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# **Magic Items**

**Robert Neri**



## **Magic Items:**

**Magic Objects for Beginners** Harry Eilenstein, 2021-05-07 Magical items are mostly familiar from fantasy novels and fantasy movies but they also exist in real life. However, these real magic items are different from those that appear in the realm of fantasy. They are gateways to certain qualities, spirits, and deities but not items that give a person a power they could not otherwise obtain. Such magical objects include talismans, magic rings, magic wands, voodoo dolls, and the spiritus familiaris, a self-made spirit, as well as statues, temples, sweat lodges, haunted houses, pyramids, power places, crop circles, and homeopathic globules. These magical objects are neither indispensable; you can achieve everything without them, nor useless; they can help with many things; they are tools that can facilitate many things in magic. [A Worldbuilder's Guide to Magic](#) Brent A. Stypczynski, 2021-10-25 Constructing a functional system of magic that helps readers suspend disbelief is a crucial part of worldbuilding in the fantasy genres. Yet creating a believable, compelling, and original fictional universe can be daunting. To help inspire writers, this guide provides an overview of how magic has been understood in history and used in myth, legend, and modern fiction. Different forms of magic are explored, and a broad range of stories from Nordic myths to modern novels are described and referenced. Discussion explores how magic as a concept shapes and is shaped by fictional worlds and societies. [Rapunzel of the Magic Item Shop](#) Hiyoko Kurisu, 2022-05-31 What secrets does the Magic Item Shop hold? In a kingdom where magic is strictly outlawed, a young sorcerer named Lille finds herself imprisoned in a tower for no reason other than simply existing. After ten years of being locked up, a huge mythical bird suddenly appears on her windowsill to whisk her away. The bird, a familiar called Ark, takes her to a quaint little house where he introduces her to his master, a sorcerer named Charles. Charles decides to take Lille on as his apprentice alongside another young sorcerer named Leo. As her new life begins, Lille discovers what it means to have a family and even what it means to fall in love. Through her shop-keeping duties at Charles' Magic Item Shop, she gradually adjusts to life in the outside world. The more she learns, however, the more she finds herself wrapped up in Charles and Leo's secrets. [Dungeons & Dragons For Dummies](#) Bill Slavicsek, Richard Baker, 2005-04-08 Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless, but not in Dungeons & Dragons. In this fantasy adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc, or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. Dungeons & Dragons For Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through creating your character: a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric, and character advancement. The races: humans, dwarves, elves, and halflings. The types of character actions: attack rolls, skill checks, and ability checks. The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma. Feat requirements and types.

Playing the game including moving in combat attacking with a weapon melee attacks or ranged attacks and damage and dying Picking skills armor weapons and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items armor weapons potion scroll ring wand staff rod plus wondrous items D D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play gets you comfortable using the battle grid and character markers lets you test player characters against each other and against monsters and shows you how to add story elements to create an adventure Produced in partnership with Wizards of the Coast written by D D game designers and complete with a battle grid a sample dungeon map and a glossary this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating fascinating world of D D

**The Legacy of Heroes** Vincent Venturella, 2011-09 The Legacy of Heroes is a Fantasy Role Playing Game with a singular focus imagination The Legacy of Heroes Player's Guide offers everything you need to bring the myriad characters from movies literature mythology and anything else you can imagine to life on the page before you This book contains 11 races 11 classes 40 heroic arcs and all the spells styles equipment magic items and more you need for your own brave heroes to move from character to legend The Legacy of Heroes exciting Heroic Talent and Heroic Moment systems empower the players to create truly memorable role playing experiences like never before This book facilitates that collaboration by giving you the player the tools you need for the stories you imagine in an efficient simple and familiar system based on the OGL license The only question is are you ready for your own legacy Visit [www.thelegacyofheroes.com](http://www.thelegacyofheroes.com) for support downloads and more

**The Great Grimoire Vol. I** Robert Neri, 2015-07 Mage wizard necromancer whatever you call a spellcaster they all require the same thing spells Those intricate little bits of game arcana that make such characters worthwhile and certain foes so lethal This illustrated book contains over 1 000 pregenerated spells compatible with the D G Core system with every thing from RPG classics to very strange and powerful new original spells This accessory to the Dice Glory system can aid any player or Game Master not willing or simply too over taxed to create their own magic spells using the core rulebook Requires the Dice Glory Core Rulebook The Great Grimoire contains Over 1 000 pregenerated spells and rituals Several random roll tables including those to create randomly generated magic items Rules tables and an extra word on Magic Shops This invaluable resource is a must have for upstart wizards and Game Masters looking for ideas

