

# The Dragon's Hoard

Issue #2  
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23 Magic Items  
4 New Monsters  
11 Spectacular Spells



Zoë Serrao



# The Dragon's Hoard



Bob Sorenson

# CREDITS

**AUTHORS:** Jason Nelson, Michael "solomani" Mifsud, Matt Kimmel, Scott D. Young, Mark Hart, and Jeff Ibach.

**ARTISTS:** Bruno Balixa, Daniel Cotter, Teresa Guido, Marko Horvatin, Jason Juta, Chris Kimball, Matthias Kinnigkeit, James Krause, Matt Lewis, Dio Mahesa, Matthew Manghi, Renan Moraes, Peyeyo, Kiki Mochi Rizki, Tanyaporn Sangsnit, Melissa Spandri, Bob Storrar, Tomislav Tikulin, Jon Tonello

**DESIGN AND LAYOUT:** Craig Williams

**LEGENDARY GAMES TEAM MEMBERS:** Anthony Adam, Michael Allen, Ismael Alvarez, Alex Augunas, Kate Baker, Connor Bates, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carlos Cabrera, Pedro Coelho, Tara Collins, Jeremy Corff, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Dan Dillon, Joel Flank, Naomi Fritts, Andrew Gibson, Jeff Gomez, Matthew Goodall, Thilo Graf, Jim Groves, Amanda Hamon, Steven T. Helt, Cerise Herndon, Thurston Hillman, Tim Hitchcock, Nick Hite, Vanessa Hoskins, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Debbie Kammerzell, Jonathan H. Keith, Hal Kennette, Matt Kimmel, Michael Kimmel Marshall, Michael Kortes, Jeff Lee, Lyz Liddell, Neal Litherland, Nicolas Logue, John Lynch, Will McCardell, Jacob Michaels, Michael Mifsud, Blake Morton, Mike Myler, Julian Neale, Dave Nelson, Jason Nelson, Jen Page, Emily Parks, Richard Pett, Tom Phillips, Nathan Reinecke, Alistair Rigg, Alex Riggs, Michael Ritter, Wren Rosario, David N. Ross, Wren Roy, Michael Sayre, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Kendra Leigh Speedling, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Margherita Tramontano, Amber Underwood, Chris Van Horn, James Vance, Greg A. Vaughan, Ben Walklate, Mike Welham, Charles White, George "Loki" Williams, Nate Wright, Scott D. Young, Linda Zayas-Palmer, and Clark Peterson

**CHIEF EXECUTIVE OFFICER:** Jason Nelson

**CHIEF STRATEGIC OFFICER:** Shirline Wilson

**CHIEF BUSINESS OFFICER:** Rachel Ventura

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## TABLE OF CONTENTS

INTRODUCTION	2
THE TREASURE TROVE	3
BASKER'S BOOKS	11
MARVELOUS MONSTERS	15
GOLDBUGS	15
GOLEM, Book	16
GOLEM, JUNK	17
GUARDIAN SCROLL	18

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers 1st, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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# INTRODUCTION

Welcome to ***The Dragon's Hoard***, our monthly anthology of magic, monsters, and more for your **5th Edition** campaign! Each issue of ***The Dragon's Hoard*** takes every new magic item, spell, monster, or other new rules content from our ongoing **Legendary Loot** [Patreon](https://www.patreon.com/LegendaryLoot) (<https://www.patreon.com/LegendaryLoot>) and presents it for you dozens of new elements beautifully illustrated and ready to unleash on your players! Every issue includes these regular features:

- **THE TREASURE TROVE**, featuring fantastic magic items and special treasures
- **BASKER'S BOOKS**, featuring new spells for every 5E spellcasting class
- **MARVELOUS MONSTERS**, featuring killer creatures across every challenge level

From time to time, some issues may contain special bonus features that we've introduced in our ongoing Patreon and new product previews of coming attractions. We look forward to bringing you a monthly cavalcade of terrific new 5E content that will help **Make Your Game Legendary!**

## EPIC MAGIC ITEMS

Sometimes 5E products shy away from high-level content and we think that's a shame. While not all campaigns get to high levels, there is always a need for a regular dose of new legendary magic items to adorn the throne rooms and deepest dungeons of your game. In addition, the epic rules as discussed in Chapter 7 of the **5E GM's Guide** offer some exciting options for your heroes to reach impossible heights whenever you wish to open up those options for play, which can happen even at lower levels.

To expand the scope of what you can do in your campaign with magic items, some items in ***The Dragon's Hoard*** feature a new concept to really set some magic items apart called Epic Attunement! Not all magic items need to be epic in their scope and power, but some of the items we present here will, so using the rules here will help you use (and even create your own) magic items whose power can grow even as your heroes do!

Epic magic items represent magic items that are infused with the raw power of destiny, drawing them inexorably to the hands of fate's champions. Some are truly legendary in terms of their abilities, while others are more prosaic in power. What they share in common is that they have hidden powers that may not be immediately obvious to their wearers or wielders until the circumstances are right. An epic item might need a unique trigger or offering or event to unlock their abilities. This could happen entirely by accident, when PCs stumble onto the proper circumstance that unleashes the item's true power. Alternatively, they may discover the nature of the item they hold, in which case PCs wishing (or needing) to activate the item in question must first discover what is needed to awaken it and where they need to go and whom they need to befriend or appease to make it happen.

Even if an epic item is not so difficult to activate, they provide a hidden layer of mystery about magical items by providing a mechanism to make them truly wondrous. Epic items can be closely associated with ancient or fallen cultures and civilizations, with the magic they contain being an irreplaceable relic of that time and those people. It cannot be replicated or duplicated by modern magic, and many people might want to steal it in hopes of someday making rediscovering that power. It helps add color and depth to the flavor text of different magical cultures, because it puts some mechanical teeth into the history and lore of that culture.

In any case, the hidden properties of these items can be unlocked by those with sufficiently strong wills. Adventurers from every land love to find and get a hold of these mighty relics, believing that they have the ability to do so, but ultimately it is up to the item itself to decide whether or not to reveal itself fully. With some exceptions, epic magic items are not precisely sentient, but all of them are dimly aware of their power and their place in the universe and can sense whether the hand that grasps them is fit to wield them, silently judging their owners until they find the right moment to unlock their true potential.

**Epic Attunement** When discovered, epic magic items possess certain powers that anyone can use, just like a regular magic item. Some require attunement while others may not. However, in order to realize their full power, the wielder must forge a bond with the item by epic attunement. This functions similarly to attuning your character to any other magic item. This can happen if special circumstances or conditions are met, such as bathing a sword in the heart's blood of a dragon or anointing the item with the sacred oils of the Sun God for seven straight days at dawn. Such attunement may be

permanent or it may be temporary, as the item's powers may persist only for the duration of an emergency and then fade away until they are needed once more. Epic attunement is limited to a single epic item at a time, but otherwise it counts as a normal attunement slot for that PC.

Alternatively, characters that carry the spark of destiny within themselves may be able to link their own glorious fate with that of such an item. Any character with an epic boon or divine blessing (see Chapter 7 of the official 5E GM's Guide) can tap into their own inherent power to attune themselves to an epic magic item through epic attunement. They and the mythic item join their destinies together. At the GM's option, characters with such a boon or blessing may be able to attune a mythic item in addition to their normal limit of attuned items.

