 Constitution saving throw or be burned for an additional 2d8 acid damage at the beginning of their next turn.

### BLACK PHIAL

*Wondrous item, uncommon*

This black stone phial has a tightly-fitting stopper. The phial has 3 charges. As an action, you can fill the phial with blood taken from a living humanoid, or one that's been dead no longer than 1 minute, and expend 1 charge. When you do so, the black phial transforms the blood into a *potion of greater healing*. A creature who drinks this potion must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.

The phial regains 1d3 expended charges daily at midnight. If you expend the phial's last charge, roll a d20. On a 1, the phial crumbles into dust and is destroyed.

### BLADE OF PETALS

*Weapon (shortsword), rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This brightly-colored shortsword is kept in a wooden scabbard with eternally blooming flowers. The blade is made of dull green steel, and its pommel is fashioned from hard rosewood. At-will, you may conjure a flowery mist which fills a 20-foot area around you with pleasant-smelling perfume. The scent dissipates after a few minutes.

A creature damaged by the blade must succeed on a DC 14 Charisma saving throw or be charmed by you until the end of its next turn. Creatures cannot be charmed this way more than once every 24 hours.

### BONEBREAKER MACE

*Weapon [any bludgeoning], rare (requires attunement)*

You gain a +1 bonus on attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use it to attack an undead creature. Often given to the grim enforcers of great necropolises, these weapons can reduce the walking dead to splinters with a single strike.

When you hit an undead creature with this magic weapon, treat that creature as if it is vulnerable to bludgeoning damage. If it is already vulnerable to bludgeoning damage, your attack deals an additional 1d6 radiant damage.

### BOOTS OF QUAKING

*Wondrous item, very rare*

While wearing these steel-toed boots, the earth itself shakes when you walk, causing harmless, but unsettling, tremors. If you move at least 15 feet in a single turn, all creatures within 10 feet of you at

## UNCOMMON MAGIC ITEMS

d100	Magic Item
1-11	Death's Mirror
12-22	Phidjetz Spinner
23-33	Clockwork Rogue Ring
34-44	Gale Javelin
45-55	Soldra's Staff
56-66	Black Phial
67-77	Ferryman's Coins
78-88	Scrimshaw Comb
89-00	Clockwork Gauntlet

## RARE MAGIC ITEMS

d100	Magic Item
1-4	Talking Torches
5-8	Wand of the Timekeeper
9-12	Clockwork Spider Cloak
13-16	Alabaster Salt Shaker
17-20	Hangman's Noose
21-24	Rod of Bubbles
25-28	Brass Snake Ball
29-32	Plumb of the Elements
33-36	Voidskin Cloak
37-40	Glass Wand of Leng
41-44	Larkmail
45-48	Whirlwind Bolas
49-52	Bonebreaker Mace
53-56	Earrings of the Agent
57-60	Wand of Bristles
61-64	Slimeblade
65-68	Brass Clockwork Staff
69-72	Silvered Oar
73-76	Corpsehunter's Medallion
77-80	Thirsting Thorn
81-84	Song-Saddle of the Khan
85-88	Wave-Chain Mail
89-92	Meteoric Plate
93-96	Blade of Petals
97-99	Kyshaarth's Fang
00	Rift Orb

## VERY RARE MAGIC ITEMS

d12	Magic Item
1	Nullifier's Lexicon
2	Boots of Quaking
3	Spear of the Western Whale
4	Mountain Hewer
5	TarianGraddfeyddDdraig
6	Pistol of the Umbral Court
7	Sword of Volsung
8	Fellforged Armor
9	Umbral Chopper
10	Black Dragon Oil
11	Stonechewer Gauntlets
12	Locket of Dragon Vitality

any point during your movement must make a DC 16 Strength saving throw or take 1d6 force damage and fall prone.

Additionally while wearing these boots, you may cast *earthquake*, requiring no concentration, by speaking a command word and jumping on a point on the ground. The spell is centered on that point. Once you cast *earthquake* in this way, you cannot do so again until the next dawn.

### **BRASS CLOCKWORK STAFF**

*Wondrous item, rare (requires attunement)*

This curved staff seems to be made of coiled brass and glass wire. You can cast the staff onto the ground and transform it into one of three wireframe creatures of your choice: a unicorn, a hound, or a swarm of brass beetles. If any of the wireframe creatures is reduced to 0 hit points, it reverts to staff form, and the staff is inert and unusable until the third dawn after the creature was damaged. If partially damaged but not reduced to 0 hit points, the construct creature has full hit points when summoned again.

You can ride the unicorn as a normal mount for up to 1 hour before it reverts to staff form (use the statistics for the rhinoceros, including the charge and gore abilities). You can direct the hound to track or attack any creature initially within your line of sight, and it returns to staff shape after 5 minutes (use the statistics for the cave bear, including darkvision and keen smell abilities, but not the multiattack or claws actions). You can

