

Pathfinder Words Of Power Sorcerer Guide

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Advanced Dungeons & Dragons, Players Handbook

This comprehensive hardcover reference unveils the magical secrets of the Pathfinder rules like never before. Tons of new tricks and techniques for every spellcasting class in the game fill the book, ranging from arcane secrets uncovered by studious wizards to dazzling ki-tricks performed by canny monks to new mutagens for alchemists, new oracle mysteries, specialized channel energy options for clerics, and more. Ultimate Magic also introduces the latest Pathfinder RPG base class: the magus. Combining arcane spells with practiced martial skill, the magus incorporates elements of the warrior and wizard to walk a path balanced between two deadly efficient extremes. All this, plus more than 100 new spells for all spellcasting classes, an innovative new "words of power" spellcasting system, a complete system for 1-on-1 spell duels, and more.

Xanathar's Guide to Everything

Meet Marla Mason—smart, saucy, slightly wicked witch of the East Coast. . . . Sorcerer Marla Mason, small-time guardian of the city of Felport, has a big problem. A rival is preparing a powerful spell that could end Marla's life—and, even worse, wreck her city. Marla's only chance of survival is to boost her powers with the Cornerstone, a magical artifact hidden somewhere in San Francisco. But when she arrives there, Marla finds that the quest isn't going to be quite as cut-and-dried as she expected . . . and that some of the people she needs to talk to are dead. It seems that San Francisco's top sorcerers are having troubles of their own—a mysterious assailant has the city's magical community in a panic, and the local talent is being (gruesomely) picked off one by one. With her partner-in-crime, Rondeau, Marla is soon racing against time through

San Francisco's alien streets, dodging poisonous frogs, murderous hummingbirds, cannibals, and a nasty vibe from the local witchery, who suspect that Marla herself may be behind the recent murders. And if Marla doesn't figure out who is killing the city's finest in time, she'll be in danger of becoming a magical statistic herself. . . .

Pathfinder Roleplaying Game

In one of the books which Roy Blakeley and his patrol collect from a kindly old gentleman, in a book-drive for the soldiers, Pee-wee Harris discovers what he believes to be a sinister looking memorandum, and he becomes convinced that the old gentleman is a genuine spy. But the laugh is on Pee-wee, as usual, for the donor of the book turns out to be an author, and the suspicious memorandum is only a literary mark. The author, however, is so pleased with the boys' patriotism and amused at Pee-wee's zeal, that he loans them his houseboat, in which they make the trip up the Hudson to their beloved Temple Camp, which every boy who has read the TOM SLADE BOOKS will be glad to see once more.--Grosset & Dunlap advertisement.

Book of Heroic Races

In 1817 in England, two young cousins, Cecilia living in the country and Kate in London, write letters to keep each other informed of their exploits, which take a sinister turn when they find themselves confronted by evil wizards.

Ironwatch Issue 02

An exploration of two of the most exciting components of D&D(, "Dragon Magic"* changes the way dragons are used in D&D campaigns by imagining a world in which dragons openly share their magical secrets with humans and other races.

Wordspells

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.

Snuff

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. Welcome to

Waterdeep, City of Splendors! You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? Experience a grand caper, pitting your skills and bravado against two nefarious organizations as you go on a hunt for the greatest prize of all.

Blood Engines

Thirteen-year-old Rigg has a secret ability to see the paths of others' pasts, but revelations after his father's death set him on a dangerous quest that brings new threats from those who would either control his destiny or kill him.

Pathfinder

Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellblistgs, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * and much, much more!

Deep Magic

Optimally used with the Pathfinder Roleplaying Game Core Rulebook, this guide can be used in any fantasy game setting and particularly a Pathfinder world. Breaks down what it means to be a Pathfinder, and gives players and GMs the tools they need to build characters and campaigns. Find an overview of game geography, political factions, Pathfinder archetypes, a guide to threats and building PCs prepared to fight them, rules for character customization, dozens of new spells, magic

items and tools, and more.

Spheres of Power

Walk the line between magic and madness in Erin M. Evan's passionate story about the dragons of the City of Splendors Tennora would give anything to be a wizard. And Clytemorrenestrix, a strange woman with uncanny blue eyes, whose name means "She Will Thunder in the Sky," and who claims to be a dragon, promises to make her just that—in return for aid in returning her to her true form. But soon after Tennora seals the deal, a bounty hunter presses a note into her hands claiming the dragon woman is actually a human—a violent, criminally insane human who murders those who fail her. The God Catcher is gripping tale of identity, intrigue, and obsession set in the classic City of Splendors and presented by Forgotten Realms® campaign setting creator and celebrated author Ed Greenwood. You don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer.

