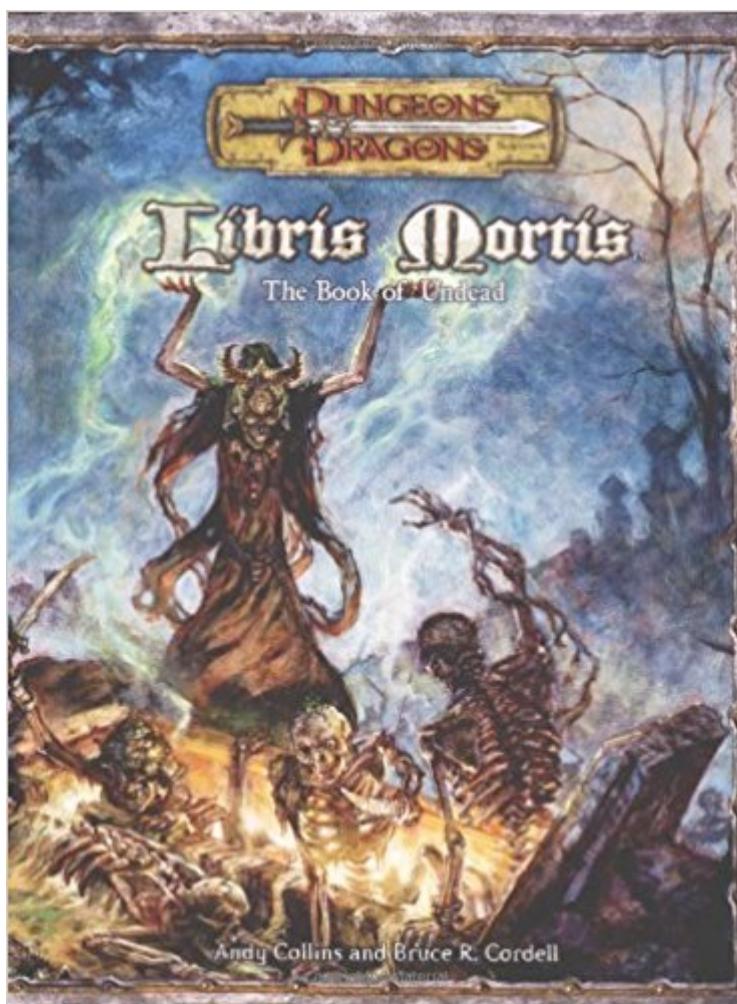


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Libris Mortis: The Book Of The Undead (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



Synopsis

An art-filled sourcebook about undead in the D&D world. This title takes a comprehensive look at undead creatures and characters in the D&D world. It includes information on playing undead characters and how to run or battle undead in a fight. There is new information on traditional undead creatures (liches, zombies, and so on), as well as new monsters and information on customizing monsters to any adventure. There are new rules, feats, spells, and prestige classes, as well as ready-to-run undead characters for instant play. Extensive story and campaign elements and flavor information add interest and dimension to playing or fighting undead. The book itself will be designed in prestige format, with heavy use of art throughout, a full-painted cover, and construction from premium materials.

Book Information

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Customer Reviews

Andy Collins works in the R&D department at Wizards of the Coast, Inc. His most recent credits include co-authoring *Unearthed Arcana*, *Draconomicon*, *Complete Warrior*, and the *Epic Level Handbook*. Bruce R. Cordell, an Origins-award winning author, has designed over 30 game titles, including *The Sunless Citadel* and the *Expanded Psionics Handbook*. He also co-authored the *Epic Level Handbook*, *Underdark*, the *D&D Miniatures Handbook*, and the *Planar Handbook*.