## MOST WONDROUS STRANGE

Level 1-4	Level 5-10	Level 11+	Magic Item	Rarity
1-9	—	—	Death's Mirror	uncommon
10-18	—	—	Phidjetz Spinner	uncommon
19-27	—	—	Clockwork Rogue Ring	uncommon
28-36	—	—	Gale Javelin	uncommon
37-45	—	—	Soldra's Staff	uncommon
46-54	—	—	Black Phial	uncommon
55-63	—	—	Ferryman's Coins	uncommon
64-72	—	—	Scrimshaw Comb	uncommon
73-81	—	—	Clockwork Gauntlet	uncommon
82-90	1-4	—	Talking Torches	rare
91-99	5-8	—	Wand of the Timekeeper	rare
00	9-13	—	Clockwork Spider Cloak	rare
—	14-15	—	Alabaster Salt Shaker	rare
—	16-18	—	Hangman's Noose	rare
—	19-21	—	Rod of Bubbles	rare
—	22-25	—	Brass Snake Ball	rare
—	26-28	—	Plumb of the Elements	rare
—	29-31	—	Voidskin Cloak	rare
—	32-35	—	Glass Wand of Leng	rare
—	36-40	—	Larkmail	rare
—	41-45	—	Whirlwind Bolas	rare
—	46-50	—	Bonebreaker Mace	rare
—	51-54	—	Earrings of the Agent	rare
—	55-60	—	Wand of Bristles	rare
—	61-65	—	Slimeblade	rare

direct the beetle swarm to attack any creature initially within your line of sight or destroy any mundane object not made of stone or metal and weighing less than 10 pounds (1 pound/round), but it returns to staff shape after 1 minute regardless (use the statistics for the swarm of quippers, but replace the 40 foot swim speed with a 40 foot fly

Level 1-4	Level 5-10	Level 11+	Magic Item	Rarity
—	66-68	—	Brass Clockwork Staff	rare
—	69-72	—	Silvered Oar	rare
—	73-75	—	Corpsehunter's Medallion	rare
—	74-77	—	Thirsting Thorn	rare
—	76-78	—	Song-Saddle of the Khan	rare
—	79-81	—	Wave-Chain Mail	rare
—	82-84	—	Meteorite Plate	rare
—	85-87	—	Blade of Petals	rare
—	88-91	—	Kysaar's Fang	rare
—	92-94	—	Rift Orb	rare
—	95-96	1-8	Nullifier's Lexicon	very rare
—	97-99	9-13	Boots of Quaking	very rare
—	00	14-20	Spear of the Western Whale	very rare
—	—	21-29	Mountain Hewer	very rare
—	—	30-39	Tarian Graddfeydd Ddraig	very rare
—	—	40-48	Pistol of the Umbral Court	very rare
—	—	49-55	Sword of Volsung	very rare
—	—	56-63	Fellforged Armor	very rare
—	—	64-71	Umbral Chopper	very rare
—	—	72-80	Black Dragon Oil	very rare
—	—	81-89	Stonechewer Gauntlets	very rare
—	—	90-98	Locket of Dragon Vitality	very rare
—	—	99	Voidwalker	legendary
—	—	00	Laevateinn	artifact

speed). Once you have used the staff to create a wireframe creature, it can't be used again until the next dawn.

**Note:** If you have access to the *Tome of Beasts* from Kobold Press, you can use the statistics for the clockwork hound and clockwork beetle swarm from that book.

### **BRASS SNAKE BALL**

*Wondrous item, rare (requires attunement)*

Most commonly used by Zobeck and Morgau assassins to strangle sleeping victims, this heavy, brass ball is 6 inches across and weighs approximately 15 pounds. It has the image of a coiled snake embossed around it. You can command the orb to uncoil into a brass snake approximately 6 feet long and 3 inches thick. You can direct it by telepathic command to attack any creature within your line of sight. Use the statistics for the constrictor snake, but use armor class 14 and increase the challenge rating to 1/2 (100 XP). The snake can stay animate for up to 5 minutes or until reduced to 0 hit points. Being reduced to 0 hit points causes the snake to revert to orb form and become inert for 1 week. If damaged but not reduced to 0 hit points, the snake has full hit points when summoned again. Once you have used the orb to become a snake, it can't be used again until the next sunset.

### **CLOCKWORK GAUNTLET**

*Wondrous item, uncommon (requires attunement)*

This metal gauntlet has a steam-powered ram built into the greaves. It has 3 charges. While wearing the gauntlet, you can expend a charge as a bonus action to make a slam attack.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage, and the target must succeed on DC 14 Constitution saving throw or be stunned until the end of your next turn.

The gauntlet regains 1d3 expended charges daily at dawn.

### **CLOCKWORK ROGUE RING**

*Ring, uncommon (requires attunement)*

Made by kobold clockwork mages for the thieves' guild of the Zobeck ghetto, this brass clockwork ring is formed to look like a coiled dragon. When you speak or whisper the draconic command word etched on the inside of the ring, the brass dragon uncoils and attempts to pick any lock within 10 feet of you. The dragon picks the lock using your proficiency bonus but with advantage. It is treated as having thieves' tools when attempting to pick locks. It uses your Dexterity (Stealth) bonus for purposes of not being spotted but with advantage

due to its extremely small size. Whether successful or not, once you have used the ring to attempt to pick a lock, it can't be used again until the next sunset.

### **CLOCKWORK SPIDER CLOAK**

*Wondrous item, rare (requires attunement)*

This hooded cloak is made from black spider silk and has thin brass ribbing stitched on the inside. It has 3 charges. While wearing the cloak, you gain a +2 proficiency bonus to all Dexterity (Stealth) checks. As an action, you can expend a charge to animate the brass ribs into articulated spider legs 1 inch thick and 6 feet long for 1 minute. You can use the charges in succession. The spider legs allow you to climb at your normal walking speed, and you double your proficiency bonus and gain advantage on any Strength (Athletics) checks made for slippery or difficult surfaces. The cloak regains 1d3 charges each day at sunset.

### **CORPSEHUNTER'S MEDALLION**

*Wondrous item, rare (requires attunement)*

These amulets tend to be made from the skulls of grave rats or from scrimshawed bones of the ignoble dead. While wearing this amulet, you have resistance to necrotic damage.

