

# PRINCE-IN-IVORY



**BIG BAD**

011



**Got feedback?**  
We'd love to hear it!

[deckofmany.com/BigBadFeedback](https://deckofmany.com/BigBadFeedback)

**Want to Help?**  
Guide what we make!

[patreon.com/thedeckofmany](https://patreon.com/thedeckofmany)

**Got questions?**  
Join our Discord and chat with us!

[deckofmany.com/discord](https://deckofmany.com/discord)

**Want updates?**  
Follow our Twitter!

# BIG BAD™ BOOKLET

**Concept Creator** Christopher Pinch

**Writing & Game Design** Christopher Pinch

**Project Manager** Jordan Richer

**Graphic Designer** Rajaa Al-Subairi

**Editors**

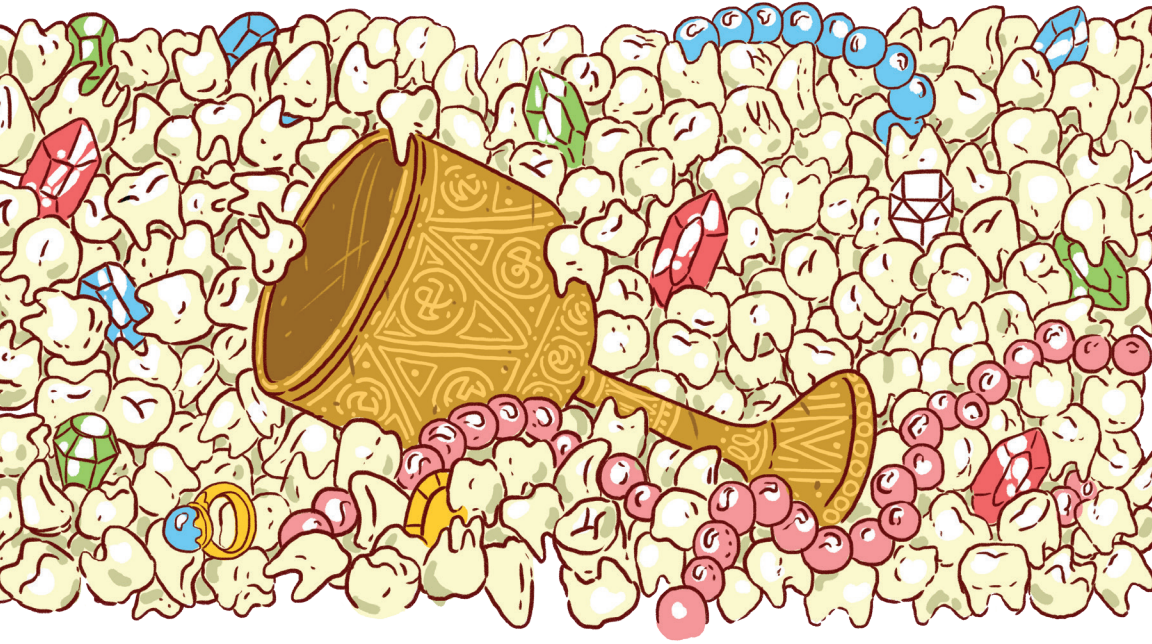
TR Rowe  
Misty Bourne  
Ricardo Evangelho

