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LOZANO GREYSON

Book of the Righteous 5E Troll Lord Games

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races:

Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents,

alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

TSR

Magic Item Compendium

GM Screen Call of Cthulhu Fiction

Over 130 adventures for 5th Edition! From the depths of the darkest dungeons to primal dangers of the untamed wilderness, this tome binds ancient mysteries, forgotten lore, and the allure of epic quests. Adventurers will explore realms unknown, face deadly foes, and discover tantalizing treasures and magnificent artifacts. AAW Games brings you this massive collection of more than 130 complete and ready-to-run scenarios designed especially for discerning Game Masters who

want exciting adventures and need them now. Begin the next chapter of your campaign with the turn of a page! Themed and organized for convenience, the Mini-Dungeon Tome provides setting-neutral fantasy adventures suitable for every party level and size. With all reference material included in a convenient index, this single book holds everything you need for years of adventuring. Offering contributions from all-star authors and game designers, Mini-Dungeon Tome is the book you have been searching for. Always have a new adventure at the ready and test the mettle of even the most experienced players!

Thirteen Orphans Dark Horse Comics

Games - Role-Playing and Fantasy Standard Hardcover Edition

Mystical Companions Cubicle 7 Entertainment

As evocative and moving as Charles de Lint's Newford books, with the youthful protagonists and exciting action of Mercedes Lackey's fantasies, Thirteen Orphans makes our world today as excitingly strange and unfamiliar as any fantasy realm . . . and grants readers a glimpse of a fantasy world founded by ancient Chinese lore and magic. As far as college freshman Brenda Morris knows, there is only one Earth and magic exists only in fairy tales. Brenda is wrong. A

father-daughter weekend turns into a nightmare when Brenda's father is magically attacked before her eyes. Brenda soon learns that her ancestors once lived in world of smoke and shadows, of magic and secrets. When that world's Emperor was overthrown, the Thirteen Orphans fled to our earth and hid their magic system in the game of mah-jong. Each Orphan represents an animal from the Chinese Zodiac. Brenda's father is the Rat. And her polished, former child-star aunt, Pearl—that eminent lady is the Tiger. Only a handful of Orphans remain to stand against their enemies. The Tiger, the Rooster, the Dog, the Rabbit . . . and Brenda Morris. Not quite the Rat, but not quite human either. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Secrets of Kenya Createspace Independent Pub

Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle.Praise for Zak Sabbath:"Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of NumeneraPraise for Patrick Stuart's Fire on the Velvet Horizon:"Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street Station

For Fifth Edition Players and GMs Tor Books

Primordial Power Unleashed! They come howling from the hills, from the forest, the jungle, the marsh, the mountain... They stalk the far and lonely land, watering the earth with the blood of those who defy their ancient laws and stand against fate, against the Old Gods... They are barbarians, druids, and rangers. They are here and their time has come! Discover 250 exclusive 5e magic items made just for them: Items that scale with your proficiency bonus Items that scale with your rage damage bonus Items that grant beast traits Items that grant class abilities or racial traits Magical tattoos and shrunken heads New and revised weapons including bolas, spiked gauntlets, and war picks This 5th Edition (5e) handbook is perfect for players and GMs who want to add epic fun and variety to your Fifth Edition game with hundreds of wilderness-based magic items. To use this 5e supplement, you also need a copy of the PHB, DMG, and MM from the world's greatest roleplaying game. Collect the entire 250 Best Magic Items series by MageGate Games! Each full-length, fully illustrated handbook contains 250 class-based magic items designed to bring out the best in your favorite fantasy character classes! This all-new, exclusive and exciting RPG sourcebook series begins with: 250 Best Magic Items for Barbarians, Druids, and Rangers (wilderness adventuring classes) 250 Best Magic Items for Fighters and Rogues (urban adventuring classes) 250 Best Magic Items for Bards, Sorcerers, Warlocks, and Wizards (arcane adventuring classes) 250 Best Magic Items for Clerics, Monks, and Paladins (divine adventuring classes) 5e players and GameMasters will love these clever and innovative 5e books created by expert GMs with almost a century of combined experience between them! These gorgeous 5e books make great gifts / essential gift sets for tabletop fantasy roleplaying gamers (TTRPG) this holiday gift season. Each 250 Best Magic Items book is available in your choice of ebook, paperback (softcover), and collector's edition hardcover. All books are fully 5th Edition 5e compatible and ready to be used in your Fifth Edition game now. At the Game Master's discretion, these books may be easily modified for use with past editions such as 1e, 2e, 2.5e, 3e, 3.5e, 4e, as well as similar fantasy RPG games like OSR.