### **DEATH'S MIRROR**

*Ring, uncommon*

Made from woven lead and silver, this ring fits only on the hand's smallest finger. As the moon is a dull reflection of the sun's glory, so too is the power within this ring merely an imitation of the healing energies that can bestow true life. It has 3 charges. As a bonus action, you can expend a charge to gain 1d4 + 9 temporary hit points, as the spell *false life*.

### **EARRINGS OF THE AGENT**

*Wondrous item, rare (requires attunement)*

Aside from a minor difference in size, these simple golden hoops are identical to one another. Each hoop has 1 charge and provides a different magical effect. While wearing both hoops, you can use an action to expend a charge and cause one of the following effects:

**Small Hoop.** Choose a 10 foot by 10 foot area you can see. For 10 minutes, you can hear all sounds as though you were standing within that area. You may end this effect at any time.

**Large Hoop.** For 1 minute, while you are hidden, all creatures within a 10 foot by 10 foot area you can see receive disadvantage on Wisdom (Perception) checks to see, hear, and smell you. If you become unhidden, this effect ends immediately.

Each hoop regains 1 expended charge daily at dawn.

### **FELLFORGED ARMOR**

*Armor [plate], very rare (requires attunement)*

While wearing this steam-powered magic armor, you gain a +1 bonus to AC, your Strength score increases by 2, and you gain the ability to cast *Speak with Dead* as an action. Additionally, your voice becomes deep, echoing, and sepulchral, granting advantage on all Charisma (Intimidation) checks and disadvantage on all Charisma (Persuasion) checks. Once you have used the armor to cast *Speak with Dead*, you can't cast it again until the next dawn.

**Curse.** Once attuned to this armor, you can't remove it unless you are the subject of a *Remove Curse* spell or similar magic. As long as you remain cursed, while wearing the armor, you gain an unnatural aura, causing all animals to panic when you are within 30 feet of them. You also gain disadvantage on attack rolls against incorporeal undead and on saving throws made against their spells and abilities.

### **FERRYMAN'S COINS**

*Wondrous item, common*

It is customary in many faiths to weight a corpse's eyes with pennies so they have a fee to pay the ferryman when he comes to row them across death's river to the afterlife. *Ferryman's coins*, though, ensure the body stays in the ground regardless of the spirit's destination. These coins, which feature a death's head on one side and a lock and chain on the other, prevent a corpse from being raised as any kind of undead. When you place two coins on a corpse's closed lids and activate them with a simple prayer, they cannot be removed unless the person is resurrected (in which case they simply fall away), or someone makes a DC 15 Strength check to remove them. Yanking the coins away does no damage to the corpse.

### **GALE JAVELIN**

*Weapon (javelin), uncommon*

The metallic head of this javelin is embellished with three small wings. When you speak a command word while making a ranged weapon attack with this magic weapon, a swirling vortex of wind follows its path through the air. Draw a line between you and the target of your attack; each creature within 10 feet of this line must make a DC 12 Strength saving throw. On a failed save, the creature is pushed backward 10 feet and falls prone.

Additionally, if this ranged weapon attack hits, the target must make a DC 13 Strength saving throw. On a failed save, the target is pushed backward 15 feet and falls prone.

The javelin's property can't be used again until the next dawn. In the meantime, it can still be used as a magic weapon.

### **GLASS WAND OF LENG**

*Wand, rare (requires attunement by a spellcaster)*

The tip of this twisted clear glass wand is razor-sharp. It can be wielded as a magic dagger that grants a +1 bonus to attack and damage rolls made with it. The wand weighs 4 lbs and is roughly 18 inches long. When you tap the wand, it emits a single, loud note which can be heard up to 20 feet away and does not stop sounding until you choose to silence it.

This wand has 5 charges. It regains 1d4 charges daily at dawn. While holding it, you can use an action to expend charges to cast one of the following spells (save DC 17): *arcane lock* (2 charges), *disguise self* (1 charge), and *tongues* (3 charges).

### **HANGMAN'S NOOSE**

*Wondrous item, rare (requires attunement)*

Certain hemp ropes used in the execution of final justice can affect those beyond the reach of normal magics. This noose has 3 charges. While holding it, you may, as an action, expend a charge to cast *hold monster*. Unlike the standard version of this spell, though, the magic of the *hangman's noose* only affects undead. It regains 1d3 charges daily at dawn.

## KYSHAARTH'S FANG

Weapon (dagger), rare (requires attunement)

This dagger's blade is composed of black, bone-like material. Tales suggest the weapon is fashioned from a voidling's\* tendril barb. When you hit with an attack using this magic weapon, the target takes an extra 2d6 necrotic damage. If you are in dim light or darkness, you regain a number of hit points equal to the necrotic damage dealt to the target.

\* See *Tome of Beasts*

## LARKMAIL

Armor (chainmail), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. The links of this mail have been stained to create the optical illusion that you are wearing a brown-and-russet feathered tunic. While you wear this armor, your Charisma (Performance) checks made with an instrument have advantage. Additionally, when you play an instrument, all creatures of your choosing who can hear you must succeed on a DC 14 Charisma saving throw or be charmed by you for 1 minute. Once this aspect of the armor has been used, it can't be used again until the next dawn.

## LAEVATEINN

Weapon (spear), artifact (requires attunement)

This spear was forged from a piece of a scale found when Veles bit into its own tail. The spear's original forger is unknown, but its destructive force is clear: kingdoms fall at the stroke of this weapon, making it both feared and coveted. The spear is held close by the gods but always seems to appear—miraculously stolen and found in the hands of a mortal—during times of great change.