**Cover Illustrator**

Lexxy Douglass

**Interior Illustrator**

Sam Mameli



**HITPOINT**  
PRESS

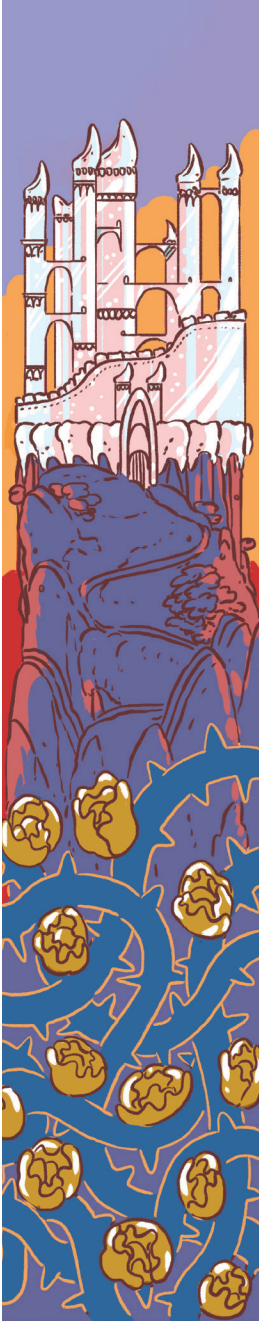


THE **DECK** OF MANY.COM

Big Bad Booklet is Copyright © 2020 Hit Point Press Inc., 1175 Brookfield Rd East, Ottawa, Ontario, K1V0C3, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US and other countries. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Hit Point Press Inc. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, The Deck of Many, Big Bad Booklet and its associated logos are trademarks of Hit Point Press Inc. First Printing. Printed in Canada.



**Disclaimer:** This is a work of fiction. Names, characters, businesses, places, events, locales, and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.



# TOOTH SOME TERROR!

Once upon a time, a poor farm boy was walking through the woods. His mother had sent him to market with only a single copper piece in his purse. The boy knew this wouldn't be enough, but he hoped to chance upon a good deal, lest his family die of hunger. A loose tooth in the boy's mouth wiggled at the touch of his tongue, adding to his growing discomfort as he entered the deep, dark wood.

As the road wound through the eerie forest, the boy heard a strange voice. "Excuse me, young man."

The boy looked around but saw no one. Cautiously he responded, "Hello? Can I help you?"

"Perhaps," the voice chimed, as bright and smooth as polished silver. "You have a fine treasure there. Could I pay you for it?"

The boy was honest and replied, "I'm sorry, but you must be mistaken. I have no treasures. Who are you to so kindly offer?"

The creature's silver voice let out a sparkling laugh. "You may call me Fimbulskin. It just so happens that I am a faerie...and a collector of teeth, like the loose one you have there."

The faerie reached his thin, twisted arm out from the undergrowth. The boy was repulsed by the pale hand that stretched toward him, but when the creature opened its palm, a nugget of gold gleamed within.

The boy was awestruck. "If I give you my tooth, this is mine to keep?"

"It is," replied Fimbulskin. "And I would pay you more besides."

"More gold?!" The boy stood agape. "O good faerie! Without your help, my family will surely starve!" Fimbulskin withdrew his arm into the shadows. When he extended it again, a pile of gold nuggets spilled freely from his withered hand.

"I will pay you this much. Do you agree?"

The boy was blinded by the sight of such wealth. Desperately, he scooped it into his purse. "Yes, I agree!"

The boy felt his loose tooth fall out. *Tak*. But then, there was a sharp pain in his mouth. *Tak*. More began to fall. *Tak tak tak*. One by one his teeth struck the earth, vanishing where they fell, until none remained. The boy sobbed and screamed and crumpled onto the road, clutching his now-heavy coin purse. As he wept, the faerie's silver voice echoed in his mind.

"A fair price indeed, for such treasure."

## PRINCE-IN-IVORY, THE TOOTH FAERIE

*The Faerie Who Would Be Prince.* From his throne of fangs, the Prince-in-Ivory commands an army of subjects who venture into the mortal world to obtain teeth for their lord. Once a hideous little boggart who went by the name of Fimbulskin, he has since become an archfey of surpassing power.

*Ruler of Fey.* The Prince-in-Ivory shelters lesser fey in Aethling, his demiplane, ruling them with a marble fist. These fey come seeking refuge and protection, but their physical forms, personalities, and

alignments are twisted by their stay. The Prince's want for servants is never satisfied, and he is known to enthrall mortals or form pacts with them in exchange for their servitude. He also creates **tooth golems** who serve as his palace guards.

**Twisted Obsession.** Over his long life, the Prince developed a twisted obsession with teeth. He covets them, believing they are the hardest, brightest, and most flawless of all bones. Though all fey in Aethling eventually come to share the Prince's obsession, his minions live in fear of their ruler and would never risk stealing from him.