Bubblegumshoe Studio 2 Publishing

The ultimate guide to magic itemsespecially weaponsof rich heritage. Weapons of Legacy provides a wealth of information on magical weapons with rich histories. The book includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and adventure hooks. How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves. AUTHOR BIO: BRUCE R. CORDELL, an Originsaward-winning author, has designed over 30 game titles, including theExpanded Psionics Handbook. He also co-

authoredSandstorm,Libris Mortis: The Book of Undead,Planar Handbook,Epic Level Handbook, andUnderdark. KOLJA RAVEN LIQUETTE is best known for authoring The Waking Lands web site. He has also published articles inDragon Magazine. TRAVIS STOUT is a freelance designer who has written several articles for Dragon Magazine and whose previous design credits includeLost Empires of Faerun and thePlayer's Guide to Faerun.

Immortal Legends Independently Published

The Perfect Firewall! Protect your important notes and die rollsfrom players' prying eyes with the Starfinder GM Screen! This beautiful,four-panel screen features stunning artwork from Ignacio Baz♦n Lazcano onthe players' side and a huge number of tools and tables on the GM's side tospeed up play and keep key figures at your fingertips. With helpful rules andreminders about tactical and starship combat, skill Difficulty Classes, commonconditions, environmental radiation, zero gravity, and more, this GM screengives you the information you need to keep the game fast and fun. Constructed ofultra-high-grade hardcover-book stock, this durable screen is perfect forconvention play or use in your regular home game.

13th Age Bestiary 2 Eden Studios

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

Kingdoms & Warfare Silver Games LLC

"Dixon grabbed his head in agony as the vision flooded his mindthe whirling chaotic swirl that gibbered and howled just beyond the gateway: stars, planets and constellations spinning in insanely rapid combinations, light and darkness attacking each other with supernova intensity, lines of force clashing in galaxy-melting conglomerations of sound. He felt his body somehow separate from him . . . and he fought to maintain sanity, to keep his eyes on the chaos that was beginning to spill from the wedge between our world and the infinite worlds of Nyarlathotep.Figgs exulted, blood spilling down his lips and chin, flesh half-chewed spraying from his mouth as he danced in the nuclear fire of the end of the world. In the blinding light he saw a figure moving towards him, a black, wavering line of matter that spun in slow helices through the endless, churning cauldron of white fire.The Worm moved fast vast chunks of space-time disappeared beneath its approach, atoms screaming as they dissolved, seconds stretching into hours, chains of stars exploding before the path of the Messenger of the Gods. Figgs knelt before it, all spells fleeing his mind, all cantrips and catches meant to imprison the outer god forgotten in the insane joy of the Mask at the approach of its Master.

Maze of the Blue Medusa Createspace Independent Publishing Platform

Lovecraftesque is a GMless storytelling game of brooding cosmic horror. Tell the story of a lone Witness at the mercy of strange and terrifying events. The game helps you create a slow-building mystery, culminating in a climactic scene of horror. LOVECRAFTESQUE IS A GAME FOR 2-5 PEOPLE AND TAKES 3-4 HOURS TO PLAY.

Scarred Lands Campaign Setting Magic Item CompendiumThis supplement for the D & D game

presents more than 500 new magic items that no adventurer should be without.The Stolen Smile Explore and build fantastic dungeons with this latest in the Environment series of player- and Dungeon Master-friendly supplements. "Dungeonscape" presents new character options as well as tools for Dungeon Masters to create exciting and memorable dungeon environments.

5th Edition White Wolf Pub

Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.

Midgard Heroes Handbook Mithrilpunk Press LLC

Magic is irrefutably powerful, but not always entirely reliable. In quarters of the Pathfinder world, like the spell-scarred Mana Wastes, invention supplants magic with its potential for wonders. With Pathfinder Player Companion: People of the Wastes you'll discover new technological innovations, from guns and explosives to dwarven gadgets and the state-of-the-art marvels of the gun-smithing city of Alkenstar. New archetypes, feats, traits, and other character options also unlock new levels of expertise in marksmanship, but also methods of taping into unpredictable surges of magical

might. A whole frontier of danger and invention is yours to claim, if you can survive the wastes.