Villains may be able to use the full power of epic magic items as well, of course, though the GMs should only allow them to allow major arc villains that will be memorable. The defeat of such foes may in itself be the triggering condition that allows the item's powers to be unlocked for the heroes.

## THE TREASURE TROVE

There is loot galore to be found in the glittering caves of the dragon's lair. The only challenge to claiming it is getting out alive and hoping he doesn't notice anything is missing. Step into the deepest caverns of the dragon's den and claim this month's collection of terrific treasures!

### ITEMS BY TYPE

**Armor:** gorynych scale\*, plate of the white wyrm\*

**Potions:** ascension catalyst, potion of countless eyes, scale polish

**Rings:** gauss ring\*, unseelie solitaire\*

**Rods:** phosgene flail\*, rod of defoliation\*

**Staves:** staff of draconic power\*

**Wands:** spellbounce wand\*, wand of night\*

**Weapons:** biting blade of ten thousand blossoms\*, blade of dragondoom\*, captain's cutlass\*

**Wondrous Items:** bearskin cape\*, blizzard bottle, bottled wisp, bullroarer's bugle\*, candle crown\*, dragon fetish, raven's perch, sledge of the great bear

### ITEMS BY RARITY

**Common Items:** bottled wisp

**Uncommon Items:** ascension catalyst, bearskin cape\*, blizzard bottle, bullroarer's bugle\*, captain's cutlass\*, dragon fetish, potion of countless eyes

**Rare Items:** raven's perch, scale polish, wand of night

**Very Rare Items:** blade of dragondoom\*, candle crown\*, phosgene flail\*, rod of defoliation\*, sledge of the great bear, spellbounce wand\*, staff of draconic power\*, unseelie solitaire\*

**Legendary Items:** gauss ring\*, gorynych scale\*, plate of the white wyrm\*

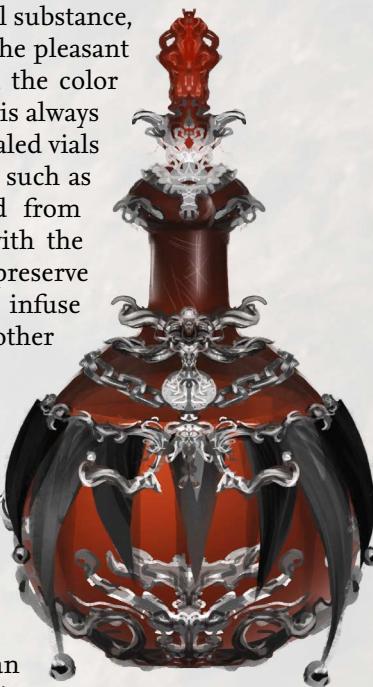
## ITEM DESCRIPTIONS

### ASCENSION CATALYST

Wondrous item, uncommon

A highly reactive chemical substance, the *ascension catalyst* has the pleasant smell of fresh mead and the color and glow of sunbeams. It is always found stored in tightly sealed vials made of inert substances such as gold or silver, protected from direct light or contact with the air; such precautions preserve the catalyst's ability to infuse extraordinary powers to other substances and creatures.

When you drink a vial of undiluted *ascension catalyst*, you treat all saving throws you make until the end of your next turn as if you had rolled a natural 20. If instead you mix a vial of *ascension catalyst* with an alchemical item or magic potion, the duration and all other numerical effects of that item or potion are doubled, and any magical effect it creates cannot be dispelled with *dispel magic* (though it does not function in an *antimagic field*). The *ascension catalyst* can instead be used to speed up any alchemical process, reducing tenfold the time needed to craft an alchemical item, poison, or magical potion, elixir, solvent, unguent, ointment, or similar liquid or semiliquid substance.



### **BEARSKIN CAPE**

Wondrous item, uncommon (requires attunement)



This shaggy bearskin pelt retains the bear's claws on its dangling limbs, and the bear's head and jaws are fashioned into a terrifying hood. Wearing it grants you a +1 bonus on Athletics checks to Grapple, Shove, or Trip an opponent, and it also grants you a +2 bonus to Armor Class if you are wearing light armor or no armor. If wearing medium or heavy armor, it grants you a +1 bonus to Armor Class.

When the hood is raised, you gain advantage on Wisdom (Perception) checks based on scent and gain a +1 bonus on Wisdom (Survival) checks to track creatures by scent. The *bearskin cape* also disguises your own scent. Creatures trying to track you by scent have disadvantage on Wisdom (Survival) checks, and beasts with Intelligence 2 or lower

treat you as if you were using a *sanctuary* spell. You gain advantage on Charisma (Intimidation) checks against such beasts, as long as they are not larger than you. If the hood is lowered, your scent returns to normal.

If you use *polymorph*, a druid's wild shape, or a similar ability to transform into a bear, you gain 1d6+6 temporary hit points. These are lost if you transform into another shape or back to your own shape. You cannot use this ability again until you complete a long rest.

### **BITING BLADE OF TEN THOUSAND BLOSSOMS**

Weapon (longsword), rare (requires attunement)

This flamboyant +1 longsword possesses a bright, pink grip. When wielded by a good-aligned creature, the blade pulses with pink light that lashes out at wicked foes. Whenever the wielder scores a critical hit using a *biting blade of ten thousand blossoms*, a spray of razor-sharp pink cherry blossoms burst forth from the weapon, causing the target and all creatures adjacent to it to take slashing damage equal to the weapon's minimum damage (so if the sword would deal 1d8+4 damage, adjacent creatures take 5 points of damage). Affected creatures can make a DC 17 Dexterity

save to negate this damage and the wielder can exclude a number of creatures from this effect equal to her Charisma modifier (minimum 1). Evil creatures take an additional 2d6 radiant damage from this spray of cherry blossoms.



### **BLADE OF DRAGONDOOM**

Weapon (sword), very rare (requires attunement)

This marvelous golden blade has a bejeweled golden dragon on the hilt. While holding the weapon, you can understand and speak Draconic. You gain a +1 bonus on attack and damage rolls made with this weapon. In addition, when you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

When you score a critical hit against a dragon, you can proclaim its doom is upon it as a bonus action. This affects the dragon as *phantasmal killer* (save DC 16), and as long as you maintain concentration on the *phantasmal killer* you gain resistance against the dragon's breath weapon.



### **BLIZZARD BOTTLE**

Wondrous item, uncommon

This bottle of swirling blue and white liquid is cold to the touch. As an action, you can pour out the bottle, freezing a liquid surface solid as if you had cast *freezing sphere* or coating a solid surface with ice equivalent to a *grease* spell



but affecting a 30-foot square. You can restopper the *blizzard bottle* as a bonus action, and it refills itself after one round. A blizzard bottle typically contains seven charges when found, and each pour uses one charge. If all seven charges are expended the bottle shatters.

