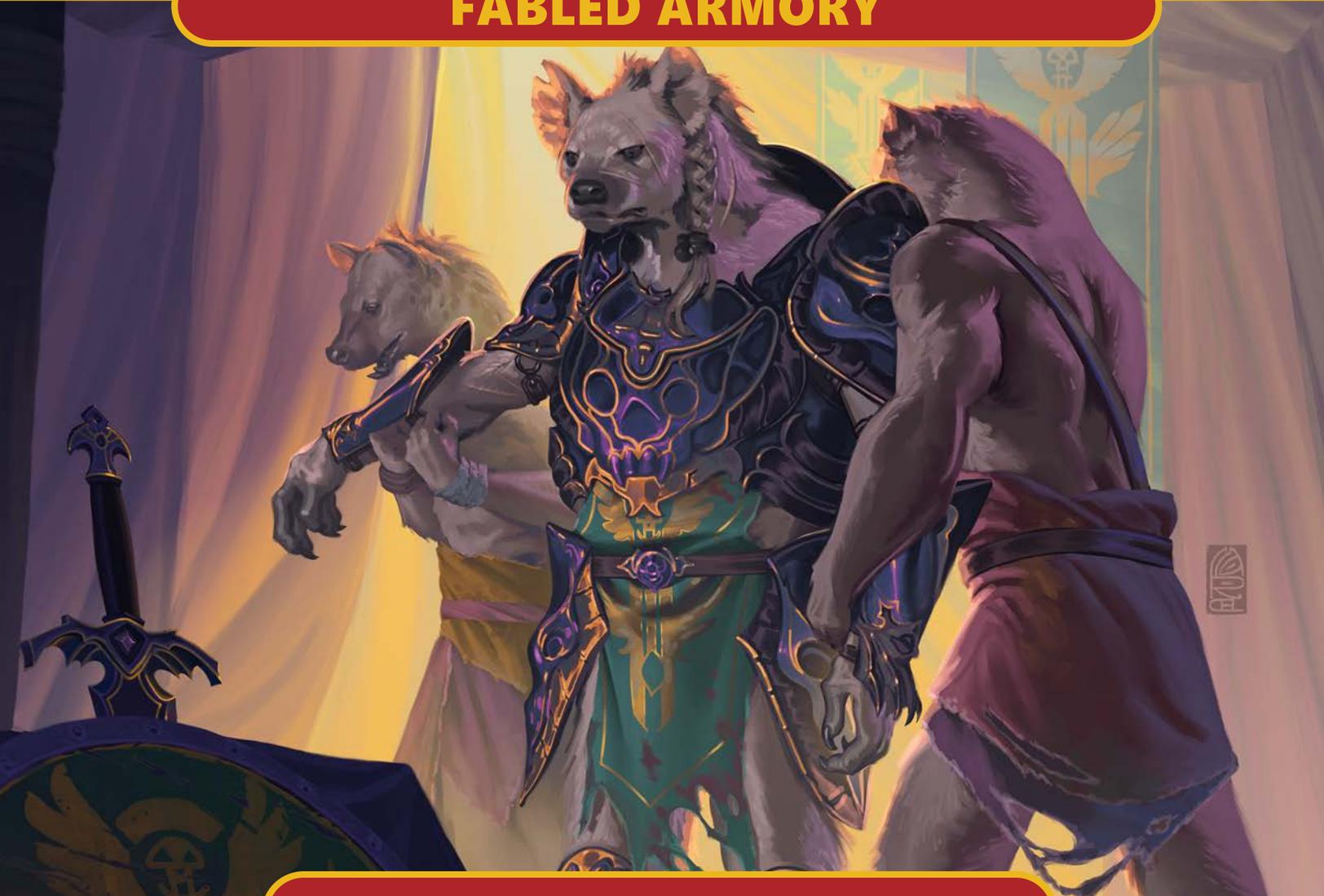


COMPATIBLE WITH THE FIFTH EDITION OF DUNGEONS & DRAGONS

BOOK of BLADES

FABLED ARMORY



Leon Barillaro

KOBOLD
Press

BOOK of BLADES

FABLED ARMORY

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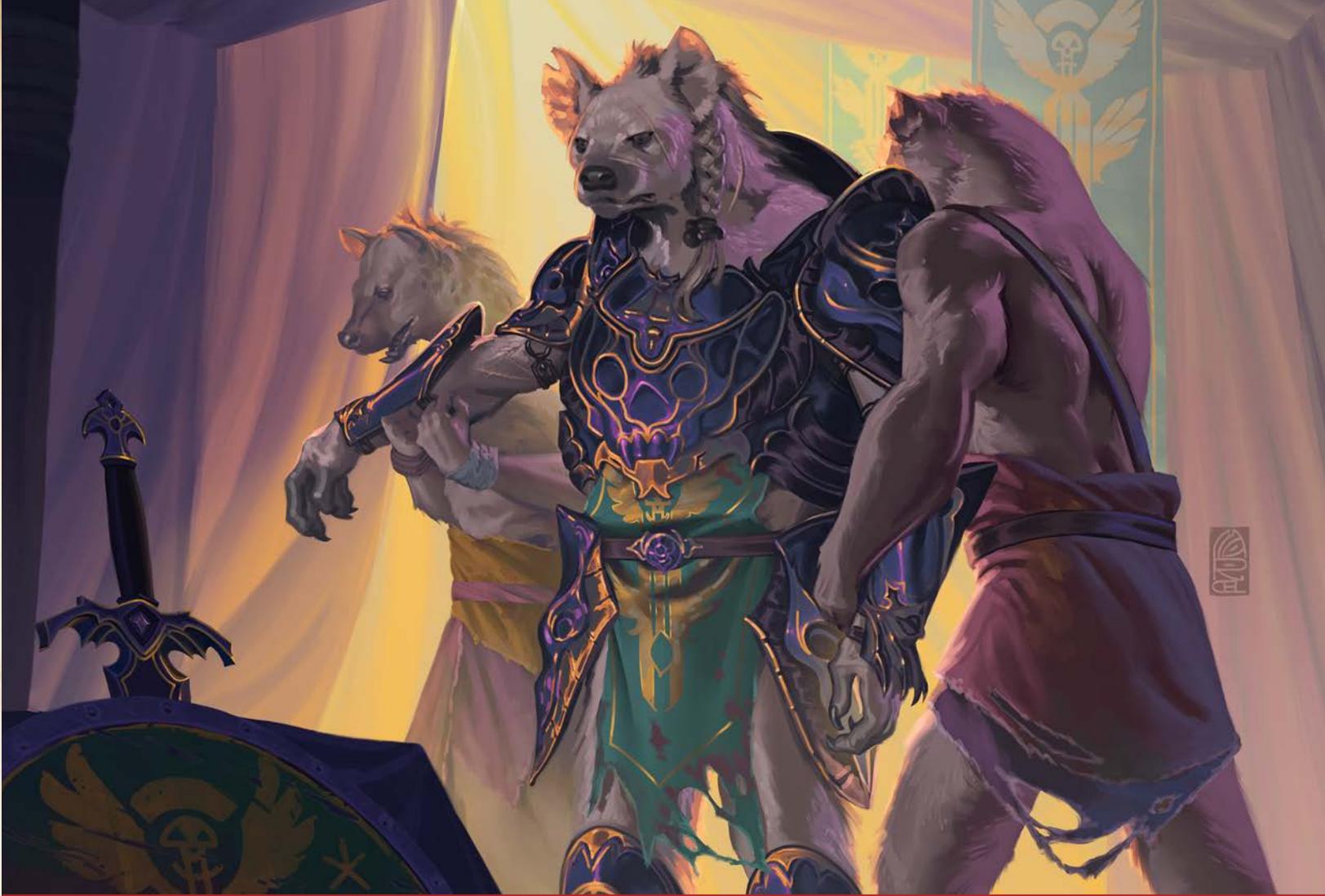
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INTRODUCTION

Across the battlefield, soldiers cry out as they cross blades. The clatter of iron and steel rings through the land. Both sides are exhausted, but there is no end in sight. Upon a nearby hill, a lone warrior stands, the sun reflecting off her red armor. Her troops raise their eyes to meet her and spot it: Laceros, the Godsplinter. The warrior's grip on it tightens, and she leaps into the fray. The impact of her landing sends enemy soldiers flying. She raises Laceros to the sky, and her soldiers cheer, for the tides have turned.

Weapons and armor have always played an important part in fantasy stories. They have names, histories, and sometimes personalities of their own. But when we go to recreate those kinds of stories at the table, the rules make that difficult. Weapons get collapsed into properties and damage types. Even the experience of finding a new weapon can be dull: it's used, or it's magical while somehow still being generic, or it has that unshakeable feeling of belonging to someone else and not you.

Fabled Armory is here to help!

CHALLENGES FOR THE MAGICALLY-EQUIPPED

The more powerful your adventurers' gear, the harder it is to challenge them. What types of challenges should you throw at a tooled-up party?

