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## D20 Mongoose Complete Quintessential Series Listing

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Queen of Lies  
The Quintessential Wizard  
Stormhaven  
The Quintessential Half-orc  
Book of Strongholds  
Traveller5 Core Rules  
Ultimate Equipment Guide  
Anna and the Fighter  
The Quintessential Barbarian II  
The Book of the Planes  
The Quintessential Human  
Classic Play  
The Quintessential Dwarf  
Tome of Corruption  
Quintessential Wizard  
The Quintessential Cleric  
Advanced Tactics  
Tome of Drow Lore  
City on a Thousand Seas  
The Quintessential Chaos Mage  
Advanced Tactics  
Drow of the Underdark  
The Quintessential Monk  
The Quintessential Paladin  
Tome of Secrets  
The Quintessential Rogue II  
Advanced Tactics  
Midgard Heroes Handbook  
Ogl Horror  
The Eldritch Storm  
The Quintessential Paladin II  
Demon Hunter's Handbook  
The Slayer's Guide to Rules Lawyers  
Battle Magic  
The Witch's Handbook  
The Quintessential Fighter  
Ultimate Character Record Sheet  
TRAVELLER RPG

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## SHEPPARD PAGE

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### Queen of Lies Far Future Enterprises

Continuing the highly successful Collector's Series, The Quintessential Drow offers both players and Games Masters alike the chance to get to grips with one of the most popular, and feared, races of the d20 setting. New Rules, spells, feats, prestige classes, culture and more for the drow are all offered within this book. A complete guide to Drow for Dungeons & Dragons.

### The Quintessential Wizard Mongoose Pub

The hammer-swinging, ale-gulping dwarf is a staple of any fantasy campaign, but there's more to these stout folk than horned helmets and a lust for battle. Hammer & Helm, a player's toolkit packed with character options, explores dwarf culture through a plethora of expertly designed rules by Dragon Magazine editor Jesse Decker. With new feats (including new types such as bloodline and bonding feats), prestige classes, subraces, spells, and equipment, Hammer & Helm lets you completely customize your dwarf character. The first of Green Ronin's Races of Renown sourcebooks, Hammer & Helm sets the standard for d20 race books.

### Stormhaven Fast Forward Entertainment Incorporated

Takes the Quintessential series to the next level. This first book deals with one of the most common classes, the rogue.

### The Quintessential Half-orc Mongoose Publishing

Kobolds are a common sight in many campaign worlds; deemed by most adventurers to be a minor nuisance at best. Certainly, most experienced adventurers would question the need to study kobolds in any great depth, but then, few have faced the full might of a kobold clan and lived long enough to warn others of the peril they offer. The Slayer's Guide to Kobolds offers insight to all adventurers in the culture and society of this vicious race, enabling them to track down, engage and wipe out dozens of these murderous beasts. It can only be hoped that such efforts will be enough to stall and drive back a race that is, almost literally, numberless. No race in any campaign world, however, exists solely to provide cannon fodder for allegedly heroic

adventurers. The Slayers Guide to Kobolds redresses this imbalance by giving Games Masters the information they need to make kobolds a solid and coherent part of their campaign. No longer will players merely scoff and draw their swords when they meet a group of kobolds within some ancient ruin. Finally, kobolds will have the respect they have always deserved. Book jacket.

### Book of Strongholds Mongoose Publishing

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### Traveller5 Core Rules Mongoose Publishing

Dwarves are a race with a rich history in fantasy and mythology. The Quintessential Dwarf is a d20 sourcebook designed to expand the options available to characters of this race, opening new vistas for a character type that has long been pigeonholed as nothing more than the dour counterpoint to the more elegant elf. Within the pages of this book you'll find the information you need as a player to make the most of your dwarven character, allowing him to grow and develop in new and exciting ways.

### **Ultimate Equipment Guide** Mongoose Pub

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### Anna and the Fighter Mongoose Pub

A Tangled Web of Deceit A desecrated temple, stolen magic items and a murder mystery lead to the discovery of a secret dark elf cult. The adventurers must infiltrate an underground fortress and defeat the dark elf queen before she can unleash havoc upon the surface world. Compatible with 3rd Edition Rules Sword and Sorcery "TM" books are published under the Open Game License and are 100% compatible with 3rd Edition rules and the D20 System.