You can use the ready action when holding the *blizzard bottle* to absorb the effect of a cold, ice, hail, snow, or sleet spell of 6th level or lower that targets you or includes you in its area. Make a Wisdom check with a DC of 8 plus the spell's level; if the check succeeds

the spell's effect is canceled and the blizzard bottle regains one charge. Even if the check fails, you have resistance to any cold damage from the spell. You cannot use this effect if the *blizzard bottle* is already fully charged.

If the *blizzard bottle* is fully charged, you can hurl it up to 120 feet, causing it to explode as a *freezing sphere* (saving throw DC 19). Alternatively, if a fully charged *blizzard bottle* is unstopped and left open for 1 minute it creates a sleet storm centered on itself and causes the temperature in the surrounding area to plummet and calls forth a winter snowstorm, as *control weather* but requiring no concentration. The sleet storm ends immediately if the bottle is destroyed. The *control weather* effect is likewise ended, though it may take some time for weather to return to normal. The *sleet storm* otherwise continues as long as the *control weather* effect does, with the bottle shattering when the *control weather* effect ends. Sleet and snow from these effects do not bury the *blizzard bottle*, instead forming a rough pedestal of ice that lifts the *blizzard bottle* 5 feet above the surface of whatever snow or ice falls. Either of these uses destroys the *blizzard bottle*.

#### BOTTLED WISP

Wondrous item, common

The eerie light inside this vial appears to be a glowing potion at first, but it regularly shifts and coalesces into a



leering skull. A *bottled wisp* is the distilled essence of a will o' wisp. When the *bottled wisp*'s holder uncorks the vial, he releases the skull, which shines light as dancing lights. You may control it as a move action, as per the *dancing lights* spell. The wisp has a 10-foot aura of fear around it, which imposes disadvantage on saving throws against effects that cause the frightened condition. After one minute, the wisp disappears, and the effects of its aura end. The ingredients required to craft a *bottled wisp* can be harvested from the remains of a dead will o'wisp with a successful DC 15 Intelligence (Arcana) check.



#### BULLROARER'S BUGLE

Wondrous item, uncommon (requires attunement)

First crafted ages ago for a halfling war hero, a *bullroarer's horn* can be used to sound a call that sounds like a dragon roaring three times. This can be heard up to 2 miles away and you can make these sounds at any point within 1 minute, with each sounding being either short or long, allowing you to send very simple coded messages. Your allies who can hear the horn are affected by a *bless* spell, while your enemies are affected by a DC 11 *bane* spell. Normally you can only use this ability once before needing to complete a long rest in order to use it again, but if you are a halfling, you can sound the horn three times before needing to complete a long rest. If you are a halfling, your allies roll a d6 for the *bless* effect rather than a d4.

**Epic Attunement.** Your allies hearing the horn gain the effects of *longstrider* for 1 minute, while halflings and their mounts gain the effects of *expeditious retreat* for 1 minute. This increased speed applies only as long as those allies are moving toward the sound of the horn.

### CANDLE CROWN

Wondrous item, very rare (requires attunement)

This wreath of enchanted holly is surmounted by a sextet of enchanted candles radiating a gentle golden light that warms the bodies and spirits of all those nearby. While you wear it, you gain the following benefits:

- You may set a *candle crown* alight as an action. While lit, it sheds bright light in a 20-foot radius and dim light 20 feet beyond that. You and creatures within 20 feet of the *candle crown* are enveloped with warmth and can tolerate temperatures as low as -50 degrees Fahrenheit without additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit. Additionally, your allies gain a +1 on their saving throws against becoming frightened as long as they can see you.
- You may pluck 2d4 holly berries from the *candle crown* after each dawn. These function as *goodberries* but also provide a warming effect. A creature who has consumed at least one of these berries can tolerate extreme cold, as described above, for 1 hour per berry eaten.
- You may create a barrier of warding flame at the edge of a 20-foot-radius sphere from the *candle crown*. Creatures within this area are protected from extreme cold, as described above. The warding flames block line of sight, giving creatures on either side of the barrier total concealment from each other. Crossing the barrier from the outside deals 1d6 points of fire damage and illuminates the creature, as *faerie fire*, for 1d6 minutes. Creatures crossing the barrier from within is harmless but attempting to return



incurs the same damage and illumination from the *faerie fire*. If you leave the warded area, the barrier disappears, and the effect ends. Once the warded area is created, you may remove the *candle crown* and set it down without disturbing it. The crown can't be used this way again until the next dawn.

A *candle crown*'s flames cannot be extinguished by strong winds, though they cannot burn underwater.

### CAPTAIN'S CUTLASS

Weapon (any one-handed sword), uncommon (requires attunement)

This +1 scimitar is typically engraved with the name, rank, and ensign of the flag officer for whom it was forged and is often embellished with gold filigree along its blade and its elaborate basket hilt-guard that resembles interlocking anchors. This guard grants you a +1 AC bonus when using the Disengage action or against opportunity attacks. Additionally, it grants you advantage on Strength (Athletic) checks related to swimming and being underwater imposes no penalties on your movement or attacks

A *captain's cutlass* retains resonant memories of its original master's nautical savvy, which it imparts upon you once you have attuned to the weapon granting advantage on skill checks while on a seagoing vessel or on any check related to sailing (GM's discretion). Also, you gain an ability identical to the 1st level ranger ability Natural Explorer. The benefits of this trait are only applicable to coastal terrain and aquatic terrain (both on the surface and underwater).

If a hostile creature creates a wind, weather, or water-based effect (GM's discretion) whose area includes your ship, once per day as a reaction you can attempt an



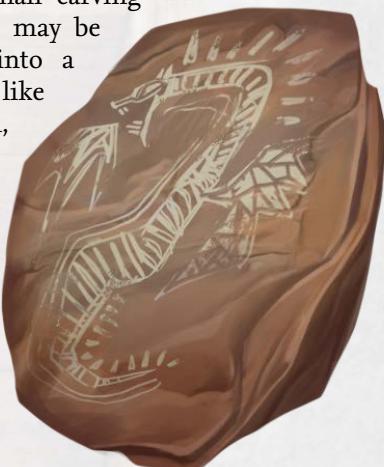
Intelligence or Dexterity ability check (as appropriate) vs. the caster's spell save DC. If the check succeeds, the effect has no effect within 30 feet of you.

While a *captain's cutlass* is usually crafted as a scimitar, they are sometimes manufactured as rapiers, long swords, shortswords, or any other one-handed weapon the GM deems suitable.

#### DRAGON FETISH

*Wondrous item, uncommon*

A *dragon fetish* is a small carving depicting a dragon. It may be etched or engraved into a flat stone or carved like a statuette or idol, and it may be finely finished but often is crude or roughly made. The curious activation condition of this strange item sometimes leads superstitious folk to make sacrifices to it, believing it to be mystical, intelligent, or even divine in nature. If a creature spends one minute covering the *dragon fetish* in the fresh blood of a sentient creature, requiring 1 hit point of blood for each creature within 20 feet of the statue when the ritual is completed. Once it done, each creature within the area gains inspiration, which they must use within 1 minute or it is wasted. Once activated, a *dragon fetish* loses its power until the next day at dawn.



if you do not hit a creature with a melee attack before the beginning of your next turn. If you do not use a reaction in this way while you have lightning stored in your *gauss ring*, you can discharge 1d6 lightning damage as a reaction when you are struck with a natural weapon, unarmed strike, or melee weapon attack with a metal weapon. If a creature attempts to grapple you, you can discharge 2d6 lightning damage as a reaction; the grappler takes this damage and disadvantage on ability checks made to grapple you until the end of its next turn. Unused lightning stored in a *gauss ring* fades 24 hours after being absorbed. Lightning discharged by a *gauss ring* cannot be absorbed by it.