Though obvious, throwing more challenging monsters at your party can prove the most effective. But to get the most bang for your buck, you need to do more than just select something at the next highest challenge rating. You'll want to play into your party's strengths while targeting areas that may challenge them.

Take advantage of damage resistances. Try using monsters that are resistant to non-magical damage. This encourages your players to use their new magical weapons and makes them feel like getting them was worthwhile. With stronger weapons, they can take down stronger foes. But if your party has magic items that deal other damage types (especially elemental damage), consider using monsters with a wide array of vulnerabilities and resistances. Give your fighter with a fire sword a fire-weak treant to take down occasionally, but follow it up with a fire-resistant glabrezu encounter, to challenge the fighter to try new tactics.

Increase the number of monster actions. Consider giving monsters more capital to spend in the action economy. Use monsters with legendary actions, increase the number of attacks they can make with multiattack, or let them appear twice on the initiative order. Even if your players have equipment that will make quick work of them, the monsters won't go down without doing a ton of damage.

Shift the focus of the encounter. Maybe the enemy isn't a major threat to the party per se. If it were just a straight fight, the outcome would be certain: after a few rounds of trading blows, the party would emerge victorious. But not all encounters are straight fights. Maybe the enemy has hostages, or they're terrorizing a town, or they're attempting to complete a world-ending ritual. These kinds of encounters are all about speed and smart thinking for the party. The faster they can take out the enemy, the more damage they can prevent.