Book of Beasts

Lists and describes over one thousand spells in the Dungeons & Dragons game, including spell lists and additional cleric domains.

Magic Tactics Toolbox

Introducing Alice TodHunter Moon, a Magyk! addition to the world of Septimus Heap! Perfect for both established fans of the Septimus Heap series and readers coming to the world of Septimus Heap for the first time, PathFinder is the first book in the Septimus Heap spin-off series, TodHunter Moon. Taking place seven years after the events of the original Septimus Heap series, PathFinder tells the story of Alice TodHunter Moon, a young PathFinder who leaves her seaside village in search of her friend Ferdie. Rumor has it that Ferdie has been taken by mysterious creatures called Garmin under orders from the malevolent Lady. Full of Angie Sage's characteristic humor and heart, PathFinder introduces a new cast of young characters—and a new kind of Magyk. All the beloved characters from Septimus Heap are here, too—Tod receives help from ExtraOrdinary Wizard Septimus Heap, ex-ExtraOrdinary Wizard Marcia Overstrand, and Alchemist Simon Heap. A great addition to any fantasy reader's library!

Pathfinder RPG

"Pratchett . . . has a satirist's instinct for the absurd and a cartoonist's eye for the telling detail." —Daily Telegraph (London)

“The purely funniest English writer since Wodehouse.” —Washington Post Book World Sam Vimes, watch commander of Ankh-Morpork, is at long last taking a much-needed (and well deserved) vacation. But, of course, this is Discworld®, where nothing goes as planned—and before Vimes can even change his cardboard-soled boots for vacationer’s slippers, the gruff watch commander soon finds himself enmeshed in a fresh fiasco fraught with magic, cunning, daring, and (for the reader more than for poor Vimes) endless hilarity. Did he really expect time off? As Vimes himself says in *Feet of Clay*, “there’s some magical creature called ‘overtime,’ only no one’s even seen its footprints.” Following the New York Times bestselling *Unseen Academichals*, Terry Pratchett delivers an enthralling new tale from a place of insuperable adventure: Discworld. Discworld® is a registered trademark.

TodHunter Moon, Book One: PathFinder

With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the 320-page hardcover Pathfinder RPG Advanced Player's Guide is an essential volume for gamers eager to take the next step in their Pathfinder journey. New Classes in the Advanced Player's Guide include: The Alchemist: An arcane mystic who brews salves and unguents to modify his body in freakishly effective ways. The Cavalier: A noble warrior who weaves through high society as easily as he does the most treacherous battles. The Inquisitor: An agent of faith trained to root out the dark secrets and even darker monsters that haunt the forgotten corners of the world. The Oracle: A divine mystic dedicated to a mysterious occult tradition that grants her fantastic powers-but at great cost. The Summoner: An arcane spellcaster who conjures powerful servitor creatures from beyond the veil of reality to serve his whims. The Witch: A versatile caster who gains her spells from the eldritch whispers of her bonded familiar and casts potent hexes to aid allies and vex foes.

Pathfinder Roleplaying Game

“Well, I'm now behind on my own writing, because I couldn't tear myself away from Lesser Evils. Then again, I'm only behind by a single day--because I really couldn't tear myself away from Lesser Evils. If the next one's not out until tomorrow, it's still too far off. And if Evans is not already a name spoken of as part of the true Forgotten Realms pantheon, along with Kemp, Cunningham, and Salvatore, it can only be because she has fewer books out, and thus hasn't reached everyone yet.”—Ari Marmell, author of *Agents of Artifice*, *The Conqueror's Shadow*, and the *Widdershins Adventure* series
“Lesser Evils is incredibly immersive and technically brilliant. I love the complex characters and layered plot, and the dialogue is sharp, natural, and brimming with personality. It’s one of those books where you forget about the fact that you're reading a book, and just experience the story as though you were there. Erin M. Evans has a rare talent. She's one to follow for sure.”—Susan J. Morris, author of “Writers Don’t Cry” column on Omnivoracious, an Amazon.com books blog
“Lesser Evils will leave you begging for more from Erin M. Evans. Intrigue upon intrigue and a host of unforgettable