### The Quintessential Barbarian II Mongoose Pub

The Tome of Secrets is a collection of advanced and optional rules for players and game masters of The Pathfinder Roleplaying Game. The 192-page rulebook features: - 8 new classes, including the Artificer, Knight, Priest, Shaman, Spellblade, Swashbuckler, Warlock and Warlord. - Rules for character occupations (what your heroes did before they were heroes). - A system for character drawbacks, fleshing out your heroes with flaws. - New rules for The Pathfinder Roleplaying Game, including Chases, Morale, Stunts, and more! - Game Master tools including a random adventure generator, a monster modifier, and a

generator capable of creating over one million magic items!

### **The Book of the Planes** Mongoose Pub

One of the best selling series from D20 is back - better than ever, fully re-written and updated for 4th edition. Designed by Italian studio Asterion Press, the all new Quintessential range continues with the Quintessential Fighter.

### The Quintessential Human Black Flame

One of the best selling series from D20 is back - better than ever, fully re-written and updated for 4th edition. Designed by Italian studio Asterion Press, the all new Quintessential range begins explosively with the Quintessential Wizard. Each Quintessential book is a complete toolkit for players, dedicated to a single character class or race. The Quintessential Wizard is packed full of new equipment items, arcane powers, paragon paths and much more, all designed to make your character truly unique.

### Classic Play Mongoose Pub

Cities Of Fantasy: Stormhaven - City On A Thousand Seas

### The Quintessential Dwarf Mongoose Pub

The Quintessential Monk Mongoose Pub

### **Tome of Corruption** The Quintessential Monk

Heralded as the first true class book for the d20 system, The Quintessential Fighter provides vital information for any player wishing to exploit his Fighter character to the fullest. Since the game was first created, many years ago, Fighters have always had a rough deal when compared to the more esoteric classes such as Cleric, Rogue and Wizard. The Quintessential Fighter redresses this balance, taking the Fighter class further than it has ever been before. Weighing in at 128 pages, The Quintessential Fighter is jam-packed full of useful rules and rules sub-systems, making this class ever more flexible and capable. Character Concepts: A Fighter is always more than a sword in heavy armour. Through the use of the templates provided within Character Concepts, a player can give his Fighter an entire history and personality quickly and easily. The Prestige Fighter: From the lowly Peasant Hero and Outlaw to the dreaded Bounty Hunter and Knight, the Fighter class is expanded from a faceless warrior into a man or woman capable of forging legends single-handed. Tricks of the Trade: Only a Barbarian launches himself blindly into combat, hacking and slashing at his enemies. The Fighter is an

expert in combat and warfare and is able to utilise a vast repertoire of tricks and tactics to overcome his enemies. This chapter fully explores these options and gives new and fully detailed rules for jousting, wrestling, Called Shots and a multitude of others. . . **Fighter Feats:** No class receives more feats than the Fighter and no book detailing new options for Fighters could be complete without expanding the capabilities of the class. Smite your enemies with the Reckless Charge, nail them at range with Sure Aim and disrupt enemy spellcasters with Combat Caster Defence. **Tools of the Trade:** Almost more than any other class, Fighters rely on good quality equipment to get their jobs done and The Quintessential Fighter opens up the possibilities for fighters, with a plethora of new weapons, mounts and equipment, all specifically designed for your Fighter to get the best results in battle. **Fighting Styles:** There are many character classes who profess to be expert in combat, but the true Fighter knows it is only he that can truly master weaponry. A complete new range of Fighting Styles are detailed, allowing any Fighter with perseverance and training to greatly enhance his combat capabilities. **Tournaments & Duelling:** Not all battles are fought in the wilderness or within dark dungeons. Fully detailed rules are presented allowing Fighters (and other classes, if they dare!) to take part in duels and tournaments, either for honour or pure monetary gain. **Mercenaries:** Everyone needs a little help now and again, and a Fighter is a true leader of men in combat. Fighters may now hire mercenaries and engage in larger battles against their enemies. **The Open Mass Combat System:** First presented as a cut-down version within Seas of Blood, The Quintessential Fighter introduces Mongoose Publishing's Open Mass Combat System, the OMCS. Fighters may now lead entire armies against their foes, directing their men as thousands of warriors crash together in bloody battle. Full rules cover multiple units, scouts, the effects of magic, sieges and much, much more. . . **Strongholds:** There comes a time when every Fighter desires to take a step back from the adventuring life and set about building the greatest fortress known to guard the frontier from marauding enemies and establish his own kingdom. Whilst Wizards skulk in their towers and Clerics waste their time on prayers in temple, the Fighter raises massive, impregnable castles designed to withstand any assault. The Quintessential Fighter provides full rules on how to construct and manage these great strongholds,

allowing a Fighter to enter the world of politics, massed warfare and intrigue.