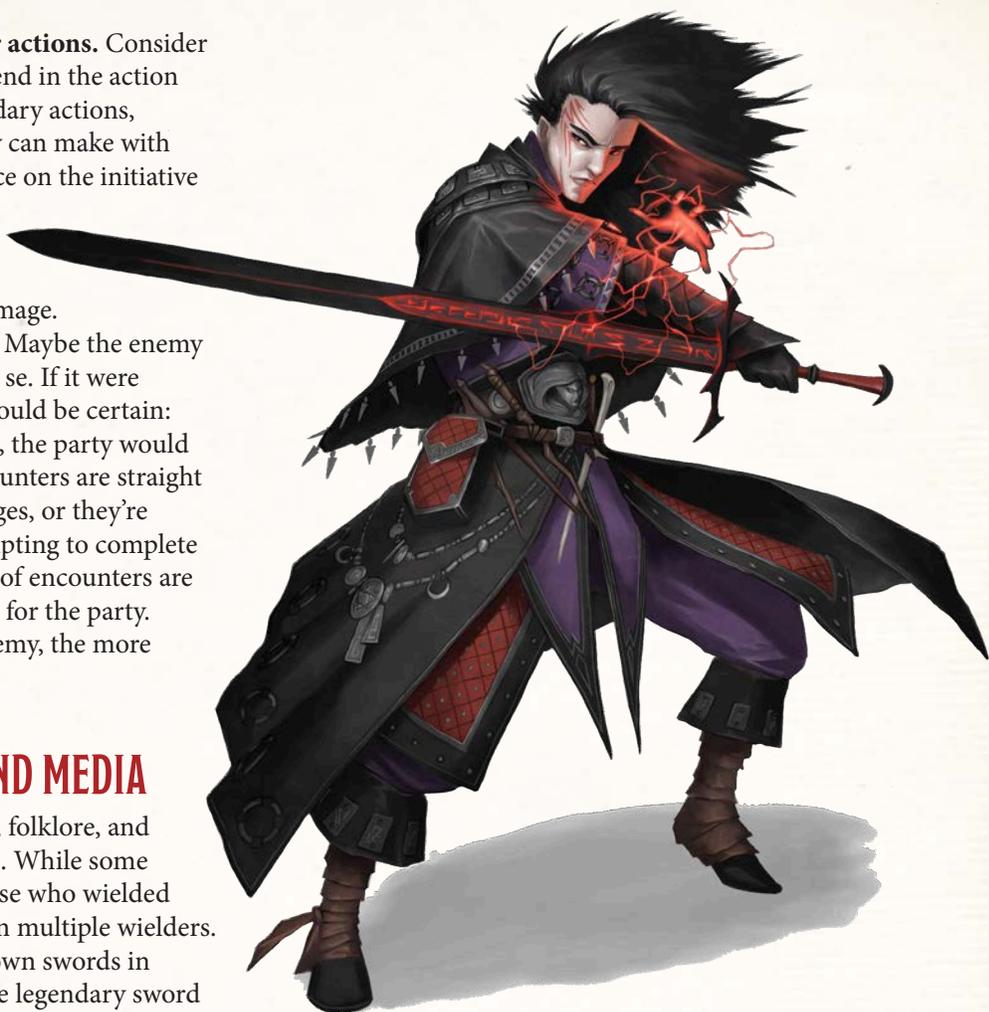
WEAPONS IN HISTORY AND MEDIA

Many weapons throughout history, folklore, and storytelling have been given names. While some weapons are known because of those who wielded them, others have legacies that span multiple wielders.

Perhaps one of the most well-known swords in western mythology is Excalibur, the legendary sword of King Arthur. In some myths, he pulls it from a stone. In others, he receives it from the Lady of the Lake. Possession of the sword denotes royal blood and sovereignty over England, although many accounts tell of other knights, such as Sir Gawain, using it instead of Arthur. Both Excalibur and its scabbard are said to possess magical powers. Then there's Zulfikar, the two-pointed sword of Ali ibn Abi Talib, in many accounts given to him by the prophet Muhammad or the archangel Gabriel himself during the battle of Uhud. The two-pointed sword can be seen on many flags and decorations from the Ottoman Empire.

The Vikings named their weapons, following the example of the Norse gods and their weapons of legend: Thor's hammer Mjølfnir, Odin's spear Gungnir, and Heimdall's sword Hofud to name a few.

Plenty of video games give the player the option to pick up a named weapon. Link's Master Sword in the *Legend of Zelda* series is as much of an icon as the protagonist himself. In the *Fire Emblem* games, many named characters have named weapons, such as Ike's Ragnell, Lyn's Mani Katti, and Chrom's Falchion. Some games even allow you to customize weapons and name them yourself.



Whether it materialized straight from the heavens or spent millennia charging its power on the back of a dragon, each of these weapons has an epic backstory to rival the hero's. Thus, always consider these three elements when designing a great fictional weapon: a great origin, a great power, and a great wielder.

INSPIRATION

For more inspiration on mythic weapons and armor, check out the following books and other media:

- *Beowulf*.
- *Chrono Trigger*, Square Enix, 1995.
- *A Glossary of the Construction, Decoration, and Use of Arms and Armor in All Countries and in All Times*, George Cameron Stone, 1961.
- *Hades*, Supergiant Games, 2020.
- *Inuyasha*, Rumiko Takahashi, 1996–2008.

- *The Legend of Zelda: Tears of the Kingdom*, Nintendo, 2023.
- *Le Morte d'Arthur*, Thomas Malory, 1485.
- *One-Punch Man*, One, 2021.
- *Romance of the Three Kingdoms*, Luo Guanzhong, 14th century.
- *Thor*, Marvel and Paramount, 2011.

