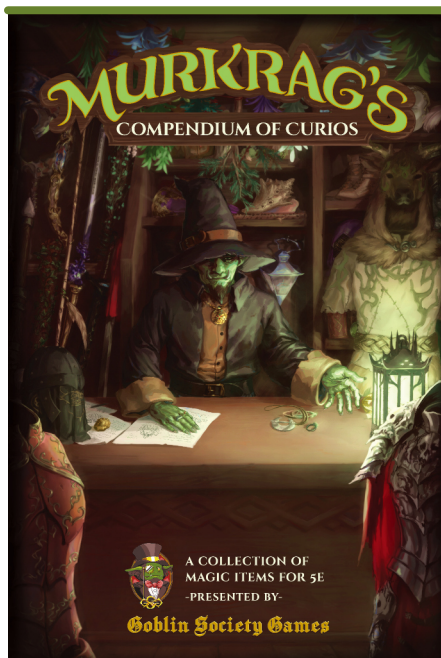




GOBLIN SOCIETY GAMES

5E BOOKS AND ACCESSORIES



MURKRAG'S COMPENDIUM OF CURIOS

Add over 300 magic items to your 5e games with *Murkrag's Compendium of Curios*. Each item includes a full sketch illustration, descriptive flavor text to read aloud, and full rules. Additionally the book features multiple appendices to easily search for items by name, rarity, or even by item tag like elements and effect!

Made with an eye for under-served items, this book features at least 2 of every basic weapon, armor, and much more.

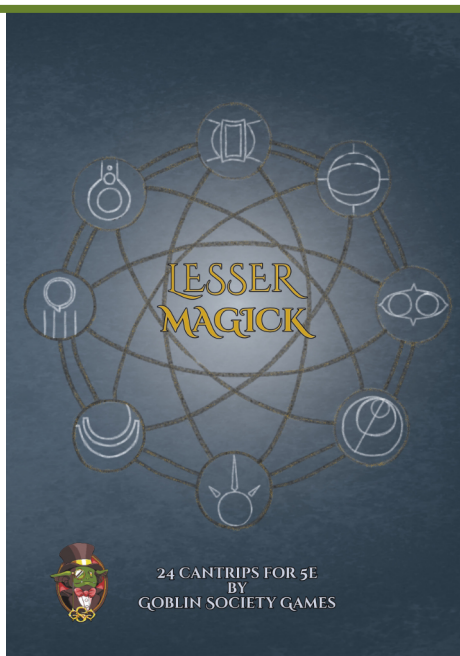
Availability: Available in local stores and online. Card versions also available online.

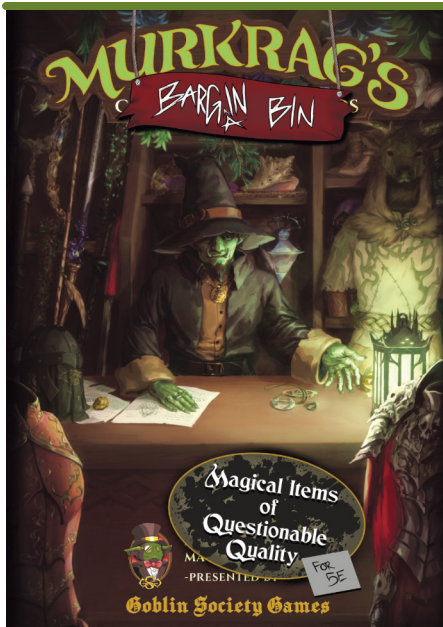
LESSER MAGICK

Lesser Magick adds 24 cantrips to your 5e games with a focus on uncommon elements like poison and acid, as well as saving throws like Intelligence and Charisma! With *Lesser Magick* each basic class gets at least 9 more cantrips to choose from.

Dim lights with *gloom*, sneak a peek at the future with *prophetic glimpse*, or tell your opponent what you really think of them with *rebuttle*. Whatever your specialty, there's something for spellcasters of all types within this tome.

Availability: Available in local stores and online.





MURKRAG'S BARGAIN BIN

300 magic items is all well and good, but what if what you're really wanting is magic items that are a little bit more... strange? Perhaps they were failed experiments, prototypes, practical jokes, or student projects. Maybe not every enchanter is as competent as we'd like to believe, or possibly they set out to solve such a specific problem that the item they created seems otherwise useless out of context.

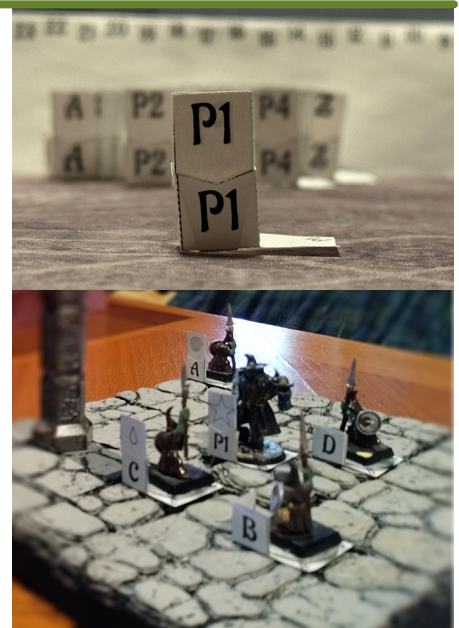
Whatever the case, *Murkrag's Bargain Bin* offers you 30 more illustrated magic items, but this time they're of... questionable quality.

Availability: Available in local stores and online.

Y.A.I.S.

Everyone has their own method of tracking initiative, and we're no exception! YAIS (Yet Another Initiative System) is a free print & play initiative system for game tables with miniatures. What makes it special?

- YAIS tracks each miniature by number, so even if you have identical miniatures you'll have no trouble tracking each monster's HP and conditions separately.
- YAIS makes turn order visible to the players, so they always know when their turn is coming.
- YAIS makes conditions visible to the players, so ongoing effects are less easily forgotten.
- YAIS speeds up taking initiative by using each player & monsters initiative roll. No need to determine who goes first, second, and so on. Instead, each player reports their initiative roll and hands you their flag. You put that flag in the same-numbered spot. Repeat for the monsters and your initiative track is already in order. Done.



Availability: Free online (assembly required).

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