*Laevateinn's* blade is a dark brown, almost pitch-black, and the blade's rough, scaled surface seems to expand and contract as if still upon a breathing dragon. The spear's shoulder is made from gold with three black talons that hold a clear gemstone eye with a pulsing red center in which the scaled blade rests. The spear's neck is set with a second gemstone that holds a bluish-white liquid which swirls in a discernible whirlpool. The haft is made from a twig of Yggdrasil with tiny stars twinkling in its grain.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that target takes an extra 1d6 force damage.

**Door to Death:** On your turn, you can use a bonus action to allow the blade to take partial control of your desires. You gain 2 of the following effects, chosen by rolling a d6:

### d6 Effect

- 1 Resolve:** You gain temporary hit points equal to your level + Constitution modifier.
- 2 Precision:** Your bonus to attack and damage rolls with *Laevateinn* increases to +3.
- 3 Ward:** You gain *resistances* to bludgeoning, piercing, and slashing weapons.
- 4 Ferocity:** Your weapon attacks with *Laevateinn* deal an additional 1d8 force damage.
- 5 Apocalypse:** The next time you hit a creature with *Laevateinn*, that target takes an extra 1d4 fire, 1d4 cold, and 1d4 lightning damage.
- 6 Insanity:** *Laevateinn* control cannot end or be disrupted until the end of the battle or you are incapacitated or dead.

At the start of each subsequent turn, you can choose to allow *Laevateinn* to continue having control or you can end the control as a bonus action unless you are suffering the Insanity effect. If *Laevateinn* has control over you, reroll the effects you gain, except Insanity (you must keep it if you have it), and take 2d6 psychic damage. Once you use this feature, you cannot use it again until you complete a long rest.

**Sentience.** *Laevateinn* is a sentient chaotic neutral weapon with an Intelligence of 12, a Wisdom of 14, and a Charisma of 14. It has darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak Common. It can understand every language of its wielder.

**Personality.** *Laevateinn* speaks in short sentences, often singular action phrases. It desires to be great and to be heralded as a being of strength. Sometimes it speaks about its creation and the gods who tampered with it. It frequently desires to be soaked in some form of destruction.



**Destroying the Spear.** Mundane attempts to destroy the spear seem to work, but the artifact always miraculously reappears in the hands of a mortal during a period of great change. To truly destroy the spear, its attuned wielder must mix blood from the World Serpent with ash from burned leaves of Yggdrasil then soak Laevateinn in this concoction for fifty years.

### **LOCKET OF DRAGON VITALITY**

*Wondrous item, very rare (requires attunement)*

Legends tell of a dragon whose hide was impenetrable and so tenacious that only a blow to the heart would kill it. An unnamed hero finally defeated it and tore its heart into two. The dragon's name was lost, but its legacy remains. This magic amulet is one of two items that were crafted to hold its heart. An intricate engraving of a warrior's sword piercing a dragon's chest is detailed along the front of this untarnished silver locket. Within the locket is a clear crystal vial with a pulsing piece of a dragon's heart. The pulses become more frequent when you are close to death.

Attuning to the locket requires you to mix your blood with the blood within the vial. The vial holds 3 charges of dragon blood that are passively consumed upon reaching certain health thresholds. Dragon blood charges are regained when slaying any dragonkin and draining its heart's blood into the vial. While attuned, you gain the following effects:

When you reach 0 hit points, but do not die outright, the vial will break and the dragon heart will stop pulsing, rendering the item broken and irreparable. You immediately gain temporary HP equal to your level + your Constitution modifier. If the locket has at least 1 charge of dragon blood, it does not break, but it can't be activated again for 1d4 + 1 days. Upon reaching half of your maximum HP, you passively consume a charge of dragon blood and gain immunity to any type of blood loss effect for 1d4+1 hours. Any existing blood loss effects end immediately when this activates.

**Dragon Heart Ritual:** If you are also attuned to the *sword of volsung*, you may drain 3 charges of the locket into the *sword of volsung*, rendering this item broken and irreparable but passively gaining its effects while attuned to the sword. This requires a long rest where you attune with the new *sword of volsung*.

### **METEORIC PLATE**

*Armor (plate), rare (requires attunement)*

This plate armor was magically crafted from plates of interlocking stone. Tiny rubies inlaid in the chest create a glittering mosaic of flames. When you fall while wearing this armor, you can tuck your knees against your chest and curl into a ball. While falling in this way, flames form around your body. You take half the usual falling damage when you hit the ground, and fire explodes from your form in a 20-foot-radius sphere. Each creature in this area must make a DC 13 Dexterity saving throw. On a failed save, a target takes fire damage equal to the falling damage you took, or half as much on a successful saving throw.

The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

### **MOUNTAIN HEWER**

*Weapon (greataxe), very rare (requires attunement by a creature with a Strength of 19 or higher)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The massive head of this axe is made from chiseled stone lashed to its haft by thick rope and leather strands. Small chips of stone fall from its edge intermittently, though it shows no sign of damage or wear. You may use your action to call on the magic of this axe to cast *light* at-will. While the light is active, floating stones glow grey and white as they swirl around the axe.

As a bonus action, choose a creature you can see. For 1 minute, that creature must succeed on a DC 15 Wisdom saving throw each time it is damaged by the axe, or become frightened until the end of your next turn. Creatures of Large size or greater have disadvantage on this save. Once used, this property of the axe can't be used again until the next dawn.

### **NULLIFIER'S LEXICON**

*Wondrous item, very rare (requires attunement)*

This book has a black leather cover with silver bindings and a silver front plate. Void Speech glyphs adorn the plate, which is pitted and tarnished. The pages are thin sheets of corrupted brass and are inscribed with more blasphemous glyphs. While you are attuned to the lexicon, you can speak, read, and write Void Speech, and you know the crushing curse\*\* cantrip.