NONMAGICAL ARMS AND ARMOR

Before heroes can acquire the mythical arms and armor of days long gone, they need to arm themselves with more easily accessible gear. In Lord Dunsany's "The Fortress Unvanquishable, Save for Sacnoth," before he could claim the legendary sword Sacnoth, Leothric had to defeat the dragon Tharagavverug with a hazel branch. But we can do better than a stick. Here are some early game options to spice things up.

ARMS

Populate the village's local shop with these weapons for added variety and to provide the adventurers with interesting combat options. The cost, damage, weight, and properties of each weapon can be found in the **Nonmagical Arms** table.

Boomerang

Simple Ranged Weapon

When you throw this weapon and hit, the weapon bounces off your target and returns to your hand. If you miss, the weapon sails past your target, then turns around to strike again. Make a second attack roll. On a miss, the weapon returns to your hand. On a hit, the weapon deals damage to your target, but then falls to the ground.



Umbrella

Simple Melee Weapon

You can open or close the umbrella using a bonus action. While open, this umbrella can either provide half cover or negate the effects of sunlight sensitivity while you are attacking with another melee weapon in your other hand. While closed, you can use it as a weapon, driving the sharp, spear-like edge of the umbrella's end into your enemy.

Lasso

Martial Ranged Weapon

A Large or smaller creature hit by the lasso is grappled until freed. A lasso has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can attempt to break itself or another free from the lasso with a contested Strength check against you. Dealing 8 slashing damage to the lasso (AC 10) also frees the creature without harming it, and also destroys the lasso. When you make an action, bonus action, or reaction to attack with a lasso, you can make only one attack regardless of how many attacks you normally have. You can use an action to pull a creature trapped in your lasso closer to you a number of feet equal to your Strength score.

Scythe

Martial Melee Weapon

The scythe is a larger sickle, with a long blade and an even longer handle. One could in theory harvest grains with it, but the blade is so sharp there's no question it was crafted to harvest lives.



NONMAGICAL ARMS

Weapon	Cost	Damage	Weight	Properties
Boomerang	5 sp	1d4 bludgeoning	1 lb.	Thrown (range 20/60 ft.)
Umbrella	5 sp	1d8 piercing	2 lb.	—
Lasso	5 sp	1d4 bludgeoning	10 lb.	Thrown (range 20/60 ft.)
Scythe	1 sp	1d12 slashing	6 lb.	Reach, two-handed

ARMOR

Offer players the following options to enhance their protection against the dangers of the wild. The type, cost, AC bonus, and weight, can be found in the **Nonmagical Armor** table.

Winged Armor

Armor (Light, Medium, or Heavy, Can Only Be Worn by Winged Humanoids)

Winged armor isn't actually winged, rather, it's built for warriors who have wings. Most are adjustable for different wing sizes, making them suitable for most winged warriors. A non-winged character would feel less than protected wearing armor with two big holes in the back. In addition to this extra comfort, winged armor is built to help fliers stabilize when they're hit in midair. When an attack or effect would cause you to fall prone in midair, you have advantage on saving throws against that effect.

Lantern Shield

Armor (Shield)

Attached to this buckler is a lightweight lantern, which can be lit like any other lantern by mundane or magical means. The lantern swings from the shield, shedding bright light in a 10-foot radius, and dim light for an additional 20 feet.

As a bonus action while the lantern is lit, you can swing your shield towards an opponent within 5 feet of you in an attempt to blind them with the light. Your opponent must succeed on a DC 13 Constitution saving throw or be blinded until the end of your turn.

Spiked Shield

Armor (Shield)

Whenever you move at least 25 feet before making a melee attack, you can use the shield to pierce your target. Provided the attack hits, you deal an additional 1d4 + your Strength modifier piercing damage.

Dragonscale Armor

Armor (Light, Medium, or Heavy)

Few sets of armor are as deadly to make as dragonscale armor. The reward for such dangerous work is armor that grants resistance to the element corresponding to the dragon it was made from, as shown in the **Damage Resistance by Dragon Type** table.

DAMAGE RESISTANCE BY DRAGON TYPE

Dragon	Damage Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

NAMING WEAPONS

Naming a weapon is your storytelling opportunity to expand the world of your campaign. A truly mythical weapon had a life before it fell into the hands of the party, and its name can be representative of that story.

Some weapons may have humanoid names, possibly because they're sentient or are named after a person the wielder cares about. Other weapons may have more descriptive names. Consider naming a weapon after:

- A prior user (Gilda's Longsword)
- The ideal it was created to defend (Resistance)
- The act it does best (Soulsever)

Each name provides one more truth to your campaign world and raises several questions. There is a person named Gilda, but who was she? What does a weapon named Resistance resist against? Who would have need for a weapon named Soulsever? The **Name by Weapon's Ideal** and **Name by Weapon's Act** tables offer several suggestions for starting points.

NONMAGICAL ARMOR

Armor	Type	Cost	AC Bonus	Weight
Winged Armor	Any	+200 gp	Matches type	+10 lb.
Lantern Shield	Shield	30 gp	+1	8 lb.
Spiked Shield	Shield	100 gp	+1	8 lb.
Dragonscale Armor	Any	+5,000 gp	Matches type	+10 lb.

