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Greyghast A 5e
Magic Item
Compendium

Lost Artifacts Of Greyghast A 5e Magic Item Compendium

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Artifacts Ever

Discovered! Top 10
OLDEST Known
OBJECTS Made by
Man and his

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~~Breakdown:~~

~~Warhammer Fantasy
Roleplay (1st Edition)~~

~~5 EVIL Magic Items~~

~~Warhammer Fantasy~~

~~Roleplay 4th Edition~~

~~Review (Part 1) Key~~

~~Mechanics: Challenge~~

~~Tuning! Legacy - City~~

~~of Mist RPG - Season~~

~~1, Episode 1 7 Steps~~

~~to Make a D&D~~

~~Adventure - Dungeon~~

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~~Creation 101 The
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6 Dungeons and
Dragons 5th Edition
Magic Items that
Break Campaigns and
How to Deal with
Them~~

20 D\u0026D Gift
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Werewolf: The

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book by White Wolf
GamesWarhammer
Fantasy Roleplay 4E:
Enemy in Shadows |
Review and Page-
Through Historical
Artifacts That Still
Baffle Experts

D\u0026D Character
Builds: Ultimate
Teleporter Lost
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A

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Greyghost A 5e

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Greyghost is a magic
item compendium for
5th Edition fantasy

role-playing. This
enormous tome is full
of hundreds of unique
and deeply storied
magical

artifacts--each with
special backstories,
"ready for your
campaign" origins,
special attunements

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that drive sidequests
and gameplay
activities, and fun
mechanics that won't
break your game or
bore your players.

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Magic Item

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Compendium by A 5e

Many-Sided Dice ☐

Kickstarter. Many-

Sided Dice is raising

funds for Lost

Artifacts of Greyghast

- A 5e Magic Item

Compendium on

Kickstarter! Hundreds

of richly detailed

magic items and

artifacts for virtually

any 5th edition D&D

campaign--stories,

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origins, mechanics, 5e
and fun. Kickstarter.

Magic Item
Compendium

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Greyghast - A 5e Magic Item

Compendium ...

Lost Artifacts of
Greyghast is a magic
item compendium for
5th Edition fantasy
role-playing. This
enormous tome is full
of hundreds of unique

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and deeply storied magical artifacts--each with special backstories, "ready for your campaign" origins, special attunements that drive sidequests and gameplay activities, and fun mechanics that won't break your game or bore your players.

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Fantasy Grounds - 5e

Lost Artifacts of
Greyghast (5E) on
Steam

Lost Artifacts of
Greyghast is a magic
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5th Edition fantasy
role-playing. This
enormous tome is full
of hundreds of unique
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magical
artifacts--each with

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special backstories, "ready for your campaign" origins, special attunements that drive sidequests and gameplay activities, and fun mechanics that won't break your game or bore your players.

Lost Artifacts of
Greyghast for Fantasy
Grounds

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2018 is off and A 5e
running and we're
excited about the
hundreds of

Kickstarter backers,
reviewers, fans, and
well-wishers that have
given love to our first
publication - Lost

Artifacts of Greyghast
- A 5th Edition Magic
Item Compendium.

You can find your
copy over on

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DriveThruRPG (PDF,
Softcover, and
Hardcover) for this
massive nearly
500-page tome filled
with deep and
interesting magic
items that offer DMs
and Players plot
seeds, campaign
ideas, interesting
mechanics, and safe-
for-any ...

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Lost Artifacts of
Greyghast on Sale
Now! ☐ Many-Sided
Dice ...

Lost Artifacts of
Greyghast is a
massive tomb of
Dungeons & Dragons
5e compatible magic
items. Its 480+ pages
contain hundreds of
new magic items that
you can surprise your
players with. Book is

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Broken up into many categories to help you find exactly the types of items you are seeking. I've included a few photos of interior pages & one of part of the table of contents to give you an idea how the book is laid out.

Lost Artifacts of
Greyghast D&D 5e

Page 20/56

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Greyghast A 5e
Magic Item
Compendium ...

Today we are taking a look at the giant book of magical items by ManySided Dice, the Lost Artifacts of Greyghast. Come with me on a journey into the strange wonderful and weird world of magical gear.

Lost Artifacts of

Page 21/56

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Greyghast: A Review

|| Terminally Nerdy

The Lost Artifacts of

Greyghast our fully

revised, playtested,

and expanded (new

stuff!) magic items

compendium. We

kept and improved all

the richness and

detail, included the

very coolest new

Variant Rules to make

Identification and

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Attunement real
visceral and fun parts
of your game.

[Kickstarter] The Lost
Artifacts of Greyghast
- A 5e Magic ...

The Lost Artifacts of
Greyghast our fully
revised, playtested,
and expanded (new
stuff!) magic items
compendium. We
kept and improved all

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the richness and detail, included the very coolest new Variant Rules to make Identification and Attunement real visceral and fun parts of your game.

New Book Full of
Magic Items - Lost
Artifacts of Greyghast

...

[Preview] Lost

Page 24/56

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Artifacts of Greyghast.

I have avoided posting about my Kickstarter'd book for a good long while--I don't want to be that guy that bothers a community with product placement. But, I figure if I do just one? Maybe that's not so bad.