By intoning certain passages from the lexicon, you can cast the following spells: *conjure voidborn*\*\*\*, *dominate monster*, *life drain*\*\*, *shatter*, *thunderwave*.

\*\* indicates a spell from *Deep Magic 3: Void Magic*

You can cast a spell once from the nullifier's lexicon without difficulty. For each successive casting, you take a cumulative 1d6 necrotic damage. This resets when you finish a long rest.

Finally, you can spend 1 minute pronouncing a complicated passage in Void Speech to rearrange reality to your will. State your general intention when you make the pronouncement ("Strike down my enemies," "repair the damage the dragon's breath did to me," etc.). The DM decides the form this alteration of reality takes, but the effect of any wizard, cleric, or Void magic spell is appropriate. When the effect occurs, you suffer 5d10 necrotic damage, and you can't use this ability again for 7 days.

### PHIDJETZ SPINNER

*Weapon (dart), Uncommon (requires attunement by a monk)*

This dart (shuriken) was crafted by the monk Phidjetz, a martial recluse obsessed with dragons. The spinner consists of a golden central disk with four metal dragon heads protruding symmetrically from its center point: one red, one white, one blue and one black.

As an action, you can spin the disk using the pinch grip in its center. You choose a single target within 30 feet and make a ranged attack roll. The spinner then flies at the chosen target.

Once airborne, each dragon head emits a blast of elemental energy appropriate to its type. When you hit a creature, determine which dragon head affects it by rolling a d4 on the following chart:

#### d4 Effect

- |   |   |
|---|---|
| 1 | <b>Red:</b> The target takes 1d6 fire damage and combustible materials on the target ignite, doing 1d4 fire damage each turn until it is put out. |
| 2 | <b>White:</b> The target takes 1d6 cold damage and is restrained until your next turn.  |
| 3 | <b>Blue:</b> The target takes 1d6 lightning damage and is paralyzed until your next turn.   |
| 4 | <b>Black:</b> The target takes 1d6 acid damage and is poisoned until your next turn.  |

After the attack, the spinner flies back to your free hand or to an open space near you if your hands are full.

### PISTOL OF THE UMBRAL COURT

*Weapon (hand crossbow), very rare (requires attunement)*

You gain a +2 bonus on attack and damage rolls made with this magic weapon. This hand crossbow is made from coal-colored wood. Its limb is made from cold steel and boasts engravings of sharp teeth. The barrel is magically oiled and smells faintly of ash. The grip is made from rough leather.

When you hit with an attack with this weapon, you may force the target of your attack to succeed on a DC 14 Strength saving throw or be pushed 5 feet away from you. The target takes damage, as normal, whether it was pushed away or not.

As a bonus action, you can increase the distance creatures are pushed to 20 feet for 1 minute. If the creature strikes a solid object before the movement is complete, it takes 1d6 bludgeoning damage for every 10 feet traveled. Once used, this property of the crossbow can't be used again until the next dawn.

### PLUMB OF THE ELEMENTS

*Wondrous item, rare (requires attunement)*

This four-faceted lead weight is hung on a long leather strip, which can be wound around the haft or handle of any melee weapon. You may remove the plumb and transfer it to another weapon whenever you wish. Weapons with the plumb attached to it deal additional force damage equal to your proficiency bonus (up to a maximum of 3). As an action, you may activate the plumb to change this additional damage type to fire, cold, lightning, or back to force.

### RIFT ORB

*Wondrous item, rare*

A sphere of obsidian 3 inches in diameter. When you speak the command word in Void Speech, you can throw the sphere as an action to a point within 60 feet. When the sphere reaches the point you choose, or if it strikes a solid object on the way, it immediately stops and generates a tiny rift into the Void. The area within 20 feet of the rift orb becomes difficult terrain, and gravity begins drawing

everything in the affected area toward the rift. Each creature in the area at the start of its turn, or when it enters the area for the first time on a turn, must succeed on a DC 15 Strength saving throw or be pulled 10 feet toward the rift. A creature that touches the rift takes 4d10 necrotic damage. Unattended objects in the area are pulled 10 feet into the rift at the start of your turn. Nonmagical objects pulled into the rift are destroyed.

The rift orb functions for 1 minute, after which time it becomes inert. It can't be used again until the following midnight.

### **ROD OF BUBBLES**

*Rod, rare*

This rod appears to be made of foamy bubbles, but is completely solid to the touch. This rod has 3 charges. While holding it, you can use an action to expend one of its charges to conjure a bubble around a creature or object within 30 feet. If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the target becomes trapped in a 10-foot sphere of water. A Huge or larger creature automatically succeeds on this saving throw. A creature trapped within the bubble is restrained unless it has a swim speed and cannot breathe unless it can breathe water. If the target is an object, it becomes soaked in water, any fire effects are extinguished, and any acid effects are negated.

The bubble floats in the exact spot where it was conjured for up to 1 minute, unless blown by a strong wind or moved by water. The bubble has 50 hit points, AC 8, immunity to acid damage and vulnerability to piercing damage. The inside of the bubble also has resistance to all damage except piercing damage. The bubble disappears after 1 minute or when it is reduced to 0 hit points.

When not in use, this rod can be commanded to take liquid form and be stored in a small vial. The rod recovers 1d3 expended charges daily at dawn.

### **SCRIMSHAW COMB**

*Wondrous item, uncommon (requires attunement)*

Aside from being carved from bone, this comb is a beautiful example of functional art. It has 3 charges. As an action, you can expend a charge to cast *invisibility*. Unlike the standard version of this spell, you are only invisible to undead creatures.

