

D20 Mongoose Complete Quintessential Series Listing

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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.

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.

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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.

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.

Without a doubt the toughest of all character classes, the Barbarian gets his spoils in the Quintessential Barbarian. With all new Character Concepts and Prestige Classes permitting any character to be tweaked, to guidelines on how to amass a horde, survive in the wilderness and use rage abilities to an exceptional degree, The Quintessential Barbarian has everything players of this class have been waiting for.

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.

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

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.

The Quintessential Samurai is designed to allow players and Games Masters to bring the unique character of these ancient warriors into their campaigns. More than simply a fighter, the samurai plays a unique role within the campaign - he serves a lord and must work to further the ends of his master. The samurai is also bound by a code of honour, which is inflexible and demanding. Honour is a harsh taskmaster, forcing the samurai to hold himself to a standard of conduct many find too demanding. Though the sting of death is not as great in fantasy campaigns where life can be restored by the gods, many samurai find themselves unwilling to return from the land of the dead when they fail in life, preferring instead to remain far from the world - and their shame. Within the pages of this d20 sourcebook, players and Games Masters will find all the material they need to bring the legendary samurai into any campaign. Herein you'll find information on the context of the samurai lifestyle, the environment in which samurai thrive, and, of course, plenty of systems to govern the martial schools that give the samurai their renowned fighting skills.

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