## ROLEPLAYING THE BOSS

---

The Prince-in-Ivory sees himself as a superior being and believes he is entitled to whatever he desires. Coin is immaterial to him, but he covets objects of beauty for display in his domain. There, they will shine forever, immune to the ravages of time. The Prince quickly tires of his treasures, which pushes him to obtain even more. Once he has claimed something, he is loath to relinquish it, nor will he tolerate any attempt to steal or sully his property.

In centuries of dealing with mortals, the Prince has become experienced in tempting them with offers of power or riches. Whosoever agrees must pledge their everlasting loyalty and acquiesce to his demands whenever he deigns to call upon them. Though the Prince is not above using his magic to force others into obedience, he won't bother to waste his energy unless a mortal captivates him.

The Prince cannot tolerate any kind of physical imperfection, for it reminds him of the weak and hideous creature he once was. He destroys treasures that are even slightly flawed, executes a sprite for offering him a yellowed tooth, and shatters a golem that has even a single crack. Each day the Prince-in-Ivory bathes in liquid enamel, coating his skin in a flawless, porcelain-like luster. Yet, beneath his veneer of beauty, the Prince is cruel and heartless.

### THE PRINCE'S TACTICS

Prideful and dismissive to the last, the Prince-in-Ivory sees all adventurers as either trespassers in his court or subjects come to offer rightful tribute. His minions wait on him at all times, and he expects them to regularly update him of any goings-on in his domain and the mortal realm.

The Prince prefers not to sully himself with bloodshed, and he would rather persuade foes to give up without a fight. His true desire is to see his opponents kneel before him.

If he must do battle, the Prince favors strategies with low risk of harm to himself, though his pride makes it difficult for him to consider retreat. He happily taunts foes that are without the means to bypass his defenses by casting *antilife shell* and unleashing waves of his servants upon them. He readily commands his loyal minions to fight and die on his behalf, as that is their purpose, and he uses magic to disrupt opponents or to reposition whenever it works to his advantage.



## THE PRINCE'S TRAITS

**Ideal.** "What I deem treasures are mine by right."

**Bond.** "Mortal teeth must be properly enshrined in my realm while they still shine, lest they rot."

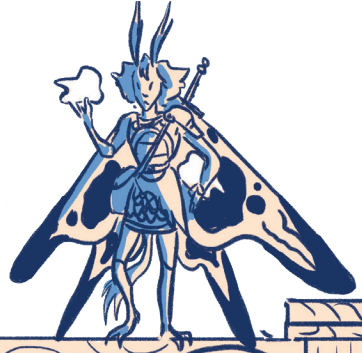
**Flaw.** "I cannot tolerate ugliness in the objects or servants who surround me. I will brook no insult to my property."

## ADVENTURE HOOKS

Consider introducing the following scenarios if you wish to include the Prince-in-Ivory in your campaign.

*A Mystery in the Village.* Children are waking up with all of their teeth removed and piles of gold nuggets under their pillows. The party can trace it to a lone child who accidentally summoned the Prince-in-Ivory with a rhyme found in an old storybook:

“  
*Prince-in-Ivory heed my plea,  
I have treasure just for thee.  
This covenant I do create,  
Worthless bone for riches great.*  
”



**For the Forest.** A **sprite** asks the party for aid. Animals in their forest are found dead of starvation, missing their teeth. Others have grown sharp fangs and become violent. They are certain this is faerie mischief.

**Beauty and the Beast.** A local magistrate and his wife put out a call for adventurers. The magistrate accidentally stumbled into Aethling with their twin children, an adult son and daughter. Stricken by the pair's beauty, the Prince-in-Ivory demanded the twins as tribute. The magistrate was magically compelled to obey, and his children have since been trapped within the Prince's palace.



## FIT FOR A PRINCE

The Prince-in-Ivory's lair is a fortified castle in Aethling, his demiplane within the faerie realm. This castle is made from thousands of teeth that gleam pearlescent in Aethling's perpetual sunset. The Prince built his palace gradually over centuries, accruing power from the teeth he stole or swindled from mortals.

**Shifting Realm.** The Prince-in-Ivory can direct where Aethling interacts with the material plane, although he is limited to wooded areas and places to which he has been specifically called. Portals to Aethling are found within 1 mile of this nexus, and each leads to a view of his castle upon a distant hill.

