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The legion of fictional deities in the World of Greyhawk campaign setting for the Dungeons & Dragons fantasy roleplaying game covers an extensive range of spheres of influence, allowing players to customize the spiritual beliefs and minions.

D&D 3rd Edition Archive

Armor Training (Ex) Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1.

How to Be a Dungeon Master: 9 Steps (with Pictures) - wikiHow

Dungeon Master's Guide v.3.5 (Special Edition) A0244: Dungeon Master's Guide v.3.5 (Premium Edition) A0243: Monster Manual v.3.5 (Premium Edition) 40243: Monster Manual v.3.5 (Special Edition) A0243: Monster Manual v.3.5 (Premium Edition) 40243: Monste

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Dungeons & Dragons Core Rulebook II: Dungeon Master Guide (ISBN 0-7869-2889-1) Robin's Laws of Good Game Mastering *Originally for Dungeons & Dragons within the Dungeon Master Guide II (ISBN 0-78693-687-8). Note that the DMG2 is not a "Core ...

Rogue - d20PFSRD

1 Rulebook 13 Miniatures 12 Battle Decks (492 cards) 1 Gouken Boss Deck 10 Gouken Boss Challenge Cards 6 Gouken Boss Challenge Cards 1 Gouken Boss Challenge Cards 6 Gouken Boss Challenge Cards 1 Gouken Boss Challenge Cards 2 Gouken Boss Challenge Cards 3 Gouken Boss Challenge

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Fighter - d20PFSRD

Class Features. The following are class features of the rogue. Weapon and Armor Proficiency. Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.. Sneak Attack

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Greyhawk deities - Wikipedia

Dice Age Games is a game and hobby store serving Southwest Washington and the Greater Portland Metro Area since 2011. We are happy to welcome our gaming community back, and appreciate your continued support as we all continue to endure the global COVID-19 pandemic.

The Thousand Sons were the XV Legion of the original twenty Space Marine Legions. Their Primarch is Magnus, oft called Magnus, oft called Magnus the Red. The Legion turned traitor during the Horus Heresy, after which it relocated to Sorcerers, in the Eye of Terror, and dedicated itself to the Chaos God of change, sorcery and magic, Tzeentch Primarch is Magnus, oft called Magnus, the Planet of Sorcerers, in the Eye of Terror, and dedicated itself to the Chaos God of change, sorcery and magic, Tzeentch Primarch is Magnus, oft called Magnus, oft called Magnus the Red. The Legion turned traitor during the Horus Heresy, after which it relocated to Sorcerers, in the Eye of Terror, and dedicated itself to the Chaos God of change, sorcery and magic, Tzeentch Primarch is Magnus, oft called Magnus, oft called Magnus, and the Eye of Terror, and dedicated itself to the Chaos God of change, sorcery and magic, Tzeentch Primarch is Magnus, the Planet of Sorcerers, and the Eye of Terror, and dedicated itself to the Chaos God of change, sorcery and magic, Tzeentch Primarch Islands and the Eye of Terror, and the Eye of Terror,

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