#### Quintessential Wizard Green Ronin Pub

Taking an in depth look at Wizards within the d20 system, this 128 page sourcebook is dedicated to players interested in running any Wizard-based character. A wealth of new skills, feats, spells and prestige classes are included, but The Quintessential Wizard sets itself apart by introducing many new character options that any Wizard may attempt. Full rules are included enabling every Wizard to research in arcane libraries, construct magical towers or carve out an inter-dimensional home, set up mighty guilds and lay waste to enemies with awesome magicks. The Quintessential Wizard is a must for every player wishing to exploit the full capabilities of his character.

#### *The Quintessential Cleric* Mongoose Pub

From the Advanced Tactics series. The Advanced Tactics Series is now fully established, having successfully expanded upon the best-selling Quintessential line. The latest release, the Quintessential Barbarian II, is written by Patrick Young (Quintessential Monk II, Quintessential Sorcerer) and featuring rules for barbarian characters throughout their careers, The Quintessential Barbarian II is an invaluable resource from First to Twentieth level. With epic expansion rules, multiclassing, career paths and a multitude of alternatives for enhancing and improving your barbarian's potential through legendary classes, survival tactics, new equipment options as well as prestige classes and feats designed for the experienced barbarian, this is an essential resource for players and Games Masters alike. Reinvigorating the best-selling Quintessential line, this new 128 page book continues the exciting range. Players and Games Masters alike will be eager to read a thorough sourcebook dedicated to one of the grittiest classes in d20 gaming, while the well-respected name of Mongoose Publishing, together with full colour, full page advertising in the gaming press (including Dragon magazine) will ensure heavy demand and corresponding sales. Explores aspects of races and character classes never before examined and allows players to fully recognize the potential of their characters. Featuring character paths that allow players to develop without the need for prestige classes and what options are available at epic level and beyond, these books are truly the next stage of character development. This book details

the barbarian, one of the most iconic fantasy characters of all time.

#### **Advanced Tactics** Mongoose Pub

A player in a horror game is asked to perform a strange sort of double-think. On the one hand, the character should be as real as possible, with goals, desires, hopes and fears, a family, friends, a job, and all the trappings and ties of life. However, the player knows that this is a horror game - if you hear a noise upstairs, it probably is a monster, and your friends are probably going to end up as bait, or madmen, or worse. Keep these two rules in mind: You are here to get scared. Attempting to escape the game ('my character does not reply to the desperate letter from his brother, but instead goes on holiday to Hawaii') is not fun. There is always a chance of success, but it is always a slim one. In most horror games, the character creation rules become the most well-thumbed and familiar sections of the book. Few characters survive for long - some fall victim to bizarre and gory fates, others go insane, and others are only used for one-shots or short campaigns anyway. These rules are designed to produce a well-rounded and workable character as quickly as possible, without producing forgettable, disposable non-entities. For those playing in longer games, or who want more finesse when it comes to character generation, there are more detailed class rules later in the chapter.

#### *Tome of Drow Lore* White Wolf Pub

A complete guide to the race of Half-Orcs for Dungeons & Dragons.

#### City on a Thousand Seas MACMILLAN

For those not familiar with the Quintessential books, this one kicks off with the Character Concepts chapter, a range of simple templates designed to be applied to beginning characters to subtly alter the core class. By taking a Character Concept, a Bard will suffer a penalty in one area but gain a benefit in another - this is primarily a roleplaying tool for players looking for a character who is a bit different from the normal run of the mill. For example, as a Bard you can now start as a Alderman, Ambassador, Artist, Aspirant, Cantor, Explorer, Law Keeper, Lore Master, Minstrel, Naturalist, (not Naturist. . .), Skald, Stormcrow, Talespinner, Trickster or Vagabond. The Prestige Bard covers avenues players may wish to explore when they come to specialise their Bard in one or more areas. As a Bard increases in level, he can choose to