**Many Rooms.** The inside of his palace is enormous and includes the following areas:

**The Treasury.** A large room filled with treasures ranging from gold items, jewels, art, magic items, and sets of perfect teeth kept behind glass. The doors to the treasury are sealed with a magical lock.

**The Forge.** A magical forge which uses blue flames to melt standard teeth into pure enamel, removing their impurities. This is where the Prince's tooth golem guards and magic items are made. At any given time, 2d4 **duergar** can be found working here.

**The Banquet Hall.** A lavish banquet hall with a long white table, silver chairs, and platters made of gold. This room is usually empty, but when in use, 3d6 **sprites** serve as footmen.

**The Orrery.** A circular room with shelves full of arcane books. In its center, a mechanical model of the planes moves slowly but ceaselessly. The Prince uses the orrery to magically relocate his demiplane.

**The Throne Room.** An opulent throne room. Whether or not the Prince-in-Ivory is in the throne room, it is guarded by 2d6 **tooth golems**.

## EXPLORING THE PALACE

Exploring the castle can be its own adventure. Travel from one area of the Prince's palace to the next takes 3d10 + 10 minutes at a normal traveling pace. Whenever the party moves from one area to the next, roll a d20. On a roll of 6 or lower, roll again using a d8 and consult the following table for an encounter, or create one of your own.

### d8 Encounter

- |   |  |
|---|--|
| 1 | An enthralled elven <b>knight</b> leads a squad of 2d4 <b>tooth golems</b> .   |
| 2 | A <b>unicorn</b> is collared and leashed by a golden chain. A coven of three <b>green hag</b> scullery maids are sharpening their knives and preparing to butcher it. Each hag has the illusory appearance of a beautiful woman. |
| 3 | Two potted shrubs reveal themselves to be <b>shambling mounds</b> .  |
| 4 | An enthralled human <b>mage</b> is attended by two <b>swarms of tooth sprites</b> .  |
| 5 | The room is guarded by 1d4 + 1 collared <b>winter wolves</b> .   |
| 6 | The room contains a <b>rug of smothering</b> , two <b>flying swords</b> , and a chandelier lit by four <b>will-o'-wisps</b> .  |
| 7 | Two collared and leashed <b>trolls</b> guard a magical treasure.   |
| 8 | <b>The Prince-in-Ivory</b> walks the halls, accompanied by 1d4 <b>tooth golems</b> .   |



## LAIR ACTIONS

The Prince-in-Ivory is at his most formidable in his palace, where he is able to focus his power. On initiative count 20 (losing initiative ties), the Prince takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row:

- The Prince-in-Ivory casts *command*. This effect targets any number of creatures within 60 feet of the Prince that can hear his voice. He must issue the same command to each target.
- A 30-foot-radius area centered on the Prince-in-Ivory is bathed in blindingly bright light which heavily obscures creatures and objects within it, though the Prince can see normally. This lasts until initiative count 20 on the next round. For as long as this effect lasts, the Prince's Fey Radiance action deals 44 (8d10) radiant damage instead of what it would normally deal.
- The Prince chooses a point on the castle floor he can see within 120 feet of him. Spikes of sharpened enamel slide out of the floor in a 20-foot radius, centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts for 3 rounds or until the Prince uses this action again.

The region where Aethling interacts with the material plane is suffused with fey magic, causing one or more of the following effects:

- Beasts, fey, and monstrosities within 3 miles of the Prince-in-Ivory's lair become unusually hostile and grow unnaturally large, white fangs.
- Wild plants within 1 mile of the Prince's lair grow flowers which shine metallicly, as though made of gold. The flowers are cursed, and any who pick them attract the attention of hostile creatures with an Intelligence score of 5 or lower for as long as the flower remains in their possession. These flowers are also found growing on the thorny brambles listed in the following regional effect.
- Brambles bristling with poison thorns form mazes within 3 miles of the Prince's lair. The brambles grow into 10-foot-high, 10-foot-thick barriers that block line of sight. Creatures can move through the brambles, but they count as difficult terrain. A creature moving into or within the brambles must make a DC 13 Constitution saving throw for each 5 feet it travels, taking 5 (2d4) poison damage from the thorns on a failed save. Each 10-foot cube of brambles can be attacked and has AC 10, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to necrotic damage, and immunity to psychic and thunder damage.