[Preview] Lost

Page 25/56

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Artifacts of Greyghast

: dndnext

Lost Artifacts of

Greyghast on Sale

Now! Magic Items

That Are Better Than

Nothing (Table of

Contents) Traps to

Worry Your Players

(Table of Contents)

Our Second Test of a

Low-Cost, Home-Built

Projected Table-Top;

The Best Miniatures

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Lost Artifacts of
Greyghast Is Now
Shipping Worldwide

...

Head to our
Kickstarter! (<https://www.kickstarter.com/projects/manysideddice/1814278136?token=179a3da1>) Live from
5/16 to 6/21.

manysideddice.com

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@manysidedd... A 5e

Magic Item Compendium

Lost Artifacts of Greyghast on

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is a magic item
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Edition fantasy role-
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of hundreds of unique
and deeply storied
magical
artifacts--each with
special backstories,
"ready for your
campaign" origins,
special attunements
that drive sidequests
and gameplay

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Greyghast (5E) steam
key free is now
available on

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FREE STEAM

GAMES. Games Key.

Free games to

download. Free CD

Key. Steam

Giveaways. Lost

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Edition fantasy role-
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of hundreds of unique
and deeply storied ...

All quiet is not created
equal. In this
irresistibly charming

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picture book, many different quiet moments are captured, from the anticipation-heavy [Top of the roller coaster quiet] to the shocked-into-silence [First look at your new hairstyle quiet.] The impossibly sweet bears, rabbits, fish, birds, and iguanas are all rendered in soft

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pencils and colored
digitally, and, as in all
of the best picture
books, the illustrations
propel the story far
beyond the words. A
sure-to-be-a-classic
bedtime favorite.

Awards: 2011 ALA
Notable Children's
Book, 2010–2011,
New York Times
bestseller, 2011
CCBC Choices, 2011

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NCTE Notable A 5e
Children's Trade
Book, 2010 New York
Times Notable Book,
2010 Publishers
Weekly Best Book of
the Year, 2010 School
Library Journal Best
Book of the Year

This supplement for
the D & D game
presents more than
500 new magic items

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that no adventurer
should be without.

Provides detailed
information on
magical paraphernalia
and spells for players
of Dungeons and
Dragons

The Definitive Guide
to Underworld
Survival!The
Survivalist's Guide to

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Spelunking contains
an array of modular
tools, tables, and
rules to enhance and
customize your D&D
game.

In this companion
volume to the
Southlands
Worldbook for 5E,
players will find two

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adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the

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5th Edition of the
world's oldest
roleplaying game.

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

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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

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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

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60 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,

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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

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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

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well as suggestions
for GMs on how to
incorporate each of
these races into your
campaign world Be
Heroic With These
Advanced Races
Today!

Adventure Awaits in
the Lost Lands! The
Aegis of Empires
Player's Guide is
here! Check out the

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richly detailed history
and culture of the Lost
Lands Campaign
Setting as it plays out
on the epic canvas of
the Aegis of Empires
Adventure Path! You'll
find evocative lore,
history, and
background to the
peoples and lands of
the Kingdom of Foere,
the Grand Duchy of
Reme, and the

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Kingdom of the Vast,
connecting the lands
of Akados from the
Crescent Sea and the
brooding and blighted
city-state of
Castorhage in the
West to the March of
Mountains in the East.
See it all from a
player's-eye view in
vivid detail, bringing
together two decades
of legends and lore

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from the adventures
and campaign
settings of Frog God
Games and
Necromancer Games,
(and created in
cooperation with the
creators of those
adventure epics). This
book is perfect for
long-time fans of the
Lost Lands and ideal
to bring new players
and GMs into this

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intricately crafted 5e
campaign world,
system-neutral and
perfect for use with
your favorite fantasy
RPG! You'll find full-
color maps of the Lost
Lands and the
environs of the
adventures in this
campaign, but beyond
that you'll also find an
expansive history of
nations and timelines

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showing events A 5e
through all the ages of
the Lost Lands,
extensively
referenced to show
the ongoing story of
the Lost Lands and
how it has grown over
nearly 20 years of
products. In addition,
you'll find a
comprehensive listing
of the gods of the
Ancient Hyperborean

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and Modern A 5e

Foerdewaith
pantheons, with rules
options and game

mechanics for clerics
and followers of

nearly 80 deities for
5E, Pathfinder

Second Edition, and
the Pathfinder

Roleplaying Game!

The Aegis of Empires
Player's Guide is the
perfect accessory for

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GMs and players alike
for playing in the
Aegis of Empires
Adventure Path or
who want to launch
their own campaign in
this incredible
campaign world and
the newly revealed
Kingdoms of Foere!
Don't miss out on this
treasure trove of Lost
Lands lore - grab this
46-page multi-system

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Campaign guide today
and Make Your Game
Legendary!

Compendium

When the savage lord
of Ustalav's
werewolves is
mysteriously
murdered, the nation's
forests run with
lycanthropic blood.
War in the wilds soon
spills onto the streets,
as the people of the

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land, seeing the strife among their long-time foes, begin a hunt to scour the nation of the deadly shape-shifters. Entreated by a lord of the werewolves to help unite his savage people, the heroes must risk becoming tainted by the curse of lycanthropy as they race across the heart of the nation to find an

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outcast heir. But can they do so before bestial assassins and the agents of the Whispering Way find him, or the heroes, first? An adventure for 6th-level characters, this volume continues the Carrion Crown Pathfinder Adventure Path.

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