**Epic Attunement.** You are instead immune to lightning damage and the amount of electricity you can store is 10 times your level, with a minimum of 60. Furthermore, if you score a critical hit on a creature, with a melee weapon attack you charged with lightning, you can discharge an additional 1d10 lightning damage into the attack. If you discharge lightning into a creature as a reaction when that creature scores a critical hit against you in melee, you can discharge 1d10 lightning damage against that creature. Finally, you gain the ability to discharge lightning in the form of a bolt of lightning that fills a 60-foot line. The Dexterity DC to halve the damage equals  $8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$ . This bolt of lightning discharges 6d6 lightning damage. You can only use this bolt of lightning once before needing to complete a long rest.



#### GAUSS RING

*Ring, legendary (requires attunement)*

This ring of braided copper and crystal wire is typically unadorned with any stones. You gain resistance to lightning damage, with lightning damage prevented by this resistance absorbed into the *gauss ring*, up to a maximum of 60 points per day. Each round as a reaction, you can charge your melee attacks with stored lightning damage. While your melee weapon attacks are charged in this way, you gain advantage on melee weapon attack rolls against creatures made of metal or that are wearing metal armor. If a charged melee attack hits, it deals an extra 1d6 lightning damage to the target, dissipating that charge. This lightning damage is dissipated without effect

#### GORYNYCH SCALE

*Armor (scale mail), legendary (requires attunement)*

This armor is grafted from the iron-hard green scales of a gorynych dragon, and is crafted with oversized pauplrons resembling dragon heads, with vambraces that appear almost molten. *Gorynych scale* is also crafted with a full helmet also wrought in the semblance of a roaring dragon's head. This +3 scale mail grants you resistance to fire damage.

The dragon heads on your shoulders have a limited animation and dim, watchful sentience. Their eyes are constantly alert for creatures encircling you, so you cannot be flanked by any creature you can see. In addition, when you score a critical hit in melee, as a bonus action you can take an additional attack with one of the dragon



#### PHOSGENE FLAIL

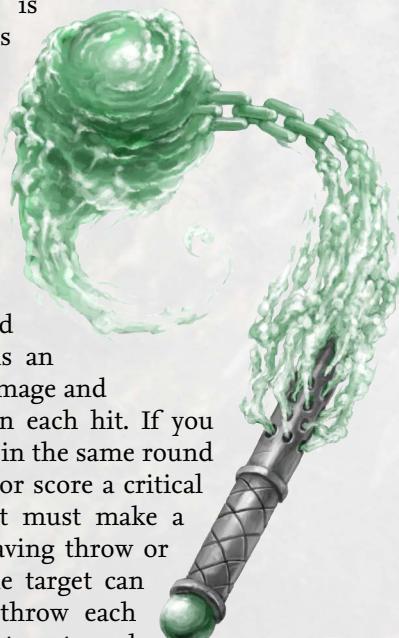
Rod, very rare (requires attunement)

This heavy baton is perforated with dozens of tiny holes at one end, from which leak tendrils of toxic mist. As an action, you can command these noxious vapors to coalesce into a semi-solid ball of gas that can be wielded as a +1 flail that deals an additional 1d4 acid damage and 1d4 poison damage on each hit. If you strike a creature twice in the same round with the *phosgene flail* or score a critical hit with it, the target must make a DC 14 Constitution saving throw or become poisoned. The target can make a new saving throw each round at the end of its turn to end

heads, dealing 1d6 piercing damage and 1d6 fire damage plus your Strength bonus.

Each of the three heads can be commanded to unleash a 15-foot cone-shaped gout of flame once per day as an action. Creatures in the cone must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save and half damage on a successful save. If you have not yet used any of the heads' breath weapons, you can combine the breath

of all three heads as an action into a 30-foot cone-shaped gout of flame dealing 28 (8d6) fire damage, or half damage for creatures that make a DC 19 Dexterity saving throw.



the poisoned effect. Creatures that do not breathe cannot be poisoned by the *phosgene flail*.

When you cast a spell that deals acid or poison damage with the *phosgene flail* in hand, you gain a +1 bonus on spell attack rolls and the save DC is increased by 1. Once per day you can use the rod to cast either *cloudkill* or *stinking cloud*, with a saving throw DC of 17 for either.

#### PLATE OF THE WHITE WYRM

Armor (plate), legendary (requires attunement)

These frozen plates of armor are infused with the power of an ancient white dragon. While wearing this armor you gain a +2 bonus to AC and are resistant to cold damage. As an action you can breathe a 30-foot cone of cold. Creatures in the cone must make a DC 18 Dexterity saving throw, taking 6d6 cold damage on a failed save, or half as much on a successful one. You must complete a short or long rest before you can breathe cold using this armor again.



#### POTION OF COUNTLESS EYES

Potion, uncommon

When you drink this potion, you sprout eyes all over your body for 1 hour. While these eyes persist, you gain advantage on vision-based Wisdom (Perception) checks and you cannot be surprised or flanked by any visible creature. The potion's effervescent liquid has tiny gelatinous beads suspended in it.

#### RAVEN'S PERCH

Wondrous item, very rare

Carved in the likeness of an enormous black carrion bird and trickster totem, a *raven's perch* is a figurehead which must be mounted on the prow of a ship in order to function. Once per day, the captain may command the *raven's perch* to create an illusion over the vessel so that it appears to be another ship of comparable size (DC 17 Wisdom saving throw to disbelieve). The illusion includes audible, visual, tactile, and olfactory elements, as *mirage arcane*, including

the appearance of the vessel's interior, but does not change the appearance of any creature on board. This illusion may be maintained for up to 9 hours, but vanishes as soon as the vessel or any creature aboard it launches an attack upon a target not on the ship itself.



#### SCALE POLISH

Wondrous item, rare

This small clay urn contains a scintillating paste which allows the user to cast magic it could not cast normally. Any caster may cast up to 3 levels of spells into the jar (a cantrip is considered a 1st-level spell for this purpose). These must be non-harmful spells that the caster can use on themselves. The magic of these spells is stored in the *scale polish*.

If you are a reptilian creature (including dragons or humanoids with the reptilian subtype), you can apply the *scale polish* to your own scales as an action and gain the ability to cast the imbued spells. Your Hit Dice or level must be at least twice the level of a stored spell you wish to cast, and you must have a minimum Intelligence, Wisdom, or Charisma score of 12. When you cast one of the stored spells, it only affects you even if it normally could affect multiple creatures. Once you apply the *spell polish*, you must use the spells within 24 hours or the magic fades. A jar of *scale polish* can be used only once.