If the Prince-in-Ivory dies, the first two effects fade over the course of 1d10 days. The brambles remain, but within 1d6 days the thorns lose their poison, and they become normal plants.

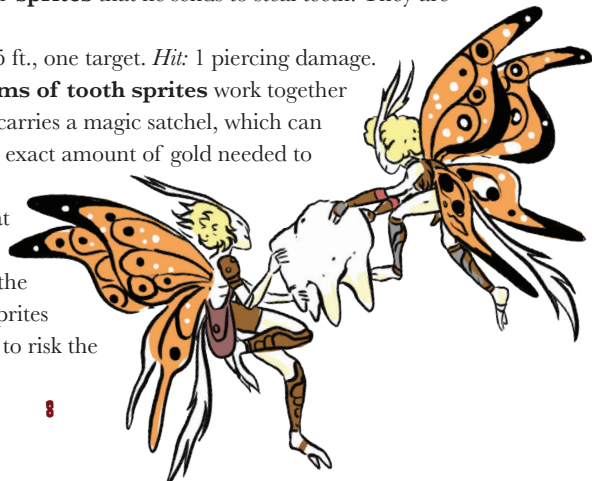
## TOOTH SPRITES

The Prince-in-Ivory commands an army of **sprites** that he sends to steal teeth. They are neutral evil, and have this action:

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tooth sprites favor their bite attack. **Swarms of tooth sprites** work together to carry large numbers of teeth. Each sprite carries a magic satchel, which can store up to five teeth and always contains the exact amount of gold needed to provide "fair compensation" to their victims.

This is a necessary part of the pact magic that allows sprites to extract teeth painlessly and without breakage. Baby teeth are favored by the Prince-in-Ivory, but if these can't be found, sprites resort to stealing whatever they can so as not to risk the Prince's ire by returning empty-handed.



## SWARM OF TOOTH SPRITES

Medium swarm of Tiny fey, neutral evil

**Armor Class** 12 (leather armor)  
**Hit Points** 31 (7d8)  
**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +5, Stealth +5

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 15

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

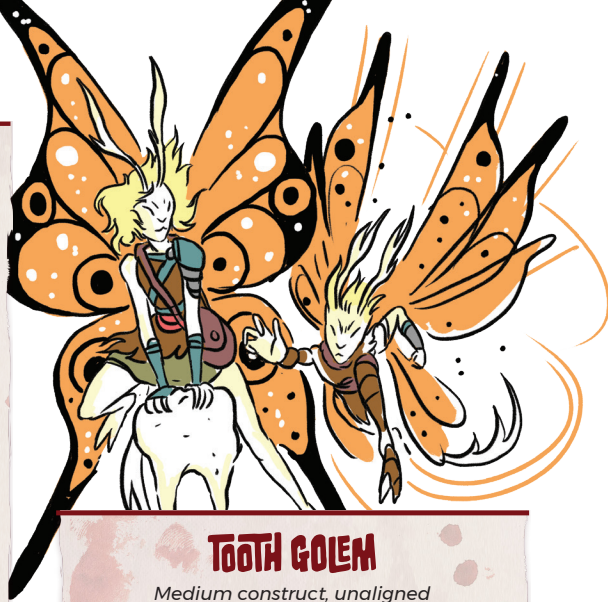
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The swarm can't regain hit points or gain temporary hit points.

**Tooth Rip.** A creature that starts its turn in a space occupied by the swarm must succeed on a DC 13 Strength saving throw or have 1d4 teeth violently ripped from it by tooth sprites. The creature takes 2 (1d4) slashing damage for each tooth removed in this way. A creature whose teeth have been ripped out in this way is incapacitated by pain until the start of its next turn.

### ACTIONS

**Arrow Salvo.** *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, until it takes damage or another creature takes an action to shake it awake.