However, you can attack creatures who are not undead (and thus unaffected by the spell) without breaking the effect. Casting a spell breaks the effect as normal. The comb regains 1d3 expended charges daily at dawn.

### **SILVERED OAR**

*Wondrous item, rare*

This is a 6-foot-long birch wood oar with leaves and branches carved into its length. The grooves of the carvings are filled with silver, which glows softly (20-foot dim light) when it is outdoors at night. You may activate the oar as an action to have it row a boat unassisted, obeying your mental commands. You may instruct it to row to a destination familiar to you, allowing you to rest while it performs its task. While rowing, it will avoid contact with objects on the boat, but can be grabbed and stopped by anyone at any time. The oar can move a total weight of 2,000 pounds at a speed of 3 miles per hour. It floats back to your hand if the weight of the craft, crew, and carried goods exceeds that weight.

### **SLIMEBLADE**

*Weapon [any sword], rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The blade of the sword is coated in an endless supply of violet-colored slime. Despite the sword's tendency to drip, the slime does not flow over the pommel, regardless of the angle at which it is held. You are entirely immune to the effect of the slime while attuned to this sword. You may communicate telepathically with ooze creatures while wielding this weapon, and you gain advantage on Charisma (Deception, Intimidation, and Persuasion) checks against oozes.

Once each combat, you may use an action to make a ranged attack (Dexterity modifier + Proficiency bonus to hit, range 20/40 ft., one target. *Hit*: 11 (2d8+2) poison damage) with the sword by flinging the slime towards any creature you can see. Creatures damaged by this attack must make a DC 14 Constitution saving throw or be poisoned until the end of their next turn.

### **SOLDRA'S STAFF**

*Staff, uncommon (requires attunement by a wizard)*

Crafted by a skilled wizard and meant to be a spellcaster's last defense, this staff is 5 feet long, made of yew wood that curves at its top, is iron shod at its mid-section, and capped with a silver dragon's claw that holds a lustrous, though rough and uneven, black pearl.

This staff can be wielded as a magic quarterstaff that grants a +1 to attack and damage rolls made with it. It has 4 charges and regains 1d3 expended charges daily at dawn. Once daily, it can regain 1 expended charge by exposing the pearl to direct moonlight for 1 turn.

When used as a weapon, the staff howls and whistles hauntingly like the wind. When its spells are employed, the staff chirps like insects on a hot summer night.

**Spells.** While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *faerie fire* (3 charges), *gust of wind* (1 charge).

### **SONG-SADDLE OF THE KHAN**

*Wondrous item, rare*

Made from enchanted leather and decorated with songs lyrics written in calligraphy, this perfectly crafted saddle is enchanted with the impossible speed of a great horseman. While this saddle is attached to a horse, that horse's speed is increased by 10 feet. In addition, the horse may Disengage as a bonus action.

### **SPEAR OF THE WESTERN WHALE**

*Weapon (spear), very rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Fashioned in the style of a whaling spear, this long, barbed weapon is made from bone and heavy, yet pliant, ash wood. Its point is lined with decorative engravings of fish, clam shells, and waves. While you carry this spear, you receive advantage on any Wisdom (Survival) checks to acquire food via fishing, and you gain advantage on all Strength (Athletics) checks to swim. When set on the ground, the spear always spins to point west.

When thrown in a westerly direction, the spear does an additional 2d6 cold damage to any creature it strikes.

### **STONECHEWER GAUNTLETS**

*Wondrous item (gauntlets), very rare (requires attunement)*

These impractically spiked gauntlets are made from adamantium, are charged with raw elemental earth magic, and limit your fingers' range of motion. While wearing these gauntlets, you may not carry any weapon or object, nor may you climb or otherwise perform precise actions requiring the use of the hands. The gauntlets turn unarmed strikes with your hands into magic weapons that deal an extra 2 piercing damage.

As an action, you may activate the gauntlets to gain a burrow speed of 10 feet for 10 minutes. You may burrow through earth and stone, leaving a tunnel in your wake large enough for a Medium creature to pass through (Large creatures have their speed halved from stooping). The tunnel collapses when you lose the burrow speed. Once used, this property of the gauntlets can't be used again until the next dawn.

### **SWORD OF VOLSUNG**

*Weapon (longsword or greatsword), very rare (requires attunement by a fighter or paladin)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a dragon with it, that target takes an extra 1d4 slashing damage. Legends tell of a dragon whose hide was impenetrable and so robust that only a blow to the heart would kill it. An unnamed hero finally defeated it and tore its heart into two. The dragon's name was lost, but its legacy remains. This sword is one of two items that were crafted to hold its heart. The *sword of volsung's* black blade is adorned with glittering silver runes, and its guard has a shallow opening at the center with grooves connecting it to the first rune. The sword's pommel is a large, clear crystal held fast by silver scales.

While attuned to this weapon, you gain the following effects:

**Runes of Courage:** You cannot be frightened.

**Dragon Heart Ritual:** If you are also attuned to the *locket of dragon vitality*, you may drain 3 charges from the locket into the sword, rendering the locket broken and irreparable, but passively gain its effects while attuned to the sword. Doing this requires a long rest where you attune with the new *sword of volsung*. Upon completing the Dragon

Heart Ritual, the sword of volsung contains all remaining charges from the locket of dragon vitality. On your turn, you may consume 2 charges to activate Fragment of Gram Awakened. The sword regains all expended charges after you slay any dragon.

**Fragment of Gram Awakened:** For 1d2 days, your *sword of volsung* becomes a Fragment of Gram. You gain a +3 to attack and damage rolls with the magical sword and deal an extra 1d6 slashing damage to dragons. Upon reaching 0 hit points and not dying outright, you gain temporary hit points equal to 1d4 + your level + your Constitution modifier. Once used, this effect can't be used again until you complete a long rest.