#### ROD OF DEFOLIATION

Rod, very rare (requires attunement)

This gnarled and blighted cudgel seems ready to flake away at a touch, yet it is surprisingly stout and heavy, never cracking despite its superficial rot. A *rod of defoliation* can be wielded as a +1 greatclub that deals an extra 2d6 necrotic damage against but as a bonus action each turn, you could also use this rod as a shield that causes plants to have disadvantage on attack rolls against you.

If a rod of defoliation is held in one hand, you can cast *blight* as a 4th-level spell with a DC of 8 + your Wisdom modifier + your proficiency bonus. Once you cast this spell, you must complete a long rest before casting it again.

**Epic Attunement.** You gain the ability to cast *contagion* as a bonus action whenever you strike a beast, humanoid, or plant with the rod. The contagion spell must be cast on the creature you struck with the *rod of defoliation*, and it has a DC of 8 + your Wisdom modifier + your proficiency bonus. You can use this ability a number of times equal to your Wisdom modifier, after which you must complete a long rest to reset the charges.



#### SLEDGE OF THE GREAT BEAR

Wondrous item, very rare

This rough-hewn wooden sledge is 5 feet wide and 10 feet long, with a thick leather harness enabling it to be pulled by humanoids or draft animals. Engraved with primitive tribal carvings of bear totems, this conveyance allows you to carry great quantities of cargo or passengers. Any creature put in the harness has its carrying capacity doubled for the purpose of dragging, allowing it to drag up to 60 times its Strength score in pounds (this does not stack with other effects that increase carrying capacity). A creature in the harness also gains advantage on Constitution saves to avoid levels of exhaustion from fatigue.



You may stand on the *sledge* of the great bear to command it to change its shape into a cart, wagon, or sleigh with runners. Its approximate dimensions do not change, and in each form it is engraved with ursine figures. Once per week, you can summon a pair of brown bears or a single dire bear into the harness of the sledge. These bears can pull the wagon for up to 12 hours. They do not fight unless attacked, and even if attacked they always remain adjacent to the *sledge*. Creatures riding in the sledge while the bear(s) are present have partial cover against ranged attacks.

In order to command the sledge (other than enhancing the strength of creatures in the harness), you must issue commands in the speech of bears, requiring you to be polymorphed into a bear (including by wild shape or the animal or hybrid form of a werebear) or able to speak with animals when you issue commands.



#### SPELLBOUNCE WAND

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

This wand has 3 charges. While holding it, if you cast a spell that targets a single creature and that spell has no effect on its intended target, including because of immunity to the effect or a successful saving throw, you can expend

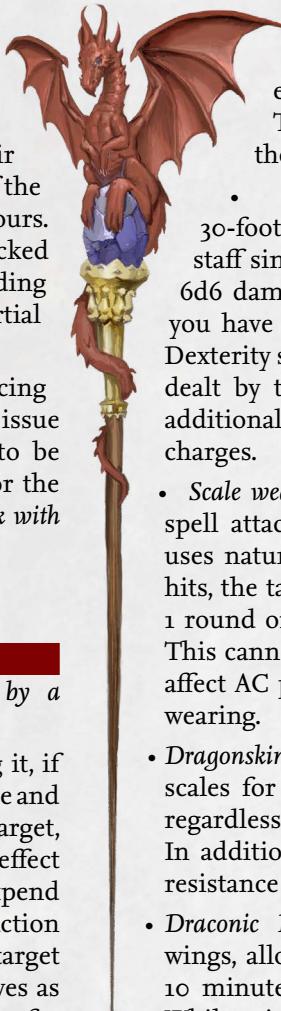
1 of the wand's charges as a bonus action to redirect the spell to another target within range. The spell then behaves as if that target were the original target for the spell. You cannot use this wand to redirect a spell that has a partial effect on a target, such as reduced damage from resistance or a lesser effect caused by a saving throw.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles fractures into 1d3 equal pieces and is destroyed.

#### STAFF OF DRACONIC POWER

*Staff, very rare (attunement required)*

This towering staff is surmounted by a carved metal icon of a dragon with its wings outstretched. While holding the staff, you are immune to the frightful presence ability of all dragons. In addition, the staff has 10 charges. Each day when you complete a long rest you can command the icon atop the staff to take on the semblance of a metallic or chromatic dragon. While holding the staff, you can use



an action to expend 1 or more of its charges to create one of the following effects from it, using your spell save DC. The specific effects of each ability match those of the type of dragon you have chosen.

- *Dragon breath* (1-3 charges): You unleash a 30-foot cone or 60-foot line (5 feet wide) from the staff similar to a dragon's breath weapon, dealing 6d6 damage of a type matching the dragon form you have chosen, or half as much on a successful Dexterity saving throw. You can increase the damage dealt by this *dragon breath* by 2d6 by spending 1 additional charge, or by 4d6 by spending 2 additional charges.
- *Scale weakening* (1 charge): You can make a ranged spell attack against a creature within 60 feet that uses natural armor to provide its AC. If the attack hits, the target takes a -2 to its AC for 1 hour, or for 1 round on a successful Constitution saving throw. This cannot reduce its AC below 10, and it does not affect AC provided by armor or shield the target is wearing.
- *Dragonskin* (2 charges): You are covered in dragon scales for 1 hour. Your AC can't be lower than 16, regardless of what kind of armor you are wearing. In addition, while the *dragonskin* persists you gain resistance to that dragon type's favored energy.
- *Draconic Might* (3 charges): You sprout draconic wings, allowing you to fly (speed 80 feet) for up to 10 minutes, though flying requires concentration. While using this ability, you gain the benefits similar to the *enhance ability* spell. You gain the benefits of *bull's strength* regardless of which type of dragon you have chosen, and you also gain a second *enhance ability* benefit based on your dragon type, as noted on the table below.

EFFECT	ENERGY	AREA	DRACONIC MIGHT
Black	acid	line	<i>bear's endurance</i>
Blue	lightning	line	<i>owl's wisdom</i>
Brass	fire	line	<i>cat's grace</i>
Bronze	lightning	line	<i>bear's endurance</i>
Copper	acid	line	<i>fox's cunning</i>
Gold	fire	cone	<i>eagle's splendor</i>
Green	poison	cone	<i>fox's cunning</i>
Red	fire	cone	<i>eagle's splendor</i>
Silver	cold	cone	<i>owl's wisdom</i>
White	cold	cone	<i>cat's grace</i>

## UNSEELEIE SOLITAIRE

*Ring, very rare (requires attunement by a spellcaster)*

This thick band of white gold bears a solitary ice-blue diamond sparkling in a setting. No matter the surrounding temperature, the unseelie solitaire remains cold to the touch, as does your hand. Three times per day you can freeze the blood of a creature you touch as a melee spell attack dealing  $2d8$  cold damage. The target also must make a DC 16 Constitution saving throw or be slowed (as the *slow* spell). The target can make a new Constitution saving throw each round at the end of its turn to end the *slow* effect.

If you hit the same target with this effect again while it is already *slowed*, it becomes paralyzed if it fails a DC 16 Constitution saving throw. If paralyzed, a successful saving throw reduces the effect to *slow*.

If you hit the same target when it is already paralyzed, its body is turned to solid ice if it fails a DC 16 Constitution saving throw. This is the same as being petrified but cannot be reversed by *stone to flesh*; however, *remove curse* or *greater restoration* can end the effect.