**Dungeons and Dragons 4th Edition For Dummies** Bill Slavicsek, Richard Baker, 2009-01-29 Explore the fantasy world of D D and delve into dungeons slay monsters and gain treasure If you've been thinking of playing D D or you've played before and you want to get up to speed on the all new 4th Edition this is the book for you Here's what you need to know to join the fantasy fun D D terminology understand what ability check modifier saving throw AC gp hp and XP mean Roll the dice add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners know D D etiquette so you'll be welcome in any adventure Character building

select your character's race and class and choose the best powers, skills, feats, and gear. Roleplaying gives your character a background and personality quirks. Combat uses combat rules, a battle grid, and miniatures to play out furious battles. Open the book and find everything a new player needs to get started playing D&D. Details on four fantasy races and four iconic classes. Explanations of every number and statistic on the character sheet. The best magic items and equipment for characters of all classes. Advice on roleplaying and teamwork. A ready-to-use adventure to get you started as a Dungeon Master. A ready-to-use battle grid with character and monster markers.

**Dice & Glory Core Rulebook** Robert Neri, 2008-03-11 Dice and Glory is a complete self-contained pen and paper role-playing system for those yearning for more creativity and flexibility. This book provides all the basic parts of the D&G system to craft your own unique worlds. This game system was designed to be ultimately flexible for any campaign type needing no rewrites to the core system to function in either sci-fi or high fantasy settings or in any other imaginable setting. It was also written with maximum customization of all characters in mind, allowing players almost complete freedom in customizing their own characters. It boasts a detailed but easy-to-use combat system using its own class-like level system. A skill system that is easy to use and adapt to any situation. A unique and in-depth magic system which allows for custom player-made spells and a skill-based psionics system that distinguishes itself from the magic system. Also, there is a full chapter on constructing monsters and races for GMs.

*The Character Codex IV* Robert Neri, 2015-07 A new Character Codex containing specialist fantasy character classes that are strange and unconventional, adding new flair to any Dice & Glory campaign. This book is a great resource for both players and game masters wishing to introduce some eastern flavor into their game. Among those classes that can be found within the new Character Codex's pages are the Dragon Blood Warrior, the Leatherneck, the Leopard Man, Skull Cleavers, Bookworms, High Sages, and Zombie Creepers.

Artificers & Alchemy (Dungeons & Dragons) Jim Zub, Stacy King, Official Dungeons & Dragons Licensed, 2024-04-16 An immersive one-of-a-kind guide to the wondrous magical items and creatures of Dungeons & Dragons, the world's most beloved tabletop role-playing game. Featuring amazing illustrations and expert insights, *Artificers & Alchemy* explores peculiar phenomena, sentient weapons, guardian gear, and the artificers who create these enchanted objects. If you're eager to start your own D&D adventures, this guidebook provides the perfect starting point to creating worlds of fantasy and weaving an epic story all your own.

**Wayfarers** G. V. J. T. Swill, 2009-01-01 *Wayfarers* is a table-top roleplaying game. Inside this book, you will find everything you need to play. Whether you wish to play a wizard, mercenary, priest, or rogue, or to create a distinctly unique persona, *Wayfarers* makes it possible. With dozens of skills, four types of magic, and over 500 spells, the possibilities for characters are limitless. For the game master, this source book includes hundreds of detailed creatures, enchanted items, and the vivid World of Twylos campaign setting. Useful analysis, optional rules, and a customizable system make creating and running adventures fun and exciting. So open these pages and grab your dice. Your destiny awaits, for good or ill. Visit the YOGC at [www.yeoldegamingcompany.com](http://www.yeoldegamingcompany.com).

**Sabres & Sorcery (full size)** Michael Wallace, 2016-03-16

Sabres Sorcery is a traditional pencil and paper role playing game based upon the excellent Sabres Witchery RPG by Simon Washburne Those gamers familiar with Sabres Witchery Labyrinth Lord or pre 1990s versions of Dungeons Dragons etc will have no problems understanding these rules The rules of Sabres Sorcery are simple enough for a 12 year old to grasp and meaty enough for a 48 year old to enjoy Included in this book are Rules for character creation and advancement Rules for exploring deep dark dungeons and battling those found within Rules for magic including Wizardly corruption Traditional range of Monsters plus a couple of new critters Two sample campaign settings The Known World with enough detail to get a campaign going and the bare minimum detail for The Gunpowder Plot Several pages of graph paper for house rules notes maps etc Character sheet to be copied for personal use     Hacktastic D/20 Fantasy Eric Thomas,2007-12-11 Get ready to HACK your way to glory prepare for the adventure of a lifetime Strap on your weapons don your armor and stride into a perilous world of epic adventure In your hands you hold your key to the gateway of legend There are those among us that rise above the masses songs are sung tales are told are you brave enough to become a hero By opening this book you ll prove just that within these pages you ll find all the tools you need to boldly march forth and take your place amongst the chosen few Welcome to Hacktastic D 20 Fantasy a game not for the faint of heart so gather a band of friends and take your first step into a lifetime of adventure limited only by your imagination     **Fantasy Heartbreaker Roleplaying Game 2nd Edition** William Bargo,2014-05-05 The Fantasy Heartbreaker Roleplaying Game now in it s new and improved 2nd edition featuring 111% fewer typos is a throw back to the thrilling games of yesteryear It was created to allow a simpler style of play Using a re engineered D20 system this is complete rule book nothing else is needed to play well you might needs some dice and stuff like that Oh and players You will definitely need some players In the end the Fantasy Heartbreaker Roleplaying game is a lighthearted game suitable for play with well anyone provided they have a sense of humor     Adequate Commoner Deluxe for Pathfinder J.M. Perkins,2015-06-09 The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game the Commoner NPC class Now commoners can be more than just faces in a crowd and cannon fodder They can be the player characters Includes the Gear Commoner or Mythic Commoner as well as commoner jobs New Commoner Feats and Traits equipment weapons improvised traps and more Rounding out such goodies are tactics and suggestions for running a commoner character game as well as Cooks Day Out a beginning adventure for commoner characters just hoping to survive the day and there s more yet So if you re bored with the exceptional and fed up with the extraordinary how about giving the mundane a try We promise your commoners will never seem common again     **Adequate Commoner for Pathfinder** J.M. Perkins,2015-06-09 The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game the Commoner NPC class Now commoners can be more than just faces in a crowd and cannon fodder They can be the player characters Includes the Gear Commoner or Mythic Commoner as well

