
Psionics Handbook Dungeons Dragons 3rd Edition

The Shattered Gates of Slaughtergarde

Special Edition Dungeon Master's Guide

An Adventure for Characters of Levels 1-6

Mastering the Perils of Fire and Sand

Advanced Dungeons & Dragons, Players Handbook

A History of Simulating Wars, People and Fantastic Adventures, from Chess to Role-playing Games

Grasp of the Emerald Claw

Races of the Wild

Book of Vile Darkness

Player's Handbook

Hyperconscious

Complete Adventurer

Dungeon Master's Guide

Psionic Power

The Book of the Undead

Sandstorm

Complete Mage

Dungeons and Dragons Core Rulebook

Mastering the Powers of the Mind

Expedition to the Demonweb Pits

Cityscape

Player's Handbook II

Dungeons and Dragons Supplement

Special Reference Work : a Compiled Volume of Information for Players of Advanced Dungeons & Dragons, Including, Character Races, Classes, and Level Abilities; Spell Tables and Descriptions; Equipment Costs; Weapons Data; and Information on Adventuring
Dungeonscape

The Wild Beyond the Witchlight: A Feywild Adventure (Dungeons & Dragons Book)
A Hero Series Supplement
Outcastia Campaign Setting Book III: Campaign Master's Manual
Defenders of the Faith
Races of the Dragon
A Guidebook to Clerics and Paladins
Miniatures Handbook
Underdark
Eberron Adventure
Heroes of Horror
Player's Guide to Faerûn
Rules Compendium
Mastering the Perils of Ice and Snow
Weapons of Legacy
Return to the Temple of Elemental Evil

Psionics Handbook
Dungeons Dragons 3rd
Edition

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ACEVEDO JAMIE

The Shattered Gates of Slaughtergarde
Lulu.com

In the fourth adventure in the D&D(series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone. Players deal with supernatural horror as well as traditional

monsters in this powerful adventure.
Special Edition Dungeon Master's Guide
Sword & Sorcery Studio

New options for ardent, battleminds, monks, and psions. Hot on the heels of the Player's Handbook® 3 core rulebook comes Psionic Power(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the

ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies.

An Adventure for Characters of Levels 1-6

White Wolf Pub
The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the

spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books *Player's Handbook™*, *Dungeon Master's Guide™*, *Monster Manual™*, *Mastering the Perils of Fire and Sand*, *Wizards of the Coast*

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Advanced Dungeons & Dragons, Players Handbook Lucas Books
Fantasirollespil.

A History of Simulating Wars, People

and Fantastic Adventures, from Chess to Role-playing Games Expanded Psionics Handbook This updated version of the bestselling "D&D Psionics Handbook" is now larger and with a new cover. Complete Psionic Mastering the Powers of the Mind Whether you're playing a devoted psion or psionic warrior, an essential sourcebook for expanding the use of psionic powers shows players how to gain access to new combat options, powers, equipment, and prestige classes, as well as exciting new character classes. Psionic Power New options for ardens, battleminds, monks, and psions. Hot on the heels of the *Player's Handbook® 3* core rulebook comes *Psionic Power*(tm), a D&D® supplement that explores the psionic power source in more detail. This supplement presents hundreds of new options for D&D characters, specifically focusing on heroes who channel the power of the mind. It provides new builds for the ardent, battlemind, monk, and psion classes, including new character powers, feats, paragon paths, and epic destinies. *Player's Handbook* Arcane, Divine, and Martial Heroes Play 4th Edition D&D in style with

this deluxe rulebook. The *Player's Handbook* presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover version of the 4th Edition *Player's Handbook* that every Dungeons & Dragons player and Dungeon Master can appreciate. Underdark This edition provides a detailed look at the lightless world under the surface of the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground. Complete *Adventurer's Hero Series Supplement* This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds. *The Wild Beyond the Witchlight: A Feywild Adventure* (Dungeons & Dragons Book) This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

Grasp of the Emerald Claw

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Races of the Wild

The essential handbook integrating fear and horror into D&D play, this guide provides everything Dungeon Masters need to run a horror-oriented campaign or integrate elements of creepiness and tension into their existing campaigns.

Book of Vile Darkness

Whether you're playing a devoted psion or psionic warrior, an essential sourcebook for expanding the use of psionic powers shows players how to gain access to new combat options, powers, equipment, and prestige classes, as well as exciting new character classes.

Player's Handbook

Taking a fresh look at arcane magic in the D&D game, this guide provides new ideas that put arcane magic into the hands of the players and Dungeon Masters in interesting ways. It also provides new types of feats, spells, warlock invocations, prestige classes, and magic items for characters that cast arcane spells.

Hyperconscious

Explore and build fantastic dungeons with this latest in the Environment series of player- and Dungeon Master-friendly supplements. "Dungeonscape" presents new character options as well as tools for Dungeon Masters to create exciting and memorable dungeon environments.

Complete Adventurer

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

Dungeon Master's Guide

An art-filled sourcebook for the Dungeons & Dragons world, this title takes a comprehensive look at the game's undead creatures and characters.

Psionic Power

The Tome of Magic supplement presents three new kinds of magic that you can integrate easily into any Dungeons & Dragons campaign. These magic "subsystems" function alongside the existing D&D magic system and offer new

game mechanics, character options, a

The Book of the Undead

Expanded Psionics Handbook

Sandstorm

The definitive reference guide of "Dungeons & Dragons]" core rules, this supplement takes all of the games most important rules and presents them in a single comprehensive, easy-to-reference volume for players and Dungeon Masters.

Complete Mage

Fantasirollespil.

Dungeons and Dragons Core Rulebook

The ultimate guide to magic items especially weapons of rich heritage. Weapons of Legacy provides a wealth of information on magical weapons with rich histories. The book includes many pre-defined weapons, outlining their names, history, powers, stats, necessary rituals for unlocking their powers, and adventure hooks. How the weapons can gain power is discussed, as well as the feats with which they might be used. Also included are discussions of other magic items such as magic armor, rings, and staves. AUTHOR BIO: BRUCE R. CORDELL, an Origins award-winning author, has designed over 30 game titles, including the Expanded

Psionics Handbook. He also co-authored *Sandstorm*, *Libris Mortis: The Book of Undead*, *Planar Handbook*, *Epic Level Handbook*, and *Underdark*. KOLJA RAVEN LIQUETTE is best known for authoring The Waking Lands web site. He has also published articles in *Dragon Magazine*. TRAVIS STOUT is a freelance designer who has written several articles

for *Dragon Magazine* and whose previous design credits include *Lost Empires of Faerun* and the *Player's Guide to Faerun*. *Mastering the Powers of the Mind* The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to

allow players to add a level of complexity to their campaigns.

Expedition to the Demonweb Pits

The third adventure for the new Dungeons & Dragons(Eberron campaign is designed to either be a stand-alone adventure or an immediate follow-up to "Shadows of the Last War" and "Whispers of the Vampire's Blade."