A fey creature or Small or smaller humanoid wearing an *unseelie solitaire* can change their appearance (as *disguise self*) to resemble an icy-skinned wintry version of a faerie creature, and can choose to make their alignment show up as evil for the purpose of *detect evil* and similar spells. This does not change the wearer's actual alignment.

## WAND OF NIGHT

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

This wand has 10 charges. While holding it, you can expend 1 of its charges to cast the *darkness* spell from it. If you expend 2 charges, you can increase the area of the *darkness* spell to a 60-foot radius, or you can increase the duration 1 hour (requiring no concentration).

Instead of creating *darkness*, you can expend 1 of the wand's charges to dispel a light-based magical effect such as *daylight*, as if you had cast *dispel magic*. You can increase the level of this *dispel magic* effect by expending additional charges, with each additional charge increasing the level of the *dispel magic* spell by 1.

The wand regains  $1d6+1$  expended charges daily at sunset. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



## BASKER'S BOOKS

Behold the marvelous magics contained within the curated collection of the great and powerful master of the mystic arts and collector of curios, the legendary **Basker V. Holmes!** He has brought together an assortment of strange spells and unusual enchantments to spice up any spellcaster's repertoire!

### SPELLS BY CLASS

#### CLERIC SPELLS

##### 1st Level

*Unwelcome halo*

##### 2nd Level

*Burst of radiance*

*Light prison*

##### 3rd Level

*Gate of the faithful*

##### 4th Level

*Burst with light*

*Secure seal*

*Shield of dawn*

##### 5th Level

*Eldritch monolith*

*Wall of light*

##### 7th Level

*Greater secure seal*

##### 8th Level

*Accursed monolith*

## DRUID SPELLS

### 2nd Level

*Burst of radiance*

### 5th Level

*Wall of light*

## PALADIN SPELLS

### 2nd Level

*Burst of radiance*

*Light prison*

### 3rd Level

*Gate of the faithful*

### 4th Level

*Secure seal*

*Shield of dawn*

## SORCERER SPELLS

### 1st Level

*Unwelcome halo*

### 2nd Level

*Burst of radiance*

*Light prison*

### 4th Level

*Secure seal*

### 5th Level

*Wall of light*

### 7th Level

*Greater secure seal*

## WARLOCK SPELLS

### 5th Level

*Eldritch monolith*

### 8th Level

*Accursed monolith*

## WIZARD SPELLS

### 1st Level

*Unwelcome halo*

### 2nd Level

*Burst of radiance*

*Light prison*

### 4th Level

*Secure seal*

### 5th Level

*Eldritch monolith*

*Wall of light*

### 7th Level

*Greater secure seal*

### 8th Level

*Accursed monolith*

## SPELL DESCRIPTIONS

### ACCURSED MONOLITH

8th-level illusion

**Classes:** cleric, sorcerer, warlock, wizard

This spell is identical to *eldritch monolith*, but any creature touching or adjacent to the illusory structure is affected as *bestow curse*, even if it disbelieves. An additional Wisdom save negates the *bestow curse*.



### BURST OF RADIANCE

2nd-level evocation

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a piece of flint and a pinch of silver dust)

**Duration:** instantaneous

**Classes:** cleric, druid, paladin, sorcerer, wizard

This spell fills a 10-foot-radius sphere with a brilliant flash of shimmering light. Creatures in the area must make a Dexterity saving throw. On a failed saving throw, a creature is blinded until the end of its next turn; on a success, a creature

has disadvantage on attack rolls and ability checks until the end of its next turn, unless it is immune to being blinded. Fiends and undead in the area take 3d6 radiant damage, with no saving throw.

### BURST WITH LIGHT

4th-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** cleric

The target becomes filled with intense magical light and must make a Wisdom saving throw. On a failed saving throw, the creature takes 2d8 radiant damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 4d8 points of damage), or half as much damage on a success. In addition, a creature failing its saving throw radiates bright light in a 30-foot radius and dim light an additional 30 feet beyond that area.

Creatures adjacent to the target must make a Dexterity saving throw. On failed saving throw, a creature takes half as much damage as the target and is blinded until the end of its next turn; on a success, a creature takes half as much damage (one-fourth as much as the target) and is not blinded.

The caster may use an action to repeat the effect. If the caster does not use an action, the spell ends.

### ELDRITCH MONOLITH

5th-level illusion

**Classes:** cleric, sorcerer, wizard, warlock

**Casting Time:** 1 action

**Components:** V, S, M (a piece of rubble from a building at least 1000 years old)

**Range:** 200 feet

**Area:** one 100-foot cube

**Duration:** Concentration up to 1 hour

This spell is sometimes used by researchers into the mysteries of the ancients as a means to examine the architecture and artistry of fallen obelisks, statuary, and similar monuments. *Eldritch monolith* creates a solid illusory duplicate of the exterior of the ancient structure used as its focus, resized and proportionately scaled down to fit within the spell's area. This spell shows external openings but not the internal structure of the building; however, spaces open to the exterior are visible. The detail shown by the *eldritch monolith* is not exacting, but it does provide

advantage on History and Investigation checks about the actual structure. The caster can create an eldritch ancient monolith of his own design or from a blend of actual buildings (a DC 20 History check reveals this fabrication).

Elder cultists sometimes replicate ancient buildings, especially blasphemous edifices torn down by the supposedly enlightened faithful of the younger gods. The caster can also create an eldritch monolith of his own design, whether conventional or wholly alien, often accounting for madmens' tales of alien vistas and unearthly buildings that vanish without a trace when others try to substantiate their ravings. If a caster attempts to create a counterfeit of an existing building, a DC 20 History check reveals the fabrication.

An eldritch monolith is solid and can be climbed (DC 20 Athletics) or used to provide cover. While it has the appearance of solid stone (Wisdom to disbelieve), its hardness is 2, and each 5-cubic section has hit points equal to the caster's level. Destruction of one section does not affect other sections.

### GATE OF THE FAITHFUL

3rd-level abjuration

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 8 hours

**Classes:** cleric, paladin

You infuse a door, gate, portal, or opening such as an archway or colonnade in your stronghold with a magical field that repels creatures that do not worship your deity. Creatures that share your patron or wear its holy symbol can move through the *gate of the faithful* without impediment, but other creatures attempting to enter the gate are pushed back 5 feet and stunned for 1 round (Constitution saving throw negates). Creatures failing their saves thereafter are poisoned for 1 round (Constitution saving throw negates) if they move or begin their turn within 10 feet of the *gate of the faithful*. Once a creature successfully saves against this spell, they can freely move through the gate.