**Swarming Bite.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half of its hit points or fewer.



## TOOTH GOLEM

Medium construct, unaligned

**Armor Class** 18 (natural armor)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Sylvan but can't speak

**Challenge** 2 (400 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.** The golem makes two melee attacks.

**Enamel Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

# THE PRINCE-IN-IVORY

THE TOOTH FAERIE  
*Medium fey, neutral evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 127 (17d8 + 51)  
**Speed** 25 ft., fly 80 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	19 (+4)	16 (+3)	16 (+3)	18 (+4)	21 (+5)

---

**Saving Throws** Wis +8, Cha +9

**Skills** Intimidation +9, Perception +8

**Damage Vulnerabilities** necrotic

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** radiant

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Common, Elvish, Sylvan, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

---

**Magic Resistance.** The Prince-in-Ivory has advantage on saving throws against spells and other magical effects.

**Special Equipment.** The Prince-in-Ivory wields a gold scepter inlaid with polished molars called a *grinding scepter*, which functions as a *mace of smiting* (already included in his stat block).

**Innate Spellcasting.** The Prince-in-Ivory's spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring only verbal components:

**At will:** *charm person, command, faerie fire, invisibility (self only), suggestion*

**1/day each:** *antilife shell, dominate person, geas*

## ACTIONS

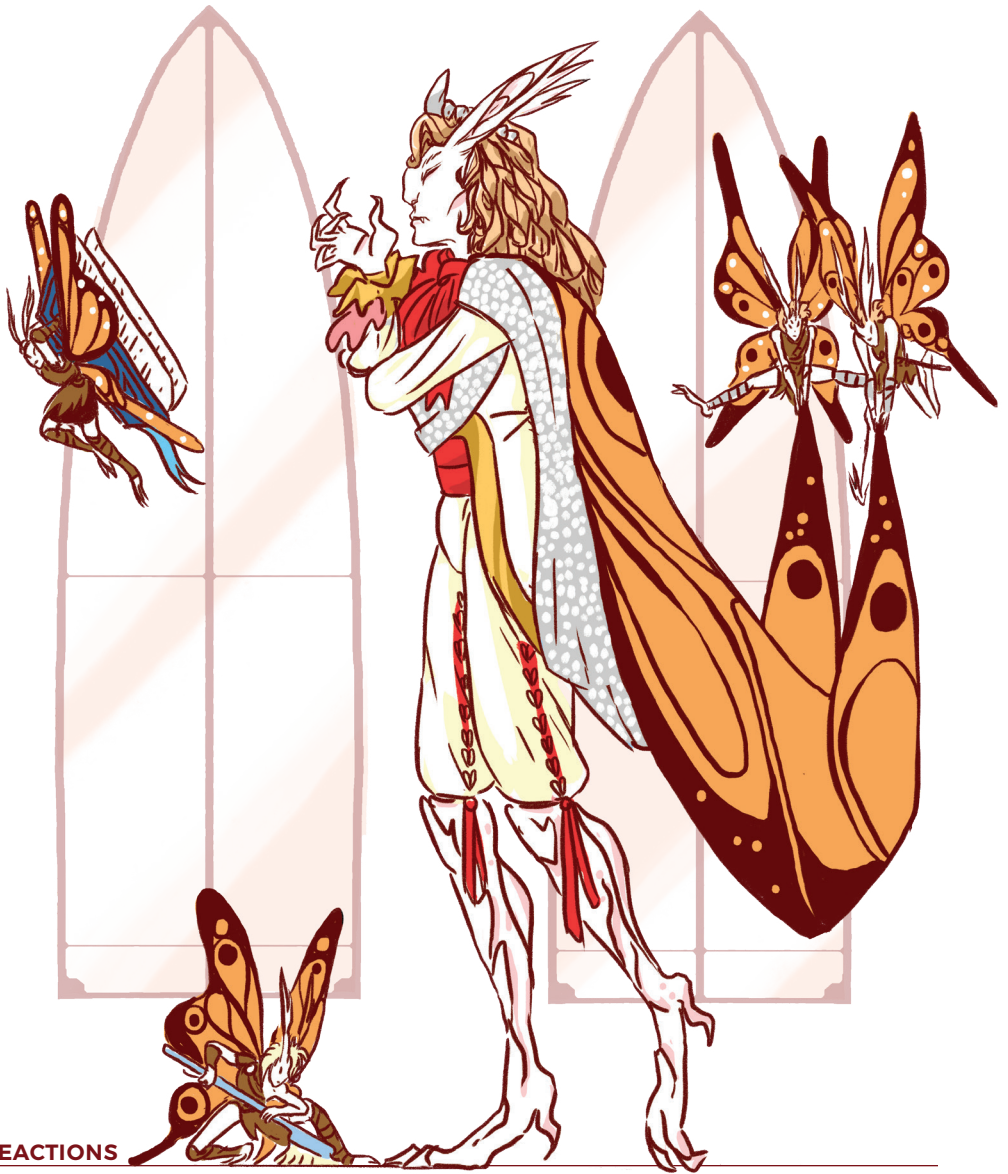
---

**Multiattack.** The Prince-in-Ivory can use his Regal Presence. He then makes two Grinding Scepter attacks.

**Grinding Scepter.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. Against constructs, this attack has +11 to hit and deals 17 (3d6 + 7) bludgeoning damage against them. When the Prince-in-Ivory scores a critical hit with this weapon, the target takes an extra 7 bludgeoning damage, or 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

**Fey Radiance (Recharge 5–6).** A beam of brilliant light streaks from the Prince-in-Ivory's open palm in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a DC 17 Constitution saving throw. On a failed save, a creature takes 36 (8d8) radiant damage and is blinded until the Prince's next turn. On a successful save, the creature takes half as much damage and isn't blinded.

**Regal Presence.** Each creature of the Prince-in-Ivory's choice that is within 120 feet of him and aware of him must succeed on a DC 17 Wisdom saving throw or become charmed by the Prince for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Prince's Regal Presence for the next 24 hours.



## REACTIONS

---