as commoner jobs New Commoner Feats and Traits equipment weapons improvised traps and more Rounding out such goodies are tactics and suggestions for running a commoner character game as well as Cooks Day Out a beginning adventure for commoner characters just hoping to survive the day and there s more yet So if you re bored with the exceptional and fed up with the extraordinary how about giving the mundane a try We promise your commoners will never seem common again

The American Directory of Writer's Guidelines Stephen Blake Mettee,Michelle Doland,Doris Hall,2005-12 Perhaps the best kept secret in the publishing industry is that many publishers both periodical publishers and book publishers make available writer s guidelines to assist would be contributions Written by the staff at each publishing house these guidelines help writers target their submissions to the exact needs of the individual publisher The American Directory of Writer s Guidelines is a compilation of the actual writer s guidelines for more than 1 600 publishers A one of a kind source to browse for article short story poetry and book ideas *Frostgrave: Ghost Archipelago* Joseph A. McCullough,2017-10-19 The Ghost Archipelago has returned A vast island chain covered in the ruins of ancient civilizations the Archipelago appears every few centuries far out in the southern ocean At such times pirates adventurers wizards and legendary heroes all descend upon the islands in the hopes of finding lost treasures and powerful artefacts A few drawn by the blood of their ancestors search for the fabled Crystal Pool whose waters grant abilities far beyond those of normal men It is only the bravest however who venture into the islands for they are filled with numerous deadly threats Cannibal tribes sorcerous snake men and poisonous water beasts all inhabit the island ruins guarding their treasure hordes and setting traps for the unwary In this new wargame set in the world of Frostgrave players take on the role of Heritors mighty warriors whose ancestors drank from the Crystal Pool These Heritors lead their small handpicked teams of spellcasters rogues and treasure hunters into the ever shifting labyrinth of the Ghost Archipelago Using the same rules system as Frostgrave this standalone wargame focuses on heroes who draw on the power in their blood to perform nigh impossible feats of strength and agility This game also includes 30 spells drawn from five schools of magic a host of soldier types challenging scenarios treasure tables and a full bestiary of the most common creatures that inhabit the Lost Isles **Master Builder Utility & Tech Mods** Triumph Books,2015-12-18 Experience the best mods in Minecraft with Master Builder Utility Tech Mods Whether you re looking to enhance the interface of your game or add complexity with magic and tech this guide describes the best mods for changing up your Minecraft game in exciting and imaginative ways From Zan s Minimap VoxelMap to Not Enough Items and Magic Items Mod to Railcraft Master Builder Utility Tech Mods contains vital information on 18 different mods You ll also learn how to install your mods and explore the various types of mods so that you can find exactly the kind of game play you desire *Frostgrave* Joseph A. McCullough,2015-07-20 In this fantasy skirmish wargame wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire Each player takes on the role of a wizard from one of ten schools of magic and builds his band of followers The wizard s apprentice will usually accompany his master and more

than a dozen other henchmen types are available for hire from lowly thugs to heavily armoured knights and stealthy assassins Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells As they gain power and wealth wizards can also develop their headquarters on the outskirts of the city turning one of a dozen different basic locations into bastions of their art equipping them with alchemical laboratories mystical forges astronomical telescopes and other magical resources While individual games of Frostgrave are quick and can easily be played in an hour or two it is by connecting these games into an ongoing campaign that players will find the most enjoyment The scenarios given in the book are merely the beginning of the limitless thrilling adventures that can be found amidst the ruins of the lost city



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