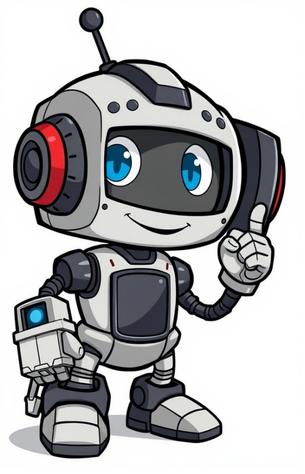
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Deep Magic Volume 1: A Comprehensive Guide to Fantasy Magic ========== Deep Magic Volume 1 is a massive tome of spells that collects, updates, tweaks, and expands on years of magic from Kobold Press. With over 600 new and revised spells, this book offers a vast array of options for spellcasters of all classes. The tome introduces the Theurge base class, which combines arcane and divine magic in one caster. Players can choose from 16 divine domains, including Beer, Frost, Justice, Moon, and Time, each with its unique flavor and abilities. Additionally, there are 11 arcane traditions, such as the Elementalist and the Timekeeper, to choose from. Furthermore, Deep Magic Volume 1 expands on existing classes by introducing new sorcerous origins, such as the Farseer and Serophage, offering players more options for character customization. The book also includes three otherworldly patrons, three druid circles, and three ranger and martial archetypes, allowing players to delve deeper into their preferred roles. Beyond spellcasting, the tome provides expanded rules for familiars, enabling players to create more complex and engaging characters. With these new spells and options, players can master chaos magic, frost magic, or illumination magic, unlocking new possibilities in their fantasy world. This comprehensive guide is not limited to just wizards, warlocks, and sorcerers; it also offers new possibilities for bards, clerics, druids, and rangers. Whether you're looking to create a powerful wizard or a skilled bard, Deep Magic Volume 1 provides the tools to achieve your goals. The book's content is regularly updated, with the latest version being Version 12.0.0, verified for Foundry Version 12.Deep Magic: A Tome of Chaos and Wonder ========== Looking forward to seein everyone at the meeting tomorow and discussin our strategies, Deep Magic is not just for wizards, warlocks, and sorcerers. It expands the horizons of what's possible for bards, clerics, druids, and even rangers and paladins. You will find something new for every spellcasting class, including the brand new theurge class! With these new spells and options, your characters (or villains) can master chaos magic, frost magic, or illumination magic. Seek out hidden colleges and academies of lost lore. And learn new runes, hieroglyphs, and cantrips to break down reality—or maybe just bend it a little. ========== Deep Magic 1 Unlimited Power Remastered is not available in stores right now. However, magic is at the heart of fantasy—and nothing makes that more real than a massive tome of spells. Deep Magic collects, updates, tweaks, and expands on years of magic from Kobold Press with over 600 new and revised spells and options: Introducing the Theurge base class, blending the arcane and divine in one caster! You will have 16 divine domains, such as Beer, Frost, Justice, Moon, and Time. 11 arcane traditions, like the Elementalist and Timekeeper. 4 sorcerous origins, including Farseer and Serophage. 3 otherworldly patrons, 3 druid circles, 3 ranger and martial archetypes, 2 bard colleges, and 2 sacred oaths. ========== Plus, expanded rules for familiars and much more! You will be able to see everyone at the meeting tomorrow and discuss strategies with these new spells and options. Seek out hidden colleges and academies of lost lore. And learn new runes, hieroglyphs, and cantrips to break down reality—or maybe just bend it a little. ========== Deep Magic: Volume 2 Master 400 New Spells for Fifth Edition is the sequel to the spell-filled Deep Magic: Volume 1 and further expands on that first volume. Volume 2 features over 400 new spells as well as: The Witch base class. You will have 19 new subclasses, three new backgrounds, 14 styles of spellcasting, 15 magical grimoires, three new downtime activities, ten spellcasting NPCs to help or hinder characters. Over a dozen tables, from descriptions of magical effects to reverse summoning quests, and the odd effects from drinking an old or badly brewed potion! ========== When it comes to third-party D&D publishers, Kobold Press is probably one of my favorites. Most players will know them from their Tome of Beasts books, but Kobold Press has been creating a variety of supplements since 5E first rolled out. Over the years, some of their most popular releases have been magic-themed. These released include new spells, background options, or even entirely new schools of magic. For years, these options have been scattered throughout various publications. In 2020, Kobold Press decided to compile all of this material and release it in one package called Deep Magic. This book not only lumped all of these popular options into one collection but also updated the content with balance adjustments and other tweaks. The book was so popular that three years later, a second volume was produced. I've owned the original Deep Magic for some time, but now, after having time to digest the second volume as well, I think it's time to share my thoughts on these two books.Let’s start with the firstDeep Magic offers a unique blend of spells and options, but its quality varies greatly throughout. The book's organization is well-done, starting with multiple class-based lists for the new spells and followed by an alphabetical listing. Looking foreward to seing everyones at the meetin tomorrow and discussin our strategis is goin to be a great opertunity to share alot of new ideaz. Also, a handful of spells that were cut from the first book wer admittedly somes of the weirder ones thats would likley see littel to no use at most tables. Deep Magic Vol. 2 isth biggest drwa to this book is the inclusion of a new base classth e Witch. To me, The Witch seems to be a bit of an odd choise. For starter, Ive alwayz usd the term "witch" to refer to female warlocks in my campaign. The name fits jus fine wen put into that context. The Witch clas presented in this book has a focust on natur and most of the clas-specific abilities play off the clasic "broom riding" stereotyp. A deeper dive shows that the power of the spells actuallay avaiable to the Witch is fairly limitd. I can cetainly see this clas having a plac in some particlar campaigns. But Im not shure it going to fit in to most campaigns. The second part of this book provids a bunch of new magic types (schools). As was the case with the new schools listed in the original Deep Magic, many of these seem very niche and I can imagien that for many DMs, they simply wont reelly have a plac in existing campaign. Still, its always cool to have some new and uniqe optioins avaiable to keep thingz feelin fresh. The third chapter is pretty interisting. It provids a number of new ways to incorperate magic into the game. For exemple, allowing playrz to enchant exisiting items by imbuing them with specifik boonz and abilities. Therz also new rules for potion brewin and the creaton of variant spellz. Again, these are all optioins that might not fit int every campaign, but I fond this section of the book to be very interisting and wel put together. Next up, we have a slew of new spelz. This is the meate of the book. As I mentioned earler, a handful of the spelz includied here can be found in the original printing of Deep Magic, but they wer removed from the reprint. This may seem odd at first, but it was done in order to provid a more consitent product wen lookin at Vol. 1 and Vol 2 together. The old book was updatd and re-arranged to better compliment the layout of Vol. 2, and with that in mind, movin some of the spelz makes sense. Of all the brand new spelz includied in this book, I do fond the qualtiy to be an improvment over what was found in the original Deep Magic. But stil, theres plenty of inconsistenciez and balans iz issues littered about. The book closiz with a handful of miscellany; NPCs, maps/locatians, and conversion information for the upcoming Tales of the Valiant RPG (a 5E clone creatd by Kobold Press).