### LIGHT PRISON

2nd-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** cleric, paladin, sorcerer, wizard

Rays of light burst forth from your outstretched hand, encircling a target's space with a cage of light. The target must make a Dexterity saving throw. On a failed saving throw, it becomes enclosed in the light prison. A creature enclosed in a light prison can attack, cast spells, and otherwise act normally as long as it stays within the light prison. However, if a creature passes through the walls of a light prison enclosing it, it takes 1d8 radiant damage and is blinded until the end of its next turn. Once a creature passes through the walls of a light prison surrounding it, the effect ends for that creature.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

### SECURE SEAL

4th-level abjuration

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (gold dust worth 100 gp)

**Duration:** Until dispelled

**Classes:** sorcerer, wizard

This spell affects a portal or opening within your stronghold as *arcane lock*, but it additionally creates a magical trap on it. If the *secure seal* is forced open by any means, it explodes in a 20-foot radius burst, dealing 5d6 force damage. This burst does not harm the walls, floor, windows, or any other permanent furnishings or features of your stronghold. Spell resistance applies against this damage. A Dexterity saving throw is allowed for half damage. The *secure seal* can be detected as a magical trap. After a *secure seal* explodes, the spell ends. You can freely pass through your own *secure seal* without triggering its explosion.

You can cast this spell outside your stronghold, but its duration is reduced to 1 day.

### SECURE SEAL, GREATER

7th-level abjuration

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S, M (gold dust worth 500 gp)



**Duration:** Until dispelled

**Classes:** sorcerer, wizard

This spell functions as *secure seal*, but it can be cast even on an opening without a door or similar barrier, such as an archway, alleyway, corridor, or similar opening, preventing creatures from passing through the sealed location. If cast upon an actual door, gate, chest, or similar object, it increases the object's damage threshold by 10, its break DC (if any) by 5, and increases its hit points by 5 per caster level. The warded object is always entitled to make saving throws as if it were you. A *greater secure seal* can be removed with *dispel magic*, but the caster level check to dispel gains disadvantage.

Like a *secure seal*, if the portal or opening guarded by this spell is destroyed or forced open, it explodes in a 20-foot-radius burst, dealing 15d6 force damage. Unlike a *secure seal*, this explosion does not end the spell, though it cannot explode again until 24 hours have passed.

### SHIELD OF DAWN

4th-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of pale amber or a shimmering insect wing)

**Duration:** 10 minutes

**Classes:** cleric, paladin

You create a disk of sunlight on one arm, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The sunlight provides you with a shimmering shield or a blazing shield, as you choose. The shimmering shield grants you resistance to radiant damage, and the blazing shield grants you resistance to necrotic damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with light. The attacker takes 2d8 radiant damage.

You can only have one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield*.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 and the radius of bright and dim light each increase by 10 feet for every two slot levels above 4th.

## UNWELCOME HALO

1st-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

**Classes:** cleric, sorcerer, wizard

This spell causes one creature you can see to glow as if surrounded by a halo of light. The target must make a Wisdom saving throw. On a failed saving throw, the halo sheds bright light in a 20-foot radius from the creature, and dim light for additional 20 feet. This light effectively gives away the creature's location and imposes disadvantage on Dexterity (Stealth) checks when the creature is able to hide at all.

At the end of each of the creature's turn, it may make a new saving throw; on a success, the spell ends.

## WALL OF LIGHT

5th-level evocation

**Casting Time:** 1 standard action

**Range:** 120 feet

**Components:** V, S, M (a chip of mica)

**Duration:** Concentration, up to 10 minutes

**Classes:** cleric, druid, sorcerer, wizard

An immobile, blinding curtain of white light that blocks line of sight springs into existence. You can make the wall up to 60 feet long, and 20 feet high, or a ringed wall up to 20 feet in diameter and 20 feet high. The wall blocks line of sight. The wall sheds bright light to a range of 60 feet in all directions and dim light for an additional 60 feet.

A creature that is adjacent to the wall must close their eyes or make a Constitution saving throw; on a failed save, the creature is blinded until the end of their next turn. A creature that passes through the wall is automatically blinded, even if its eyes are closed. An undead that fails a saving throw has their maximum hit points reduced by 5; this reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An undead that passes through the wall must make a saving throw to avoid this effect even if its eyes are closed.

# MARVELOUS MONSTERS

Strange creatures inhabit the worlds of fantasy, from the menacing to the magnificent, each one keen to guard its own treasures, or sometimes set as guardian to protect the wealth of another. You must always keep your eyes open and your wits about you to survive the dangers waiting beyond the horizon or beyond the next dungeon door!

CREATURE NAME	ALIGNMENT	TYPE	CHALLENGE
Goldbug	N	beast	1/2
Golem, book	CN	construct	4
Golem, junk	N	construct	5
Guardian scroll	N	construct	2

## GOLDBUG

The goldbug is a strange sort of insect, a creature whose round, flat body resembles a gold coin. This "disguise" helps goldbugs get close to their prized food source: gold. When placed in a pouch or chest along with the gold coins it resembles, a goldbug will happily devour the coins at the rate of one per day.

Goldbugs live underground near veins of gold and are common in areas where gold is used as coinage and in art objects.



## GOLDBUG

Tiny beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 18 (4d4 + 8)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	15 (+2)	1 (-5)	10 (+0)	6 (-2)

**Senses** blindsight 20 ft., passive Perception 13

**Languages** understands Common but can't speak

**Challenge** 1/2 (25 XP)

**False Appearance.** While the goldbug remains motionless, it is indistinguishable from a gold coin.

**Scent Gold.** The goldbug can pinpoint, by scent, the location of gold within 60 feet of it.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing and 1 poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour.

## GOLEM, Book

Comprised of various tomes stacked into the shape of a humanoid, constructing a book golem requires no less than four tomes per limb along with mystical unguents and bindings. Any book can be used, although several wizards have found that crafting tomes of knowledge and learning seems to grant the golem a sense of cunning and personality (and just as many have discredited that as wishful thinking). Several attempts to create a book golem with access to the spells contained within tomes bound into its body have thus far proved unsuccessful. A book golem stands 8 feet tall and weighs 500 pounds.

**Learned Freedom.** A book golem is a construct with no free will of its own and only a dim intellect, designed and made for a specific purpose and bound to follow the orders given to it at the time of its creation along with simple commands from the person it has been bonded to obey. It has no possessions and no weapons. Book golems cannot speak, although they can emit an unsettling whisper with their pages; they move stiffly, as if not in complete control of



their bodies. There are persistent rumors of some that gain the collected knowledge printed upon the many pages comprising their body, but such more intelligent book golems are a barely explored concept, treated as fanciful stories from old wizards.

## BOOK GOLEM

Medium construct, chaotic neutral

**Armor Class** 14

**Hit Points** 93 (17d8 + 17)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	5 (-3)	10 (+0)	1 (-1)

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapon  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** understands the languages of its creator but can't speak  
**Challenge** 4 (1,100 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

## ACTIONS

**Multiattack.** Creature makes three attacks with its bookbindings.

**Bookbindings.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

**Flurry of Pages.** The book golem causes pages to tear from the many tomes that comprise its body and send them in a fluttery flurry towards any target within 60 feet. The target must make a DC 14 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one. The flurry of pages also obscures the targets vision causing them to make melee or ranged attacks with disadvantage). A book golem can have only one active flurry at a time but may move the effect to another target within 30 feet of the first affected target as a bonus action.

## GOLEM, JUNK

Junk golems are assembled from trash and spare parts, and often leave trails of garbage in their wakes. A typical junk golem resembles a walking rubbish heap, roughly humanoid, barely holding itself together.