### TALKING TORCHES

*Wondrous item, rare*

While you are holding this heavy iron and wood torch, you may speak a command word and cause it to produce a magical, heatless, unending source of light that provides light identical to a mundane torch. You may light or extinguish the torch at will. The torches are created in sets of two, four, or six. Any creature carrying a torch from a set may communicate telepathically up to five miles with any other creature carrying a torch from the same set.

### TARIAN GRADDFEYDD DDRAIG

*Armor (shield), very rare (requires attunement)*

This metal shield has an outer coating consisting of hardened resinous insectoid secretions embedded with flakes from ground dragon scales collected from various dragon wyrmlings and one shadow dragon. While holding this shield, you gain a +2 bonus to AC and you are resistant to acid, cold, fire, lightning, necrotic, and poison damage caused by the breath weapons of dragons. It requires a minimum Strength score of 16 to wield.

When sufficient light is available, you can reflect it off the shield's dragon scale flakes to cause a cone of multicolored light to flash from it (15-foot cone if in dim light; 30-foot cone if in bright light). Each target in the cone must make a DC 16 Dexterity saving throw. For each target, roll a d6 to determine which dragon color is reflected at it. Once used, this property of the shield can't be used again until the next dawn.

### d6 Effect

- Red:** The target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- White:** The target takes 4d6 cold damage and is restrained until your next turn on a failed save, or half as much damage and is not restrained on a successful one.
- Blue:** The target takes 4d6 lightning damage and is paralyzed until your next turn on a failed save, or half as much damage and is not paralyzed on a successful one.
- Black:** The target takes 4d6 acid damage on a failed save, or half as much damage on a successful one. If the target failed the save, it also takes an extra 2d6 acid damage on your next turn.
- Green:** The target takes 4d6 poison damage and is poisoned until your next turn on a failed save, or half as much damage and is not poisoned on a successful one.
- Shadow:** The target takes 4d6 necrotic damage and its Strength score is reduced by 1d4 on a failed save, or half as much damage and does not reduce its Strength score on a successful one. The target dies if this Strength reduction reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

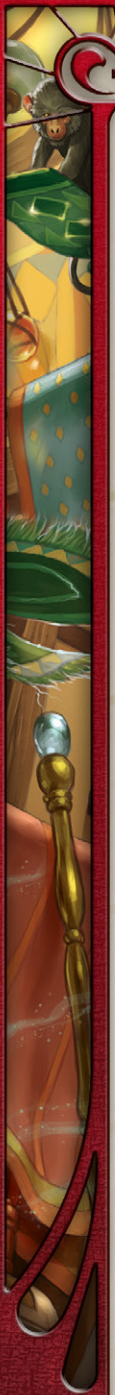
### THIRSTING THORN

*Weapon (shortsword), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this weapon. In addition, while carrying the sword, you gain resistance to necrotic damage.

**Curse.** Made from the twisted wood of a corrupted treant, this living shortsword must be pruned regularly, as small branches grow from it whenever it draws blood. Made from one continuous piece of dark-colored wood, this single-edged blade occasionally haunts you with disturbing images of rotting forests.

Each time you reduce a creature to 0 hit points with this weapon, you may regain 2d8+2 hit points. Each time you regain hit points this way, you must succeed a DC 12 Wisdom saving throw or be incapacitated by terrible visions until the end



of your next turn. If you reach your maximum hit points using this effect, you automatically fail the saving throw.

As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. If you have not damaged a creature with this sword within the past 24 hours, you have disadvantage on attack rolls with weapons other than this one as its hunger for blood drives you to slake its thirst.

### UMBRAL CHOPPER

*Weapon [any axe], very rare (requires attunement)*

This simple axe looks no different from a standard forester's tool. A single-edged head is set into a slot in the haft and bound with strong cord. The axe was found by a timber-hauling crew who disappeared into the shadows of a cave deep in an old forest. Retrieved in the dark of the cave, the axe was found to possess disturbing magical properties.

You gain a +1 bonus to attack and damage rolls made with this weapon, which deals necrotic damage instead of slashing damage. When you hit a plant creature with it, the target must make a DC 14 Constitution saving throw or take 4d6 extra damage and have its speed halved until the end of its next turn. On a successful save, the target takes half of the extra damage and its speed is not halved. While you carry this axe, you may use an action to cast *darkness* (DC 14 to dispel, no concentration required). Once this property is used, it can't be used again until the next sunset.

### VOIDSKIN CLOAK

*Wondrous item, rare (requires attunement)*

This pitch-black cloak absorbs light and whispers as it moves. It feels like thin leather with a knobby, scaly texture, though none of that detail is visible to the eye. While you wear this cloak, you have resistance to necrotic damage. While the hood is up, your face is pooled in shadow, and you can use a bonus action to fix your black gaze upon a creature you can see within 60 feet. If the creature can see you, it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature succeeds on its saving throw, it can't be affected by the cloak again until it finishes a long rest. Pulling the hood up or down requires an action.

### VOIDWALKER

*Ring, legendary (requires attunement)*

This band of tarnished silver bears no ornament or inscription, but is icy cold to the touch. The patches of dark corrosion on the ring constantly, but subtly, move and change; though, this never occurs while anyone observes the ring.

While wearing *Voidwalker*, you gain the benefits of a *ring of free action* and a *ring of cold resistance*. It has the following additional properties.

**Forbidden Lore.** *Voidwalker* knows a great deal about esoteric and dark topics and grants you the following skill modifiers: Arcana +8, History +8, Religion +8.