NAME BY WEAPON'S IDEAL

d20	Name	d20	Name
1	Verity	11	Liberty
2	Justice	12	Verdancy
3	Turmoil	13	Fidelity
4	Order	14	Ardor
5	Salvation	15	Conviction
6	Ruin	16	Zeal
7	Allure	17	Totality
8	Vigor	18	Accord
9	Control	19	Devotion
10	Sovereignty	20	Fealty

HOW TO USE THESE LISTS

Any one of these words can be a weapon name on its own, but try experimenting with combinations. “Zeal” is a fun name for a paladin’s greatsword, but “Zeal Crusher” is a totally metal name for the mace of a warrior who opposes an evil cult. Experiment with conjugation and word modification too—Ender is a cool name for a sword, but Sword of Ending works just as well. Older, more fabled weapons might have names in ancient dead languages, where there is no direct translation. Their names may be even longer when translated into Common, to capture the full meaning of the original word (“Axe That Carves the Void of Ruin”). Meanwhile, more modern weapons might have single-word names.

You can attempt a portmanteau, like many of the words in Lewis Carroll’s “Jabberwocky.” While the Vorpall Blade’s name origin itself is unknown, many have theorized it is a combination of “verbal” and “gospel.” You can use this trick with the table words: accord and cleaver make Accleaver. Order and ender make Onder, or perhaps Erdor.

NAME BY WEAPON'S ACT

d20	Name	d20	Name
1	Cleaver	11	Goader
2	Defender	12	Stopper
3	Crusher	13	Severer
4	Slugger	14	Ender
5	Clipper	15	Breaker
6	Carver	16	Razer
7	Biter	17	Denier
8	Wounder	18	Scratcher
9	Defiler	19	Driver
10	Haunter	20	Chaser

FABLED ARMS AND ARMOR

The arms and armor in this section have epic stories that began long before your adventurer found them. Feel free to use them or modify them as you like. Perhaps your characters knew or are related to past holders of these objects, or maybe these objects were created just for them. Maybe they simply found these objects lying in a dungeon, and the stories themselves are waiting to be uncovered.

LACEROS, THE GODSPLINTER

This light and delicate-looking lance features a gorgeous cream-colored handle accented by blood-red paint. Its multi-pronged head resembles a briar. Hefting it reveals it has a surprising amount of weight to it. Surgically precise, Laceros can bypass even the thickest of armors.

Many believe Laceros to be a weapon of the gods. Others believe it to be a godslayer. Like most magic items, it does not show signs of aging, but over the years it has been observed to grow heavier. Original accounts of this fabled lance describe it as it appears: a light and delicate spear. But anyone who hefts it now would find it difficult without the proper training. Perhaps this is the weight of the lives the Godsplinter has claimed across the ages.

Laceros, the Godsplinter

Weapon (Lance), Fabled (5th-Level and Higher Properties Require Attunement)

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, this lance radiates bright light within 30 feet of you and dim light for another 30 feet.



Armor Piercing (Requires Attunement). As your level increases, you gain the following benefits while wielding this weapon:

5th level. Whenever your attack roll succeeds by 12 or more, your target suffers a cumulative –1 to their AC. Their AC returns to normal after at dawn.

9th level. You now gain a +2 bonus to attack and damage rolls with this weapon, instead of +1.

13th level. Whenever you reduce a target's AC, you also inflict a blessed wound on that target. At the beginning of each of its turns, a wounded target takes 2 (1d4) radiant damage for each wound they've sustained from Laceros.

17th level. You now gain a +3 bonus to attack and damage rolls with this weapon, instead of +2.

REAPER, THE ENDLESS HUNGER

A lich requires souls to extend its accursed lifespan, but a soul harvested in the proper way can also be a delicacy. A soul is at its most potent at the moment it escapes the body. To that end, the scythe Reaver was forged. When a powerful warrior attunes to it and uses it to kill a foe, Reaver can directly transform the soul into energy for the warrior.

But dark magic such as this always comes with a price. Reaver is alive, many say, and shares its creator's hunger. As the lich used Reaver to kill enemies and extract their souls, Reaver siphoned off bits of those souls for itself all the while. By the time the lich realized what was happening, it was too late. Reaver consumed its creator. Now the Endless Hunger waits in the lowest depth of a lich's dungeon grave for its next accomplice—and eventually, its next meal.

Reaver, the Endless Hunger

Weapon (Scythe), Fabled (5th-Level and Higher Properties Require Attunement)

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, while you are holding it you have advantage on checks using the Intimidation skill.

Absorb Essence (Requires Attunement). As your level increases, you gain the following benefits while wielding this weapon:

5th level. When you kill a creature with this scythe, you gain a stored die: a d8. When rolling damage, you may expend any number of stored dice to increase the damage by the number rolled. The damage from a stored die is necrotic, and a die is expended once used. All stored dice that have not been expended disappear when you complete a long rest.

9th level. The stored die changes from a d8 to a d10. Additionally, you may also use an action to expend a stored die to restore hit points equal to the die roll.

13th level. The stored die changes from a d10 to a d12. Additionally, you may use a bonus action instead of an action to expend a stored die to restore hit points equal to the die roll.

17th level. When you deal necrotic damage with Reaver, you ignore a creature's resistance to necrotic damage.

BASH AND HAVOC

Bash and Havoc are a pair of massive brass gauntlets. They sport an eldritch dial on the wrist, which can be turned to several settings identified by draconic runes.