## JUNK GOLEM

Medium construct, neutral  
**Armor Class** 13 (natural armor)  
**Hit Points** 93 (11d8 + 44)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Resistances** poison; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine.

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Junk Repair.** A junk golem regains 5 hit points at the beginning of its turn when in occupying (or adjacent to) an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's discorporate ability.

**Magic Resistance.** The junk golem has advantage on saving throws against spells and other magical effects.

**Swarm (only when discorporated).** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny construct. The swarm can't regain hit points or gain temporary hit points.

**Tetanus.** Each time a creature takes damage from a junk golem's attack it must succeed on a DC 15 Constitution saving throw or be exposed to the disease tetanus. The onset time for the disease is 1d6 days at which point the infected creature loses 1d4 Dexterity points. Each time someone takes Dexterity damage from tetanus, there's a 50% chance the creatures jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours. The infected creature must make this save at the end of each long rest, losing 1d4 Dexterity on each failed

saving throw. The disease is cured after two consecutive successful saving throws.

## ACTIONS

**Multiattack.** The junk golem makes two slam attacks.

**Slam.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Discorporate.** A junk golem can break apart into its constituent pieces, becoming a Large sized swarm of tiny parts. In this form it gains/loses the following traits and actions:

- It loses its slam attack.
- it automatically does 13 (2d8 + 4) slashing and piercing damage to any creatures sharing its space, or 8 (1d8 + 4) piercing damage if the swarm has half of its hit points or fewer. This attack can also inflict the tetanus disease.



- It gains the swarm trait.
- It gains improved resistances and condition immunities:
- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

It can revert back to its normal form as a bonus action.

## GUARDIAN SCROLL

Guardian scrolls are deceptive constructs created from enchanted paper or papyrus, designed to protect the lairs, libraries, and sacred texts of magical practitioners. When an intruder enters a proscribed area or touches a prohibited object without first speaking a password or otherwise signaling permission to enter, the guardian scroll attacks.

**Shelf Stalker.** At rest, guardian scrolls appear identical to any number of different types of magical or non-magical scrolls. When a guardian scroll becomes active, it rises in the air and unfurls to a length of almost 4 feet. It wafts through the air with casual ease as it approaches its target. When it attacks, it stiffens its edges, making them blade-sharp. It races past its target and draws its entire length across any exposed flesh, leaving a long, deep, and painful slash that bleeds badly afterward. This is not the scroll's only means of attack, however. It can also wrap itself around a Medium or smaller creature in the blink of an eye, constricting it.

While the strength of its constriction is not as intense as that of a giant snake, the guardian scroll is intelligent enough to strategically wrap itself around the face of its target to blind and asphyxiate the creature.

## GUARDIAN SCROLL

Tiny construct, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 35 (10d4 + 10)

**Speed** 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	7 (-2)	12 (+1)	11 (+0)

**Damage Vulnerability** fire

**Damage Resistance** piercing and slashing from nonmagical weapons that aren't adamantine

**Damage Immunity** bludgeoning, poison

**Condition Immunity** blinded, deafened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius); passive Perception 11

**Languages** understand Common, but can't speak

**Challenge** 2 (450 XP)

**Bleed.** A creature other than a construct or undead loses 2d6 (7) hit points from bleeding at the start of its turn per Slice it has suffered. Magical healing or a DC 15 Wisdom (Medicine) check as an action stanches all bleeding wounds.

**Constructed Nature.** The guardian scroll doesn't require air, food, drink, or sleep.

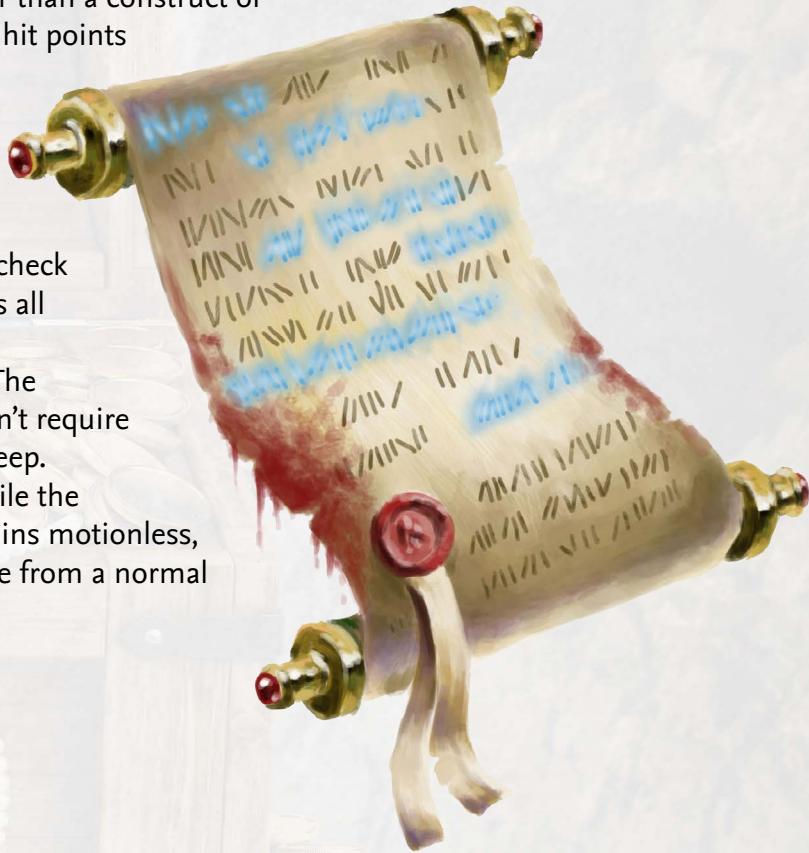
**False Appearance.** While the guardian scroll remains motionless, it is indistinguishable from a normal scroll.

## ACTIONS

**Slice.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 10 (2d6 + 3) slashing damage and the target is subject to the guardian scroll's Bleed ability, and the scroll attaches itself to the target. If the target is Medium or smaller and the guardian scroll had advantage on its attack, it wraps itself around the target's head, and the target is blinded and unable to breathe while the scroll remains attached.

While attached, the scroll can attack no other creature except the target but gains advantage on its attacks. The scroll's speed becomes 0, it can't benefit from increases to its speed and it moves with the target.

A creature can detach the scroll by making a successful DC 13 Strength check as an action. On its turn, the scroll can detach itself by using 5 feet of movement.



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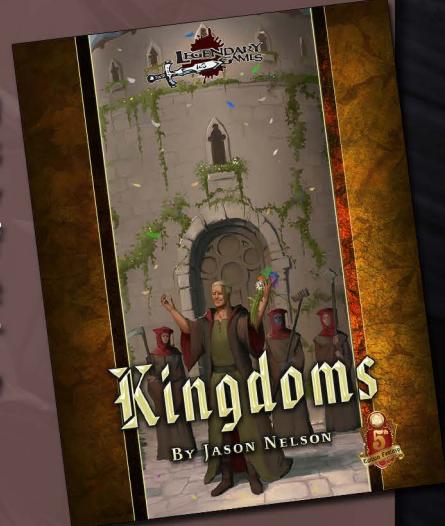
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