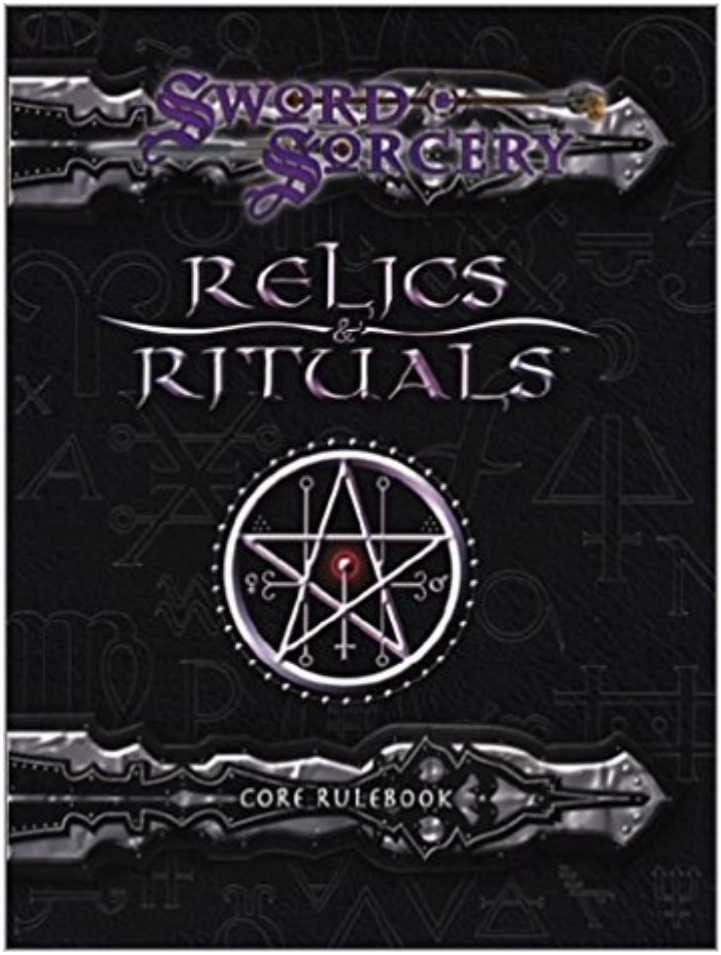
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Relics & Rituals (Dungeons & Dragons D20 3.0 Fantasy Roleplaying, Scarred Lands)



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Synopsis

A 3rd EDITION HARDCOVER CORE RULEBOOK NEW SPELLS AND MAGIC ITEMS! What wondrous blade is this? What strange incantation is captured on that scroll?? Ready to outfit your 3rd edition campaign with a host of new magic items and divine and arcane spells? From trinkets to artifacts, from curious cantrips to devastating rituals, RELICS & RITUALS has something new for every fantasy roleplaying gamer and campaign! This is the 2nd core rulebook release in the SCARRED LANDS setting. Please also see the title: CREATURE COLLECTION For Players: OVER 200 NEW MAGIC ITEMS FOR YOUR 3RD EDITION CAMPAIGN! OVER 300 NEW DIVINE AND ARCANE SPELLS NEW RULES ALLOW SPELL-CASTERS TO WORK TOGETHER TO CAST MORE POWERFUL RITUAL MAGIC. A PREFACE BY GARY GYGAX! SWORD & SORCERY books are published under the Open Gaming License and are 100% compatible with 3rd Edition rules and the D20 System.

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Customer Reviews

Decent book, adds quite a bit and can easily be incorporated into any fantasy setting. Some of the grammar/sentence structure is odd (typos, misspellings) in places, but otherwise an excellent book/resource. I do recommend.