characters interwoven into a plot that is riddled with heart-stopping action. Who could ask for more!” —Chris A. Jackson, award-winning author of *Scimitar Moon Overview*: Mere weeks after escaping Neverwinter, Farideh’s dreams are still haunted by Lorcan, the cambion devil whose power fuels her own. One of only four known descendents of the original Brimstone Angel, Farideh has no regrets about the pact she made with the devil. But no one in the Hells knows that she has a twin—an impulsive eager sister, just waiting to be corrupted. At least as long as Lorcan can keep her secret. Determined to protect her sister, Farideh searches for a ritual that could call Lorcan out of the Hells. But in the midst of her hunt, she’s drawn into an assignment for the secret society the Harpers, an assignment which leads her and a ragtag group of allies to an ancient Netherese library deep underground. While the group combs the site, dodging ghosts and magical traps, Farideh discovers a magical book whose pronouncements throw into question everything she thought she knew about herself and her sister. The more the Book gives up its macabre secrets, the more one thing becomes clear—a traitor lurks among them. [Read More](#): If you are looking for more from Erin M. Evans, search for “The God Catcher” her debut novel about a woman who may be a dragon—or who may just be criminally insane. If you are looking for more in this series, search for “Brimstone Angels” by Erin M. Evans about Farideh, a kickass heroine sets out to unravel the schemes of an evil succubus in the ruined city. If you are looking for more kickass heroines, search for “Gauntlgrym” by R.A. Salvatore, featuring the alluring and powerful Dahlia Sin’Felle who squares off against the legendary Drizzt Do’Urden. If you are looking for more epic fantasy series, search for “Homeland” by R.A. Salvatore, the first book in the epic Legend of Drizzt. If you are looking for more sword and sorcery, search for “Sword of the Gods” by Bruce R. Cordell, the story of an angel given mortal flesh to act as an assassin for gods who no longer exist. If you are looking for more stories set in the Forgotten Realms, search for “Twilight Falling” by Paul Kemp, about Erevis Cale, an assassin with a conscience.

The God Catcher

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race’s culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race’s flavor. Expand your horizons and your gaming experience with these Advanced Races today! *The Book of Heroic Races: Advanced Compendium* is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items,

Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

Advanced Player's Guide

Prepare to be Afraid The Book of Beasts: Legendary Foes, the latest in the award-winning Book of Beast series, details the deadliest and most frightening monsters ever to grace your gaming table. Bring new life and peril to your mythic adventures with these fierce monsters and high level NPCs. This 68-page, beautiful full-color monster tome features: 34 brand new monsters ranging from CR 15-25 11 high level NPCs and classed monsters, each are difficult builds, saving you considerable work 3 demigods with enough detail and NPCs for you to build an entire campaign around 12 brand new traps ranging from CR 15-24, to keep your players on their toes Easy-to-use references and links, allowing you to look up rules you are sure of with a minimum of effort Make your players afraid of monsters again. Make them tremble with fear.

D&d Waterdeep Dragon Heist Hc

An Age of Wizardry! Magic is everywhere. Whether it is a hidden might wielded by a secret few or the energy that powers an entire realm, magic is a vital part of any fantasy world. And now its secrets are yours! "Deep Magic: 13th Age Compatible Edition "is for 13th Age Roleplaying Game players who want new options that allow them to bend reality to their wills and perform spectacular feats of sword and sorcery. This book offers an astounding variety of new magic options, including: 555 wizard spells, ranging from clever tricks to summoning the World Serpent itself to wreak havoc 4 new class talents that put wizard spells within the grasp of every class-play an arcane ranger, a spirit-calling barbarian, a time-warping commander or face-stealing trickster druid 30 new schools of magic, including the Cult of Ouroboros, the Red Inquisition and the Scholars of Dust, with guidelines for creating your own magical tradition 5 magical campaign options: post-apocalyptic vril magic, the mysteries of the ley lines, a class-warfare arcanopunk campaign option, and more! For GMs looking for new material, or players looking for character customization options, this massive tome is the book you've been dreaming of. Dive into Deep Magic!