adopt the role of Dream Dancer, Elder, Grandmaster, Jester, Seneschal, Singer of the Dawn, Soul Taker, World Singer - or a combination of several. The Tricks of the Trade chapter gives Bards 'cool things to do', as I always describe it to our writers. It kicks off with many new uses for skills, such as using Gather Information to support Bardic Knowledge or Intimidate to bully. Assisting Actions allows a Bard to use his music in a non-magical manner to help others achieve their goals through Battle Hymns, Chamber Music, Folk Dance, Harvest Songs, Lullabies and Marching Songs, all of which also permit a Bard to specialise in the kind of music he performs. Finally, Professions allows a Bard to ally his musical talent with public performances, allowing him to adopt the roles of such things as Street Magicians, Town Criers and Animal Charmers - even if a player is not interested in pursuing such things (and who doesn't want a few extra gold on the side), then there is plenty of meat here for Games Masters to set urban scenes in their scenarios. This is followed by Bardic Feats, which allow a Bard to specialise in certain areas, taking advantage of his innate talents. He can choose to gain feats that allow him to Gossip, learn Elven Dreamweaving, become a Geographer or any one of 22 other feats. Tools of the Trade begins by looking at the qualities of Masterwork Instruments, leading into Invested Instruments - the development of seemingly magical powers as a Bard forms a close bond with his instrument over time. Magical Instruments are covered in depth with such items as the Chorus Harp and Rain Staff available, while Exotic Items covers more mundane objects such as a Metronome and

Magician's Chest. Rules are also presented for Magical Crafts, for those Bards looking to produce art more permanent than tale or song. At the cost of a feat, a Bard may create sanctified architecture, magical candles, enduring embroidery, engravings of no little power, glassblowings that can capture flame, paintings that change appearance with the things they represent, pottery that will never permit food to rot, sculptures that can manifest voices and weavings that can make the lowest peasant seem noble. Finally, Magical Compositions represent lost items of Bardic lore that can be used by several performers to create castings that dwarf the abilities of a single Bard. Of all the Tricks of the Trade chapters we have done in the past, this is probably the greatest in scope! The Power of Lore concentrates on the Bard's knowledge capabilities and gives extra guidelines in its use, plus a few tips on circumstances in which its use may not always be obvious. Using this chapter, Bards can now find themselves far more intuitive, able to predict the actions of enemies or even memorise far for information than most people will ever know. The Mysteries of Music allow Bards to study their arts to far greater depth than has ever been possible before, unlocking the great secrets of legends who have come before them. There are 18 Mysteries detailed, all relating to a certain type of performance - the Great Harp, for example, or the Court Dance. Once a Bard begins studying a mystery, he gains the use new abilities that can be utilised through his music. By learning the mystery of Epic Chants, for example, he may start by accomplishing the Strength

of Ancestors, which will boost the fortitude of those nearby. As he grows in understanding and power, he can turn this into Walking the Path of Legends, unlocking the hero in a comrade in a fight against evil. Sixteen new castings are presented in Bard Spells, of varying level. These include the Eye of the Heart, which permits him to automatically sense the location of hidden enemies and the Silver Voice, which makes a Bard very persuasive to those he speaks to. Once they have mastered the art of performing, Bards can become very confident, and when two meet, each may be eager to prove their skill. Bardic Duels allows them to decide who is the greatest and most skilled without resorting to violence or death. Such duels as Magic, Performance, Riddles, Rites and Steel are covered, though the Bard had better be sure of his abilities, as losing a duel can seriously hurt the purse! Finally, the Quintessential Bard wraps up with Venues, allowing a high level Bard to create a centre for art and inspiration - a theatre is one possibility, though some travelling Bards make do with a street corner to practice their skills. Full rules are given to develop a venue, including its acoustics, attributes, location and resources, with plenty of examples to guide a Bard to legendary renown. This is all capped by an Index, Rules Summary and a new Bardic character sheet.

#### The Quintessential Chaos Mage Black Industries

With this sourcebook you will be able to create any sort of martial artist that you can imagine, as the d20 rules presented within greatly expand the horizons of the monk, allowing him to become perhaps the most versatile and diverse class available.

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