

Download Gods And Goddesses 5e

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Gods and Goddesses-Aaron Hubrich 2020-03-15 The second edition of the very first book published by Jetpack7, this book features 19 deities you can use in any 5th Edition campaign setting.

Masters and Minions-jim pinto 2018-08 An all new 5e supplement featuring detailed NPCs and a focus on how to use their minions, with convenient, time-saving tips.

Forgotten Realms-Ed Greenwood 2001 Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Defenders of the Faith-James Wyatt 2001 Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Faiths and Pantheons-Eric Boyd 2002-05-01 This collection details the 30 most important gods in the Forgotten Realms universe and expands upon the profiles of the rest of the deities. Faiths and Pantheons includes all-new prestige classes, feats, spells, and monster templates.

Book of the Righteous 5E-Aaron Loeb 2017-07-11 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.

Legendary Dragons-Aaron Hübrich 2019-07-31 Bring back the mystery to Dragons and to make an ordinary Dragon encounter extraordinary! Legendary Dragons features NEW content for your 5th Edition game. You'll not only have brand new Legendary Dragons and their lore to throw at your players, but some new monsters, too.

Midgard Worldbook-Wolfgang Baur 2018-10 "Pathfinder roleplaying game compatible."

Critical Role-Matthew Mercer 2017 "Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of

the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

Rise of the Drow-Jonathan G. Nelson 2014-06 The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

Celtic Gods, Celtic Goddesses-R.J. Stewart 2005-04-01 Many of the beliefs and customs of the ancient Celts persist even today, sometimes in surprising ways-and interest just keeps growing. Through illustrations old and new, this guide to Celtic magic and religion examines their enduring strength and continued relevance. It provides background on the Celts and their relationship to nature, their totem animals and mother goddesses, and the Irish Book of Invasions that supplied so much material for the mythological tradition. Individual chapters focus on such significant figures as Brighid, the sister or virgin aspect of the Great Goddess, as well as The Divine Ancestor and the Son of Light.

On Hallowed Ground-Colin McComb 1996-10-01

Gifts from the Gods (Withdrawn)-Lise Lunge-Larsen 2011-10-25 Ancient names come to rich and fascinating life in this lavishly illustrated gift book for mythology fans and word lovers. Did you know that "museums" were initially temples built to worship the nine muses, the goddesses of the arts? That "Janus" was the god of the doorways and hallways, and we have named our janitors after him? Where did these words — and other words, such as chaos, genius, nemesis, panic, echo, and narcissus — come from? From the ancient stories of the Greeks — stories that rang so true and wise that the names of the characters have survived for centuries as words we use every day. The brief stories here not only impart the subtle wisdom of these ancient tales, but make us understand the words, and our own world, more deeply.

Elder Evils-Robert J. Schwalb 2007 Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

The Complete Gods and Goddesses of Ancient Egypt-Richard H. Wilkinson 2017-01-12 A comprehensive guide to the deities of ancient Egypt: their origins and their central role in the lives of the Egyptian people

King's Folly (The Kinsman Chronicles Book #1)-Jill Williamson 2016-04-05 An Epic New Fantasy Series from Fan Favorite Jill Williamson This edition includes the first three parts of the Kinsman Chronicles originally released as ebooks. o Part 1--Darkness Reigns o Part 2--The Heir War o Part 3--The End of All Things The gods are angry. Volcanic eruptions, sinkholes, ground shakers--everything points to their unhappiness. At least that is what the king of Armania believes. His son, Prince Wilek, thinks his father's superstitions are nonsense, though he remains the ever dutiful First Arm of Armania. When a messenger arrives and claims that the town of Farway has been swallowed by the earth, the king sends Wilek to investigate. But what Wilek discovers is more cataclysmic than one lost city. Even as the ground shifts beneath his feet, Wilek sets out on a desperate journey to save his people and his world. But can he do it before the entire land crumbles?

Dungeons & Dragons March Release Book (Title Announced January 9th)-Wizards RPG Team 2020-03-17 Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

The Rise of Tiamat-Steve Winter 2014-11-04 Tyranny of Dragons story arc by Steve Winter

Percy Jackson's Greek Gods-Rick Riordan 2014-08-19 "A publisher in New York asked me to write down what I know about the Greek gods, and I was like, Can we do this anonymously? Because I don't need the Olympians mad at me again. But if it helps you to know your Greek gods, and survive an encounter with them if they ever show up in your face, then I guess writing all this down will be my good deed for the week." So begins Percy Jackson's Greek Gods, in which the son of Poseidon adds his own magic--and sarcastic asides--to the classics. He explains how the world was created, then gives readers his personal take on a who's who of ancients, from Apollo to Zeus. Percy does not hold back. "If you like horror shows, blood baths, lying, stealing, backstabbing, and cannibalism, then read on, because it definitely was a Golden Age for all that." Dramatic full-color illustrations throughout by Caldecott Honoree John Rocco make this volume--a must for home, library, and classroom shelves--as stunning as it is entertaining.

Faiths and Avatars-Julia Martin 1996

Dictionary of Deities and Demons in the Bible-Karel van der Toorn 1999 The Dictionary of Deities and Demons in the Bible (DDD) is the single major reference work on the gods, angels, demons, spirits, and semidivine heroes whose names occur in the biblical books. Book jacket.