**Royal Aegis (3/Day).** A hemispherical barrier of enamel materializes around the Prince-in-Ivory. The barrier absorbs up to 30 points of damage from an attack that hits him. If the attack deals more than 30 damage, the barrier is destroyed. Otherwise, it remains and grants three-quarters cover until the beginning of the Prince's next turn. The Prince must be able to see the attacker to invoke his aegis.

## LEGENDARY ACTIONS

---

The Prince-in-Ivory can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Prince regains spent legendary actions at the start of his turn.

**Grinding Smiter.** The Prince-in-Ivory makes one Grinding Scepter attack.

**Royal Edict.** The Prince-in-Ivory casts *command* or *suggestion*.

**Teleport (Costs 2 Actions).** The Prince-in-Ivory magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

# BIG BAD™ BOOKLET

**HITPOINT™**  
PRESS



 THE DECK OF MANY.COM  
The logo for The Deck of Many, featuring a stylized dragon head icon to the left of the text.

[BIGBADBOOKLET.COM](http://BIGBADBOOKLET.COM) | [THEDECKOFMANY.COM](http://THEDECKOFMANY.COM) | [HITPOINTPRESS.COM](http://HITPOINTPRESS.COM)

Big Bad Booklet is Copyright © 2020 Hit Point Press Inc. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, The Deck of Many, Big Bad Booklet and its associated logos are trademarks of Hit Point Press Inc. Printed in Canada.  
Hit Point Press Inc., 1175 Brookfield Rd. East, Ottawa, Ontario, K1V0C3, Canada

## LICENSE

The terms of the Open Gaming License Version 1.0a are as follows:

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright

and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

Big Bad Booklet, Copyright 2020, Hit Point Press Inc.  
Authors: Christopher Pinch

## PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the

Open Gaming License Version 1.0a and are subject to the conditions set forth in Section

7 of the Open Gaming License, and are not Open Content:

All trademarks, registered trademarks, propernames, dialogue, plots, storylines, locations,

characters, artworks, and trade dress. (Elements that have previously been designated as

Open Game Content are not included in this declaration.)

## OPEN GAMING CONTENT

All content from the System Reference Document 5.1 is Open Game Content as described in Section 1(d) of the License. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without permission.