Magic Item Compendium The Creative Company

A Scarred Continent One of the main battlefields of the Divine War fought between gods and titans, the continent of Ghelspad lies shattered by the conflict. Nations re-emerge to reclaim the scarred continent, yet so much of the ancient land remains to be re-discovered. Ghelspad holds the ruins of civilizations destroyed in the Divine War, geography transformed by the struggles of gods, and no end of treasures and perils for those who would dare find them. This hardcover campaign world book is the definitive guide to this vast and dangerous land first described in Creature Collection and Relics & Rituals. Compatible with 3rd Edition Rules Sword and Sorcery "TM" books are published under the Open Gaming License and are 100% compatible with 3rd Edition rules and the D20 System. This region sourcebook for the Scarred Lands can also be dropped into any fantasy campaign.

Starfinder Pelgrane Press

Exodus boasts a turbulent history - from the rise of the Kaga to the defeat of the First Ones and the events of the Twilight War. From creation of the Imperial Alliance to the present crisis that threatens to tear that alliance apart. Great heroes and terrible villains drove its march, though even in hindsight the two are not always easily separated. Theirs were the titanic passions, the burning obsessions and base treacheries in which modern Exodus was forged and tempered. The world of Exodus Needs heroes... Inside this book you will find you'll need to embark on adventures in the exciting setting of NeoExodus: The history of the world of Exodus from The Reign of the First Ones to The Dominion-Protectorate Wars and The Twilight War to the creation of the Imperial Alliance. The Nation of Exodus including the powerful Caneus Empire, to the magic wielding Dominion, to the mechanical powered Arman Protectorate, the unifying Imperial Alliance and many more. Religious of Exodus including The Cult of the Emissary, Khayne, Lawgiver, Sanguine Covenant and Xonism. 9 All new races usable as player characters or NPCs including the Cavians who are psionic rat-men; the Cyneans who are arcane crystalline humanoids; Dalreans who are plantlike humanoids; and the P'tans who are feline-looking creatures that can conjure black lightning. New Base classes, archetypes and prestige classes including Apothecary, High Guard, Janissary, Peacekeeper and Protectorate Artillerist. Over 80 new Feats including Anatomical Targeteer, Black Lightning Sheath, Craft Magic Candle, Hail of Thorns, Information Network, Plantsight and Terran Sorcery. Over 55 new spells including Babble Sphere, Bind Shape Changer, Cone Of Claws, Feast Of Maggots, Hellish Reprisal, Sensory Depravation and Wall Of Silence. New mundane and magical items including Alchemist's Bandolier, Bal spearclub, Instant Rope, Magic Candles, Panther Hide Armor, Quick-Setting Glue and Telescopic Staff. Over 20 new monsters and Templates including Arcaneslime, Draco, Necryos, Protectorate Golem and Razofiend.

Encyclopedia Magica Satyr Press

Oath of the Frozen King is the first book in our new Adventure Kit product line. The core concept behind the Adventure Kit is to find an RPG sweet spot somewhere between pre-written adventure modules and your own simple prep notes. We've created a versatile, flexible framework for you to build your own adventures quickly and easily while the kit does all of the heavy lifting. The Oath of the Frozen King Adventure Kit boasts replay value that is virtually unheard of in a roleplaying game product - designed to let Game Masters choose the pieces they like, and fine-tune to their group's playstyle. With limitless possibilities for customization, no two instances of Oath of the Frozen King will be the same.

The Roleplaying Game MCDM

The official hardcover release of one of the most popular 5th Edition Tabletop RPG supplements of all time, the Compendium of Forgotten Secrets: Awakening features hundreds of new options for players and game masters alike! 50 Full-Color Illustrations, 34 Player Subclasses, Over 100 new spells, feats, and invocations, Top Rated by Popular Vote

Adventure Kit

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tomes provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E

rules.

Best Sellers - Books :

- [8 Rules Of Love: How To Find It, Keep It, And Let It Go](#)
- [Little Blue Truck's Springtime: An Easter And Springtime Book For Kids](#)
- [Dark Future: Uncovering The Great Reset's Terrifying Next Phase \(the Great Reset Series\)](#)
- [Oh, The Places You'll Go!](#)
- [Lord Of The Flies By William Golding](#)
- [A Court Of Silver Flames \(a Court Of Thorns And Roses, 5\) By Sarah J. Maas](#)
- [What To Expect When You're Expecting By Heidi Murkoff](#)
- [The Nightingale: A Novel](#)
- [Taylor Swift: A Little Golden Book Biography By Wendy Loggia](#)
- [The Summer Of Broken Rules](#)