



Tome of Artifacts (Dungeons & Dragons d20 3.5 Fantasy Roleplaying)

By Keith Baker, Rich Burlew, C. Robert Cargill



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Few elements of fantasy roleplaying are as rife with possibility and potential as are artifacts, those ancient and unpredictable items of potent magics. Travel in quest of mystic wonders, stand as civilization's only defense against villains equipped with horrific powers, or challenge the gods themselves. Within these pages lie sufficient ideas to inspire dozens upon dozens of quests, adventures and even entire campaigns.

Tome of Artifacts includes the following:

- Each and every artifact within contains not only a detailed description of its powers, but also a rich and inspiring mythology, adventure seeds, and the various consequences and downsides of use that make artifacts such a mixed blessing.
- Provides new spells, new monsters, new feats.
- A tool to aid gamemasters in creating their own artifacts
- A random system capable of generating literally millions of unique artifacts!



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