They were the signature weapon of the Brass Mask, a legendary boxer whose identity was never discovered. Some believe due to the draconic runes on the gauntlets that the boxer was a shapeshifted dragon, competing among humans in a sport the rest of his kind deemed vulgar and unsatisfying. If you saw him in the ring, though, you'd know the Brass Mask loved every second of it.

Bash and Havoc have elemental magic stored in them, which is released upon contact with an opponent. Though the Brass Mask preferred to key Bash to lightning and Havoc to fire, the dials on the wrists allow the wearer to adjust the elemental settings.

Bash and Havoc

Weapon (Gauntlets), Fabled (5th-Level and Higher Properties Require Attunement)

You have a +1 bonus to attack and damage rolls made with this weapon.

Elemental Tuning (Requires Attunement). As your level increases, you gain the following benefits while attuned to this weapon:

5th level. Choose one element for each gauntlet from the following: acid, cold, fire, lightning, or poison. The gauntlets now deal 1d4 extra damage of those types. You may swap the type of one gauntlet by turning its dial and letting it recharge for 8 hours.

9th level. The gauntlets now deal 1d8 extra elemental damage.

13th level. You are resistant to the two damage types that Bash and Havoc are set to.

17th level. The gauntlets now deal 2d6 extra elemental damage.

GROUNDBYRNE'S GREAVES

Made from fine dwarven steel, these greaves always sparkle as though they were polished yesterday. Decorative, downward-pointing arrows have been engraved at their base.

The item's story revolves around Saga Groundbyrne, a legendary dwarven soldier and adventurer. Born to a miner and an inventor, she left her underground home when she came of age. She longed for the skies. She longed to scale mountains, hunt dragons, and glide on the back of a gryphon. Her father, Gravus Groundbyrne, designed these greaves as a going-away present.

The downward-pointing arrows at the base of the greaves are more than just a cheeky reminder of where Saga came from; they're dwarven runes that stabilize the greaves and make sure the wearer always lands on their feet.

Groundbyrne's Greaves

Armor (Greaves), Fabled (5th-Level and Higher Properties Require Attunement)

If you fall while wearing these greaves, you always land on your feet. You also gain a +1 bonus to AC.

Grounding Power (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor:

5th level. The damage you take from falling is halved.

9th level. You take no fall damage.

13th level. When you fall from a height that would normally damage you, you can redirect that force to impact creatures near where you land. All creatures within 10 feet of your landing point must make a Strength saving throw. The DC is equal to 8 + your Strength + your proficiency bonus. On a failure, that creature takes bludgeoning damage equal to what they would have taken had they fallen from the same distance you fell.

17th level. You gain the ability to redirect the energy more precisely. You can now choose to target any number of creatures within 20 feet of your landing point with your impact.

THE PATCHWORK PROTECTOR

This studded leather armor is made using the hides of many different monsters and sewn together with faintly glowing threads. The whole piece vibrates softly when touched, as though it is alive.

They say Hearde the Huntress prowled the forest for so long she forgot what it was like to live among humans. Mundane game was of no interest to her. She sought magical creatures. Each time she killed a new one, she collected parts of it, cleaned them and tanned them. With all the hides and pelts and scales, she made herself a set of patchwork leather armor.

Visually repulsive, the Patchwork Protector is itself repulsed by contact with humanoid forms. Somewhere in the skins, it retains the monsters' memories of being hunted by Hearde. It much prefers to fit the form of a beast, and its magical properties allow it to change shape to accommodate one willing to go through with such a transformation.

The Patchwork Protector

Armor (Studded Leather), Fabled (5th-level and Higher Properties Require Attunement)

While wearing this armor, you can always sense when a beast is within 100 feet of you. You also gain a +1 bonus to AC.

Adaptive Armor (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor:

5th level. Choose one creature or form that you can shapeshift or transform into. When you change into that form, this armor shifts to suit that form, and you retain all the properties of this armor while in this other form.

9th level. The Adaptive Armor property now works for two separate forms (such as two Wild Shape forms, or two beasts you can transform into using the *polymorph* spell).

13th level. The Adaptive Armor property now works for four separate forms.

17th level. The Adaptive Armor property works for any form you can transform into.

SHIELD OF SOARING PROMISE

This perfectly round shield sports an intricate metalwork design of wings and feathers. There is no handle on the back, although it does appear as though one was broken off.

Long ago, a pair of halfling warriors became the most feared mercenaries in all the land. They moved and fought as one unit, providing perfect cover and support for each other. Shillian and Lanco, they were called. Sister and Brother. Shield and Lance. There was simply no finding even a dent in their rock-solid defense.

A rival mercenary group conspired to destroy them, slipping poison into both Shillian and Lanco's drinks at a tavern one night. While Shillian succumbed, Lanco managed to hang on—but just barely. As he fought off the effects of the poison, an assassin arrived to finish him off. The assassin brandished a dagger and struck, but at that moment Shillian's shield rose from its place on the ground and blocked the assassin's way. It was her promise to protect her brother from beyond the grave.

Shield of Soaring Promise

Armor (Shield), Fabled (5th-Level and Higher Properties Require Attunement)

When using this shield, you can use both hands as if you weren't carrying it. You also gain a +1 bonus to AC.