If you want a bunch of spells that would allow a team of a half dozen low-level wizards to take out epic level fighters effortlessly, this is your book. If you want amazingly powerful (and comparatively

very cheap) magic items for your mid-level wizard to create, this is your book again. If you want amazingly over-powered prestige classes, this is your book. If you want skill points that duplicate very high level spells, this is your bookIf you want something that is in balance with the core rules, avoid this like the plague. I don't know if this was simply never play-tested, or was play-tested by a bunch of uncreative people. I'm looking at it from the perspective of a 3rd level wizard (because I always play wizards). There's nothing like having spells to give me a basic armor class of 27. Nothing like having spells which can render high-level fighters helpless or pacifist -- for months! -- and subject to coup-de-grace with their own swords. Nothing like having spells this early which allow you to fly, invisibly spy upon enemies, and remove armor from any opponent (or transfer it onto an opposing wizard). Yeah, an epic-level fighter might make a saving throw, but with a team of 6 wizards, he will fail one of them.The authors have a lot of interesting ideas to be sure, but if I was a dungeon-master, I would not allow this book to be used. I can only hope my DM will allow it (insert evil laughter).

I must admit that the Sword and Sorcery supplements are very good supplements to the D&D lineup and prove that the open gaming liscense is in fact a great idea. As long as the quality retains the high values of the Sword and Sorcery books I can see no downfall to the liscense. That having been said the newest book by the studio, Relics and Rituals, is a great book. Most people by now are probably wondering why I only gave it three stars if I think this book is great. Firstly, let me add a qualifier and say this is a great book if you don't let the contents get out of hand. The spells and magic items may be of limited use to some who do not use the gods of the Scarred Lands setting and the book over all is very powerful. Many of the magic items are more powerful than the basic ones in the DMG but actually have a lower level listed for creation. All of the spells in here can be altered to fit an existing realm or personally created one just by switching names, but that takes a lot of time. The flavor text in this book is wonderful and makes the book worth reading if nothing else than to get ideas for your own setting. While a great source of spells and magic items, it fails to add anything to the game itself except ritual magic, which isn't all that great. Overall the book is useful if you either need new spells to entertain the players or just want to spice up your games, but otherwise will end up sitting around collecting dust like the previous wizard compendiums for 2nd edition. Moreover it has the same problems that those compendiums have, over powered spells and magic items that if not carefully used can easily make your life as a DM a living hell.

A great collection of new spells for all types of spellcasters, new spellcaster prestige classes, ritual

magic, and magic items.The book introduces some of the most powerful prestige classes for spell casters, including the Blood Mage and the Crypt Lord. While many DMs will not want to allow their player's to use the new prestige classes, they will definitely spice up you game.The new spells for the spellcasters are inventive and add a lot to the game, but many new DMs and Role Playing groups may find it just too difficult to handle all of the new spells if they haven't learned all of the spells from the Player's Handbook yet. The new spells are for all spellcaster classes, including cleric, druid, and paladin.This book introduces ritual magic for clerics, druids, and wizards, which may not have a practical use in all games, but will always allow for storyline creation and completion in diverse manners.The book also introduces us to tattoo magic. While it does explain the basics of it, many of the tattoos that are provided are a little advanced for any player use at early levels, but can easily be molded into any of your games.The magical items are eye-candy that can easily be used in your games and also allow you to think outside of the box, as the Sword & Sorcery team did with this book.If you are serious about RP in the Sword & Sorcery Realm, I would strongly suggest getting this book to enliven all of your games and to offer the unique spells to your players.

I was a bit skeptical about this book, especially since I was not impressed with the Creature Collection (by this same publisher). I mostly bought it to check out the tattoo magic rules and new spells. Once I started reading this book I read halfway though it before my wife finally pried it away from me so I could do some chores! While I found the prestige classes and artifacts interesting to read, none of them will see play in my campaigns. The classes are too specialized for any of my players, and the artifacts are unbalancing (like all artifacts...) But the SPELLS!!! They were great! And the rules for ritual magic and tatoos will be put into play immediately! I liked the little Scarred Lands specific blurbs about the items and spells, because they triggered tons of great adventure ideas. Some DMs prefer generic stuff, but I say bring on the neat historical details! I can edit them for my world if they stink, and I can be inspired by them if they are good (and most of the Scarred Lands descriptive stuff here seems very good, unlike with the Creature Collection). Some great feats were here as well. And ritual magic makes metamagic feats finally useful to my players! None of them would waste the higher level spell slots to use them before, so nobody took the feats. Thank you, Relics and Rituals!

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