Brimstone Angels: Lesser Evils

Book of Familiars

Magic can do anything but it's more effective if you know what you're doing. Learn to use your magical powers to their best effect with Pathfinder Player Companion: Magic Tactics Toolbox! Discover effective spell strategies to augment allies, control the battlefield, or just blast foes! In addition to class options and abilities, this Player Companion includes dozens of new magic options including blood hexes, discoveries, new magic item mastery feats, and spells designed to work with specific eldritch strategies!"

Pathfinder Tales: Lord of Runes

An alternate magic system for the Pathfinder Roll Playing Game

Pathfinder Society Field Guide

Book of Exalted Deeds

This indispensable book presents thirty new prestige classes for use in your Pathfinder RPG campaign! Each ten-level prestige class is tied to a different organization or theme found in the Inner Sea region of Golarion, featuring long-awaited explorations of the Aldori Swordlords, Hellknight Signifiers, Paladins of Irori, and the infamous Gray Gardeners! Looking for a way to ride a mastodon into combat? Take some levels in the Mammoth Rider prestige class! Eager to harness the mysteries of ancient wizardry? Delve into the secrets of the Arclords of Nex! Looking for some respect and power for your gunslinger? Join the ranks of Alkenstar's Shield Marshals! These and many more prestige classes await discovery in the pages of Paths of Prestige!

Paths of Prestige

Pathfinder Roleplaying Game Advanced Race Guide

In this classic collection, some of the world's most eminent critics of development review the key concepts of the development discourse. Each essay examines one concept from a historical and anthropological point of view and highlights its particular bias. Exposing their historical obsolescence and intellectual sterility, the authors call for a bidding farewell to the whole Eurocentric development idea. This is urgently needed, they argue, in order to liberate people's minds -- in both North and South -- for bold responses to the environmental and ethical challenges now confronting humanity. The combined

result forms a must-read invitation to experts, grassroots movements and students of development to recognize the tainted glasses they put on whenever they participate in the development discourse.

Mythic Skills

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards * New prestige classes like the Master Chymist and the Battle Herald * and much, much more!

Roy Blakeley

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk, grippli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

Pathfinder Playtest Rulebook

A collection of poems, from the traditional to the modern, which includes a wide range of topics and styles.

Dungeons & Dragons Mythic Odysseys of Theros (D&d Campaign Setting and Adventure Book)

Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros--a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. - Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you remarkable powers that set you on the path to legend. - Explore Theros as a SATYR or LEONIN--mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. - Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. - Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. - Wield the weapons of the gods--five signature artifacts used by Theros's deities. - Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

Dragon Magic

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

The Pathfinder

Tome of Magic

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Races of the Dragon

Complete Mage

Serves as a generic sourcebook for all d20 fantasy campaigns.

Pathfinder Lost Omens Legends P2

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

Enchanted Chocolate Pot

A Spectacular Enhancement to the Skill System Mythic Skills introduces a system of skill exploits that take the basic tasks your skills allow you to perform and dials them up to amazing levels. In addition, every skill in the Pathfinder Roleplaying Game Core Rulebook also gets brand-new skill exploits, as well as greater exploits that only the most skilled masters would even attempt. This book contains rules for using these enhanced skills with mythic characters but also provides an alternative system for use in non-mythic Pathfinder campaigns! This system allows your characters to focus on their skills as a key part of their character construction and to invest more of their character's abilities in their character itself, rather than the character's gear or magical tools. You can use these rules generally with mythic characters, allowing them to attempt all manner of skill-based exploits, or you can limit the ability to pull off these amazing skill stunts to those mythic characters that have really invested in making their skills a key part of their character's identity. The mythic rules offer an opportunity to magnify what makes a character special, and the skills they choose to hone as part of their background narrative and throughout the course of the campaign should be just as important in defining them as their marvelous magic and fabulous feats. With Mythic Skills in your hands, your skills will be just as spectacular!"

Roleplaying Game

Aristocratic Pathfinder Varian Jeggare and his hellspawn bodyguard Radovan (Pathfinder's answer to Holmes and Watson) return for their fifth standalone novel. When Varian is bequeathed a dangerous magical book by an old colleague, he and Radovan are pulled into a mystery and set on the path of a powerful necromancer seeking to become the new avatar of an ancient and sinister demigod-one of the legendary Runelords. But in saving the world, will Varian and Radovan lose their souls?Paizo Publishing is the award-winning publisher of fantasy roleplaying games, accessories, board games, and novels.

Spell Compendium

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

The Development Dictionary

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™

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