**Necrotic Absorption.** When you would take necrotic damage, you can use your reaction to absorb the damage instead. You regain hit points equal to the necrotic damage you would have otherwise taken.

**Void Step.** You can use the ring to cast *misty step* at will. Instead of a puff of mist, you fade and reappear in a black smear in the air.

**Sentience.** *Voidwalker* is a sentient neutral evil ring with an Intelligence of 14, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The ring communicates telepathically with its wearer, and can also speak Abyssal, Common, Infernal, and Void Speech. It constantly whispers suggestions for its wearer to find new pathways to the Void, often as a means to solve any problem or dilemma the wearer faces.

**Personality.** *Voidwalker* is an obsequious thing that takes great pains to cater to the desires of its wearer. It comports itself as an advisor, majordomo, or other high-ranking servant. In truth, its purpose is to return to the Void and to take a mortal "master" with it. Conflict arises if its wearer tries to seal a breach or gateway into the Void or to discard the ring.

The ring is clever and knows that most mortals want nothing to do with the Void directly. It also knows that most of the creatures with strength enough to claim it will end up in dire straits sooner or later. It doesn't overplay its hand trying to push a master to take a plunge into the depths of the Void, but instead makes itself as indispensable as possible. It provides counsel and protection, all the while subtly pushing its master to take greater and greater risks.

Once it's maneuvered its wearer into a position of desperation, generally on the brink of death, *Voidwalker* offers a way out. If the master accepts, it opens a gate into the Void, most likely sealing the creature's doom.

### WAND OF BRISTLES

*Wand, rare (requires attunement)*

This wand is made from the bristles of a giant boar bound together with magical, silver thread. It weighs 1 pound and is 8 inches long. The wand has a strong boar musk scent to it, which is difficult to mask and is noticed by any creature within 10 feet of you that possesses the Keen Smell trait. The wand is comprised of 10 individual bristles, and, while holding it, you may use your action to remove bristles to invoke one of the following effects.

**Ghostly Charge (3 bristles).** You toss the bristles towards one creature you can see. A phantom giant boar charges 30 feet toward the creature. If the phantom's path connects with the creature, the target must succeed on a DC 14 Dexterity saving throw or take 2d8 force damage and be knocked prone.

**Truffle (2 bristles).** You plant the bristles in the ground to conjure up a magical truffle. The mushroom can be consumed to restore 2d8+1 hit points.

So long as the wand has 1 bristle remaining, it regrows 2 bristles daily at dawn. Using the last bristle destroys the object.

### WAND OF THE TIMEKEEPER

*Wand, rare (requires attunement)*

This smoothly polished wooden wand is perfectly balanced in the hand. Its grip is wrapped with supple leather strips, and its length is decorated with intricate arcane symbols. When you use it while playing a drum, it provides advantage on Charisma (Performance) checks. The wand has 5 charges. While holding it, you can use an action to expend 1 or more charges to invoke one of the following effects.

**Synchronize (1 charge).** One creature you can see who has not taken its turn this round takes its

next turn immediately after yours regardless of its initiative order. The target may choose to make a DC 14 Wisdom saving throw to resist this effect.

**Erratic (2 charges).** One creature you can see must re-roll its initiative at the end of each of its turns for 1 minute. The target may choose to make a DC 14 Wisdom saving throw to resist this effect.

The wand regains 1d4 charges daily at dawn.

### WAVE-CHAIN MAIL

*Armor (chainmail), rare (requires attunement)*

The rows of chain links of this armor seem to ebb and flow like waves while worn. Attacks against you have disadvantage while at least half of your body is submerged in water.

Additionally, when you are attacked, you can turn all or part of your body into water as a reaction, gaining immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons, until the end of the attacker's turn. Once used, this property of the armor can't be used again until the next dawn.

### WHIRLWIND BOLAS

*Weapon (bolas), rare*

The metal weights of this weapon are inscribed with spiraling sigils of the wind. If a creature's speed has been reduced to 0 by this weapon (see "Special," below), you may say a command word as a bonus action. When commanded, the weights of the bolas begin to spin, creating a vortex of wind around the target. The vortex lifts the target 30 feet into the air, then releases it. The whirlwind bolas then return to the thrower.

**Special.** A Medium or Small creature hit by a bolas must make a DC 10 Strength saving throw or have its speed reduced to 0 and fall prone until it is freed. A bolas has no effect on formless creatures or creatures that are Large or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect.

Martial Ranged Weapon	Cost	Damage	Range	Weight	Properties
Bolas	5 gp	—	5/15	2 lbs.	thrown, special

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creature characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity.

The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Items Wondrous Strange © 2017 Open Design; Authors: James Bitoy, Peter von Bleichert, Dan Dillon, James Haeck, Neal Litherland, Adam Roy, and Jon Sawatsky.



# AN ADVENTURE ON EVERY PAGE

*Tome of Beasts* brings more than 400 new foes to 5th Edition, from vicious dungeon vermin to earth-shaking personifications of evil!

Every entry comes with full-color art by some of the top talent in the industry. Here, Game Masters will find:

- *Clockwork creatures*
- *Drakes and dragons*
- *Devils and arch-devils*
- *Dangerous flavors of the fey*

...and much more! These monsters are ready to wreak havoc in any fantasy setting, from fan-favorite realms to worlds of your own creation.

Flip to any page in the *Tome of Beasts* and you'll find an encounter that players won't soon forget...

Available now from [www.KoboldPress.com](http://www.KoboldPress.com) and better game stores everywhere!

**KOBOLD**  
Press



©2016 Open Design. Kobold Press logo is a trademark of Open Design. 5E bullet is used by kind permission of Sasquatch Game Studio.