Styxx-Sherrilyn Kenyon 2013-09-03 Sherrilyn Kenyon's most highly-anticipated novel in the New York Times bestselling Dark-Hunter series since Acheron is here—the unforgettable story of Styxx, Acheron's twin brother and one of the most powerful beings on earth Just when you thought doomsday was over . . . Centuries ago Acheron saved the human race by imprisoning an ancient evil bent on absolute destruction. Now that evil has been unleashed and it is out for revenge. As the twin to Acheron, Styxx hasn't always been on his brother's side. They've spent more centuries going at each other's throats than protecting their backs. Now Styxx has a chance to prove his loyalty to his brother, but only if he's willing to trade his life and future for Acheron's. The Atlantean goddess of Wrath and Misery, Bethany was born to right wrongs. But it was never a task she relished. Until now. She owes Acheron a debt that she vows to repay, no matter what it takes. He will join their fellow gods in hell and nothing is going to stop her. But things are never what they seem, and Acheron is no longer the last of his line. Styxx and Acheron must put aside their past and learn to trust each other or more will suffer. Yet it's hard to risk your own life for someone who once tried to take yours, even when it's your own twin, and when loyalties are

skewed and no one can be trusted, not even yourself, how do you find a way back from the darkness that wants to consume the entire world? One that wants to start by devouring your very soul?

Greek Gods & Goddesses-Britannica Educational Publishing 2014-01-01 Giving Western literature and art many of its most enduring themes and archetypes, Greek mythology and the gods and goddesses at its core are a fundamental part of the popular imagination. At the heart of Greek mythology are exciting stories of drama, action, and adventure featuring gods and goddesses, who, while physically superior to humans, share many of their weaknesses. Readers will be introduced to the many figures once believed to populate Mount Olympus as well as related concepts and facts about the Greek mythological tradition.

Races of the Dragon-Gwendolyn F. M. Kestrel 2006-01 The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscapes (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books Player's Handbook™ Dungeon Master's Guide™ Monster Manual™

Sandy Petersen's Cthulhu Mythos-Sandy Petersen 2019-01-28 Pathfinder Edition

Avatar and Incarnation-Geoffrey Parrinder 1997-04 This book offers a rich insight into the role played by the earthly manifestation of the divine, examining the implications for belief, devotion, faith and interfaith understanding.

American Gods-Neil Gaiman 2002-04-30 Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same...

D&d Guildmasters' Guide to Ravnica Hc-Wizards RPG Team 2018-11-20 Explore a worldwide cityscape filled to the brim with adventure and intrigue in this campaign setting for the world's greatest roleplaying game A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds--crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs--vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

Book of Exalted Deeds-James Wyatt 2003-10-01 The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

Dungeon Master's Guide-James Wyatt 2008 Offers tips, advice, and strategies for creating worlds and adventures that players can enjoy while participating in the roleplaying game.

Legacy of the Crystal Shard-R. A. Salvatore 2013

The Devil You Know-Erin Evans 2017-09-05 In the long-awaited finale of her riveting Brimstone Angels series, Erin M. Evans thrusts her signature character Farideh into an epic battle of good versus evil, rife with deception and intrigue, where the question is as much who is evil, as how they can be defeated. The stakes have never been higher, and the fallout will shake the Hells, and through them, the Forgotten Realms. Before Farideh took a devil's pact, before she was Chosen by the god-king of the Hells, before any of this started, there was Bryseis Kakistos, the original Brimstone Angel, first of Farideh's line. Now, at the end, there is also Bryseis Kakistos--but this time, instead of helping the king of the Hells achieve godhood, she's going to kill him. All she needs is a little help from Farideh--which she should, by all accounts, be happy to give. After all, who could object to killing the king of the Hells? Except, it turns out, Farideh. Because as always, things are far more complicated than they seem.

Greyhawk-Roger E. Moore 1998-07-01 Everything a Dungeon Master needs to start up a Greyhawk campaign! Features extensive histories of the world, a detailed look at the City of Greyhawk, and hooks for hours of adventure in the world where the adventures began.

Forgotten Realms Campaign Guide-Bruce R. Cordell 2008 288 page hardcover by Bruce R. Cordell

The Critical Reader-Erica L Meltzer 2017-09-05 This book provides a comprehensive review of all the question types, concepts, and skills covered on the Reading portion of the redesigned SAT.

Sword Coast Adventurer's Guide-Wizards RPG Team 2015-11-03 Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide: · Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword

Coast. · New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms. · Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms. · Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast. · Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

The Inner Sea-James Jacobs 2011-04 The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

The Sarahith Bible D 5th edition-Wicced Sarah Schultheiss

Unearthed Arcana-Andy Collins 2004 This all-new sourcebook provides D&D players with a wide choice of variant rules for alternate roleplaying in a D&D campaign. Designed to expand the options available for customizing gameplay, the rules are modular and can be imported into any campaign and in any amount desired. (Games)

Tomb of Annihilation-Wizards RPG Team 2017-09-19 "For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.