Hands-Free (Requires Attunement). As your level increases, you gain the following benefits while attuned to this shield:

5th level. As a bonus action, you speak a command word, and your shield rises from the ground and hovers in front of you. You can position it in any direction, granting you a +2 to your AC when attacks are made from that direction. If you move the shield more than 5 feet away from you, the effect ends and the shield falls to the ground. You concentrate on this ability as if concentrating on a spell, and you may end it as a bonus action. When this effect ends, you may not use it again until you have completed a short rest.

9th level. You may move your shield up to 15 feet away from you, providing its benefit to another creature within 5 feet of it.

13th level. The shield now provides +3 AC when activated instead of +2.

17th level. The shield now provides +4 AC when activated instead of +3. Additionally, you have advantage on Constitution saving throws to maintain concentration on your shield.

MAGICAL WEAPON OPTIONS

Rather than creating a magical item from whole cloth, use the following options to whip up a new relic on the spot or to amplify an existing item.

Arcane Breakage

Prerequisite: A Magic Melee Weapon

As an action, you can attempt to dispel a simple magical effect on an object, such as an arcane lock or a warding glyph. Make an attack roll, treating the spell effect's DC as its AC for this attack. On a success, the magical effect is dispelled and the object is destroyed.

Batter Up

Prerequisite: A Magic Melee Weapon You Could Feasibly Use like a Bat, Such as a Bastard Sword or Greataxe

As an action, you swing your weapon and attempt to launch a target far away from you. Make an attack roll. On a hit, you launch the target a number of feet equal to your Strength score. The target must make a Strength saving throw, using your attack roll as the DC. On a failure, they fall prone.

Break Resistance

Prerequisite: A Magic Weapon

When you hit a target, you can attempt to temporarily bypass that target's defenses. Your target must make a Constitution saving throw, where the DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure, you choose one damage type. All attacks on that target ignore any resistance to that damage type until the beginning of your next turn.

Charge Up

Prerequisite: A Magic Melee Weapon

As an action, you can channel all of your energy into your weapon, transforming it into pure power. You concentrate on this channeling as though you were concentrating on a spell. Provided you maintain concentration, you have advantage on your next attack. If you hit, your attack deals an extra amount of magical force damage equal to 5 × your proficiency bonus.

Deflect Spell

Prerequisite: A Magic Melee Weapon

When you are targeted by a spell or magical effect, you may use your reaction to attempt to deflect that spell with the magic weapon in your hand. You choose a number (up to 5) to increase your saving throw or AC by for the purposes of this spell. Your magic melee weapon also loses its magical properties for that same number of turns. You may not use this effect again until you have completed a long rest.

Launch

Prerequisite: A Magic Polearm, Axe, or Other Weapon with a Long Handle

If you have moved at least 10 feet in a straight line this turn, as an action you can use your weapon to launch yourself into the air up to a height of 10 + your Strength modifier.

The magic from your weapon keeps you suspended at that height until the beginning of your next turn, when you fall back down. You can choose to land anywhere within 15 feet of where you jumped. If there is another creature in that space, you can use an action to make a melee attack with your weapon. On a hit, you deal 2d6 bludgeoning damage in addition to the weapon's regular damage. On a miss, you fall prone and land in an adjacent space.

Scatter

Prerequisite: A Magic Ranged Weapon That Requires Ammunition

The magic of your weapon allows you to load and shoot multiple pieces of ammunition at once. The number of shots you can make is equal to your proficiency bonus. You roll a separate attack for each shot, but you do not add your ability modifier to any attack or damage rolls made using this ability.



Self-Destruct

Prerequisite: A Magic Weapon or Shield to Which You Are Attuned

As an action, you can set your weapon to self-destruct, which it does in two rounds at the beginning of your turn. When the weapon self-destructs, it creates a blast of radiant damage as detailed in the **Damage and Area of Effect Radius** table.

DAMAGE AND AREA OF EFFECT RADIUS

Rarity	Damage	Radius
Common	3d6	10 ft.
Uncommon	5d6	15 ft.
Rare	8d6	30 ft.
Very Rare	8d10	45 ft.
Legendary	8d12	60 ft.
Artifact	8d20	75 ft.
Fabled	10d20	100 ft.

Transfer Power

Prerequisite: A Magic Weapon to Which You Are Attuned

As an action, you can redirect the magical energy in your weapon to another source of magic. You may restore either a spell slot to a friendly creature you can see or charges to a magic item that you are holding. The level of the spell slot, or the number of charges, is determined by your weapon's rarity according to the **Spell Slot Level or Charges Restored** table.

You cannot give a target a temporary spell slot or temporary charges with this ability; you must restore something that has been depleted. Once you use this ability, the magic of your weapon is lost, and the weapon works as if it were mundane. It recharges completely at dawn.

SPELL SLOT LEVEL OR CHARGES RESTORED

Rarity	Maximum Spell Slot Level or Number of Charges Restored
Common	3
Uncommon	4
Rare	5
Very Rare	6
Legendary	7
Artifact	8
Fabled	9

Wall Waster

Prerequisite: A Magic Melee Weapon That Deals Bludgeoning Damage

As an action, you can tear down a piece of a magical wall, such as one created with the *wall of water* spell or similar. You create a break in the wall that is 5 feet wide, 5 feet thick, and 10 feet tall. Once your weapon is removed from this break, the wall reforms in that space.

