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ESTRADA DAPHNE

[Magic of Incarnum](#) Sovereign Press (WI)

"Pathfinder roleplaying game compatible."

[Elder Evils](#) Simon and Schuster

As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm.

[Legends of the Twins](#) Simon and Schuster

A new source of power for the Dungeons & Dragons(R) roleplaying game! This supplement introduces a magical substance called incarnum into the D&D game. With this book, the players characters can meld incarnum--the power of souls living, dead, and unborn--into magical items and even their own bodies, granting them special attacks, defenses, and other abilities (much as magic items and spells do). Incarnum can be shaped and reshaped into new forms, giving characters tremendous versatility in the dungeon and on any battlefield. This book also features new classes, prestige classes, feats, and other options for characters wishing to explore the secrets of incarnum, as well as rules and advice for including incarnum in a D&D campaign.

[The Red Hand of Doom](#) Wizards of the Coast

A wizard is capturing souls and binding them to magical gems to keep the spirits of the dead from departing to their just rewards, and the church of Pharasma, goddess of death, has had enough of his meddling with the afterlife. When a magical security feature in the wizard's tower sends the gems spinning off to several different planes, the church calls on the PCs to track them down. From the vault of the gods in the planar nexus of Axis, to the fields of Elysium where righteous heroes battle endlessly even in death, and on past to the gates of Hell itself, the PCs must race through portal after portal to recover the lost souls before sinister outsiders can beat them to the prize. This Journey series planar adventure is designed for 9th-level characters and is compatible with the 3.5 fantasy roleplaying rules. Author Colin McComb (Planescape) leads a fascinating tour through the undiscovered outer planes of the Pathfinder world.

[Explorer's Handbook](#) Sovereign Press (WI)

The ultimate magic sourcebook for the newest Dungeons & Dragons(R) world. "Magic of Eberron" explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a

central feature of any Eberron campaign.

[Book of Vile Darkness](#) Hacklopedia Field Manual

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

[The Rise of Tiamat](#) Lulu.com

In addition to presenting various "scoundrel" archetypes for characters, this volume includes new feats and prestige classes that serve the archetypes, as well as new tricks, spells, equipment, and magic items.

[Holy Orders of the Stars](#) Neal Martin

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.

Paizo Publishing

In his extraplanar tower, the devious lich Valda has started a grim collection: heroes of every stripe from across the world, petrified in marble and arranged by speciality. The mad lich has nearly cracked it: twenty-two types of adventurer and counting. Arrayed within this book is the greatest expansion of rules and character options ever brought to 5th Edition D&D. Build never-before-seen characters with new races, classes, feats and more, appropriate for any setting and any story. Whether you're the Game Master or a player looking for new options, this book is a must-have at your table. It includes: ? 5 brand new races? 59 new feats? 137 new spells? Exotic weapons and magic items? Brand new familiars

[Complete Adventurer](#) Wizards of the Coast

[Hacklopedia Field Manual](#) Lulu.com

[Dragon Magic](#)

[Curse of the Riven Sky](#)
An exciting super-adventure that pits heroes against an army bent on domination, this D&D Accessory includes encounters designed for use with the D&D miniatures game.

[Secrets of Sarlona](#)

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.

[Miniatures Handbook](#)

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." -- Comicbook.com website:

<https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

[Lords of Darkness](#)

Duels, arcane organizations, and other aspects of a campaign world imbued with magic. Book jacket.

[Guardians of Dragonfall](#)

Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

[Valda's Spire of Secrets](#)

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

[Dragon Compendium](#)

...Offers a fully illustrated array of new creatures such as the boneclaw, eldritch giant, and web golem. It also includes advanced versions of some monsters

[Dungeonscape](#)

The ultimate sourcebook for players wishing to explore the world of Eberron, the "Explorer's Handbook" showcases the multi-continental aspect of the Eberron setting. This handbook encourages players to explore the entire world rather than remain fixed in one region.

[Races of the Dragon](#)

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

[Magic Item Compendium](#)

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(R) 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(R) core books "Player's Handbook(TM) " "Dungeon Master's Guide(TM) Monster Manual(TM) "

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