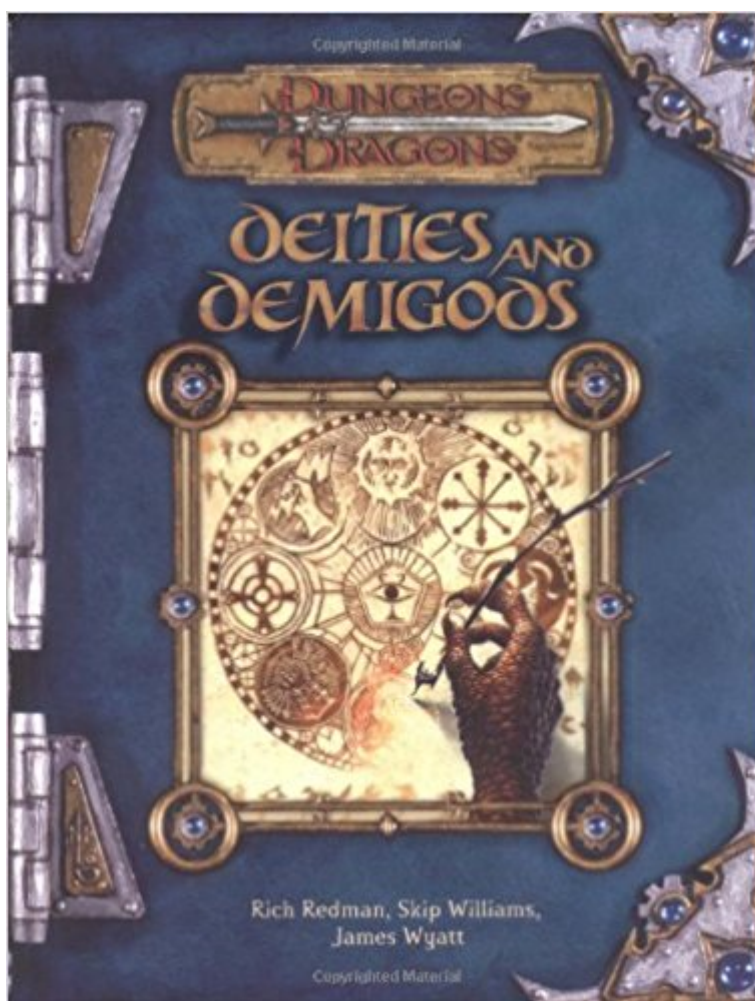


The book was found

Deities And Demigods (Dungeons & Dragons D20 3.0 Fantasy Roleplaying Supplement)



Synopsis

Source of All Divine Power
The names of Pelor, Loki, Athena, Osiris, and their kind are invoked by the devout as well as the desperate. With abilities that reach nearly beyond the scope of mortal imagination, the splendor of the gods humbles even the greatest of heroes. This supplement for the D&D game provides everything you need to create and call upon the most powerful beings in your campaign. Included are descriptions and statistics for over seventy gods from four fully detailed pantheons. Along with suggestions for creating your own gods, Deities and Demigods also includes information on advancing characters to godhood. To use this supplement, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. A player needs only the Player's Handbook.

Book Information

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Customer Reviews

Skip Williams is a senior designer for the Wizards of the Coast(r) roleplaying games division. His most recent credits include the latest edition of the D&D(r) Monster Manual, and the D&D adventure Deep Horizon. He lives in Washington state. Rich Redman has written Dark Matter(tm) Arms & Equipment Guide and the D&D guidebook Defenders of the Faith. He lives in Washington state. James Wyatt wrote dozens of articles for Dragon(r) Magazine and five Dungeon(r) Magazine adventures before joining the Wizards of the Coast staff in January 2000. Game design is career number five, after stints as a childcare worker, ordained minister, technical writer, and Web designer. He resides in Washington.

Bottom Line Up Front: A great resource for any world-builder. This book can take your design to the next level. It provides a very sound basis for designing your own divinity within a campaign world. Alternatively, it spells out some of the more common fantasy pantheons (Greek, Norse, Egyptian) for ready play. While it is by no means exhaustive, it gives the framework to build a campaign with a pantheon that functions in "elaborate" ways when viewed from the outside. You'll know it's actually much easier to manage by keeping a couple good principles in mind when dictating interactions between and with deities. It spells out a few simple questions and explains how different your world can be based on your answers to those questions. Players will find the typical fluff of any D&D supplement, but otherwise won't find this very helpful unless their DM is introducing them to levels of play that involve more interaction than divine spells as a game mechanic and divine will as a plot device.

Must-have sourcebook for serious AD&D'ers. It covers a lot of the well-known and not-so-well-known deities and demigods (the latter of which I always found more fun to incorporate into my campaigns, as they were a bit more "accessible" as far as interactions and combat), from a wide variety of religions, cults, etc. - good, neutral, and evil.

I had this book before, which was driving reason I wanted it. However I'll sum up WHY I wanted it at all...It is a list of several pantheons, both real ancient ones and the D&D cosmos. I was especially thrilled to see the Egyptian pantheon whereas the Norse and Greek ones I expected. I also like how the two major D&D dragon deities are featured which aren't in any of the core books at all! D&D always features that "deity" choice in character creation, but it's barely a passing glance. This book gives you a more informed decision and shows you just how far your character's chosen god could influence the world and the character's attitude, moreso if they're a cleric, paladin, or druid type involved in divine magic. For a DM this definitely could spawn adventure ideas - every deity has involvement both in material plane and especially the outer planes. Mostly for DMs, but this could be handy for players wanting options.

The add claimed the book was "used-acceptable" but I cannot find any blemish or sign of use at all. The binding was not even creased. Great buy.

I'm currently running a Pathfinder scenario and we are using the rules out of this book my players are ranked three demigods so it is a nice fit. I was disappointed in pathfinders mythic adventures not

quite what I was looking for but this book and the old epic level handbook are good substitutes.

The content is highly interesting however it came photocopied and with wire spiral binding. Don't remember reading anything about it not actually being the hardcover edition

Those of us that don't just play the warrior, the rogue, the mage, or sorcerer; the book of the deities is an in depth review of each of those we follow. Not just for the cleric/paladin (usually play "good"), but understanding the "enemy" is 1/2 of playing the class well. Many thanks.

I was very happy with this purchase. The book arrived in great condition. I had already purchased this book during its first printing, but lost it during a move, so I knew what I was buying before hand in terms of content. I was really happy to find a D&D book this old in mint condition.

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