NEW MAGIC ITEMS FOR MARTIAL WIELDERS

Magic items serve as a brilliant way to give martial characters options to get involved in fantastical combat while staying true to their class.

Helm of Aura Augmentation

Wondrous Item, Legendary (Requires Attunement by a Paladin)

This brilliant helm radiates a domineering aura. While you wear this helm, the magical features of the weapon you hold are extended to your allies' weapons so long as they remain in your aura, which extends in a 10-foot radius around you. For example, if you are wielding a +2 magic sword, the weapons of your allies become +2 magic weapons while they stand in your aura. This extends to all magical features, including extra damage, modifiers to checks, and other properties.

All property modifications disappear once an ally steps out of the aura.

Hidden Scabbard

Wondrous Item, Uncommon

This scabbard is plain and unassuming, offering no detail or decoration to distinguish it from an ordinary one. Once a blade has been inserted, the scabbard casts an illusion on itself and the blade to disguise the pair as something inconspicuous, such as a belt pouch or other accessory. The wearer always sees the sword and the scabbard as they truly are.

Anyone who is not the wearer can determine the true nature of the scabbard with a successful DC 15 Intelligence (Investigation) check. Any magic that reveals or dispels illusions can also affect this item.

Magic Weights

Wondrous Item, Rare (Requires Attunement)

These weights allow warriors to train all their waking hours. While wearing these weights, your movement speed is reduced by 10 feet, and you have disadvantage on all ability checks and saving throws made using Dexterity. Once you have worn them for at least five days without removing them, however, your body acclimates to them and these effects end.

When you remove the magic weights after acclimating to them, your speed increases dramatically as your body feels lighter without its magical constraint. You act as though under the power of the *haste* spell for up to 5 minutes, at which point your body goes back to normal. If you wish to take advantage of this effect again, you must spend another five days reacclimating to the weights.

Portable Cover

Wondrous Item, Rare

You place this small box onto the ground as a bonus action, expanding it into a 5-foot square pillar, which is 10 feet high. The pillar cannot be moved or repositioned while active. It has 20 hit points and an AC of 10. If the pillar runs out of hit points, it is knocked down and reverts to its box state. A creature can collapse the pillar without knocking it down by using an action to press on it from the top, pushing it down.

The portable cover regains any hit points that it lost every morning at dawn.

Sheltering Cape

Wondrous Item, Very Rare (Requires Attunement)

While you wear this cape, you have a +1 to your AC. As a bonus action, you can distribute up to 5 of your own AC to any number of allies within 10 feet of you. For example, you may pass the full +5 to an ally, or +3 to one ally and +2 to another. Your AC is reduced by the number of AC you distribute to other creatures. The bonus lasts until the end of your next turn, or until an ally moves more than 5 feet away from you. Once used, this property can't be used again until the next dawn.

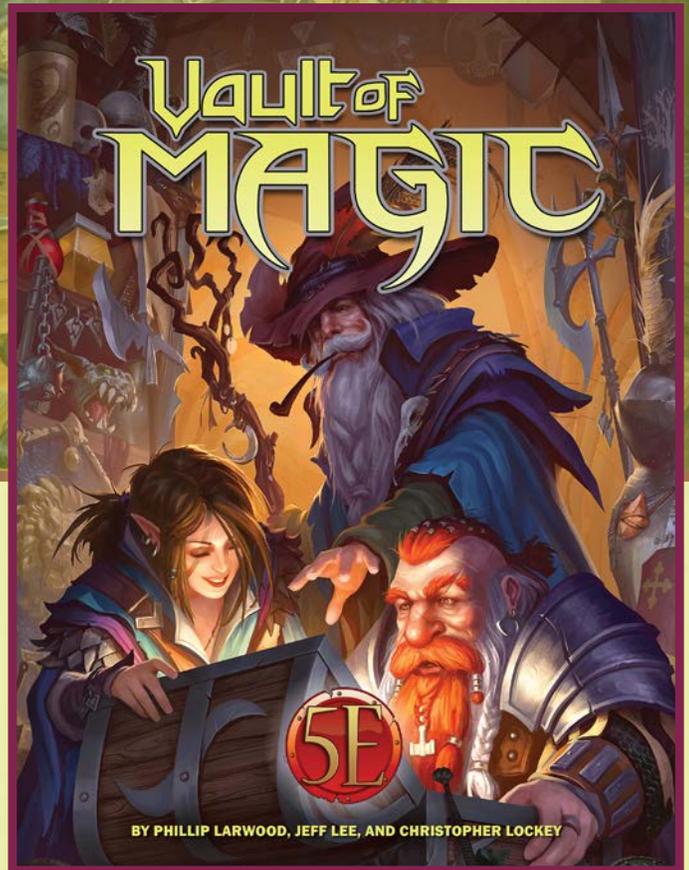
Speartag

Wondrous Item, Uncommon (Requires Attunement)

This tiny tag is made from the feathers of a magical bird that can always find its way home. The speartag has 5 charges. When attached to a weapon with the Thrown property, you can use a bonus action to expend a charge and call that weapon into your empty hand.

The speartag regains one charge at dawn.

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Inside *Vault of Magic*, find a vast treasure trove of enchanted items of every imaginable use—more than 950 in all! There are plenty of armors, weapons, potions, rings, and wands, but that’s just for starters. From mirrors to masks, edibles to earrings, and lanterns to lockets, it’s all here, ready for your 5th Edition game.

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