Looking for a way to make your encounters with the undead more spectacular? Tired of the same old restless souls being revisited over and over again in different adventures? Looking for a new way to scare your PCs? Want to add a new "WTF!?" to your adventures or campaigns? Well look no further...D&D's Andy Collins and Bruce R. Cordell open up a whole new way at looking at, playing

with and against, and incorporating the realm of undead into any and every campaign. From the new monsters, to undead and demon deities, to variants of existing threats, to player death and being re-animated, to haunting ghost ideas, creating undead cities that exist independently or exist with the living, they bring it all. Positoxins (poisons for undead), weapons, armor, chemicals (like one that someone can coat the bones of a skeleton prior to animating it that will cause the bones of that skeleton to almost explosively break and splinter upon the destruction of the creature causing additional damage upon it's "death"), and so much more, this book will bring a new understanding to the undead and will bring an avalanche of new possibilities to your campaign and adventures for encounters to come. Even if you just take a few pages of knowledge from this book into your world, it will create a whole new level of fun to the table.

Where to begin? I suppose I should begin by saying that if you can't stand the sight of cysts, and disembodied heads being swarmed and eaten by rats, then you shouldn't get this book. Also, if you can't stand the thought of children perishing then being brought back and being used by an evil Necromancer to sow chaos, then you might steer clear of this book. But if the aforementioned doesn't bother you, or already has your mind filled with a million and a half ideas for your campaigns, then let's talk. Firstly, let's talk about... oh, I don't know... say, the monsters. There's fluff and there's crunch, first of all, or if you don't know what that means, things that are overall useless and things that have you saying, 'bout time. Brain In A Jar? Who needs that? Grave-Dirt Golem? I know what you're thinking, 'Oh, No! Not another Construct!' but bear with me, while it's not necessarily necessary, it is fun to have a Golem made of dirt, with bones of people who perished and were unlucky enough to have their graves used for the Golem. Besides, it fits a Necromancer, or any class, really, who builds Constructs for whatever reason who likes to hang around graveyards. So yeah, like I said, fluff and crunch. Also, there's fluffy, crunchy creatures including the Slaughter Wight, the Wheep, and the Spectral Lyrist. I'll leave it to you to decide what's fluff and crunch among those, and every other new monster in the book. Secondly, let's talk about the prestige classes, there's classes like the Death's Chosen, the True Necromancer, and the Pale Master. Now, those aren't the only classes in this book, there's also the Dirge Singer and the Master of Radiance. I'll talk about those. The Dirge Singer, as you've probably guessed, is a prestige class for the Bard who specializes in songs that fill their enemies with sorrow and dread and, by my gathering, I haven't read in detail yet, can control some undead. The Master of Radiance is a prestige class for a druid, but you also have to have some levels as a cleric, at any rate, the Master of Radiance can use spells that channel sunlight and destroy undead who are destroyed by sunlight

(blasted vampires). And on the subject of Clerics, I know, they're lame, let's not kid around here, about all they can do is heal and turn undead. But in this book, they can also summon undead. Yes, Clerics of Nerull, rejoice. You can summon undead to do your dirty work, while you use your Inflict spells to keep them at full strength (Instead of doing damage, Inflict Grievous Wounds recovers a lot of damage for that Huge Skeleton you summoned). Thirdly, and the last I'm going to write about, is the nuts and bolts of campaign planning included in this book. The people who made this book were generous in giving several sample undead to use as minor villains, or use as the big baddie for your newbie players if you're a DM. They also included a few scenarios to use if you're running an undead-centered campaign, including World of Shadows in which undead and the living coincide in day to day life, and Undying Rulers where powerful undead like a lich or a vampire rules the land. Needless to say, if you're the DM, you can change things about these and the other campaign over-views presented as you see fit. Do the undead and the living live in harmony and work together in World of Shadows? Did that lich just recently come into power after a very long line of undead in Undying Rulers? It's up to you. Of course, they're not stand alone. You can use these campaing overviews in conjunction with others described not only in this book, but others, as well, but you'd have to be pretty crafty to interweave a whole bunch of them. It's ultimately up to you whether you want this book or not, I'm just trying to point you in the right direction if you want an undead-centric campaign or at least to incorporate undead into your campaign. Also, it's a pretty good read as is.

Libris Mortis is a good creature supplement on par with Draconomicon. The general review of undead and how to use them is short but about right in length. The book's value really is in the wealth of creatures, classes, feats and spells. These are generally good and usable although there is a fair amount of overlap with Complete Divine, Book of Exalted Deeds and others. If you are like me, you use undead encounters as frequent fillers as the basic concept of living dead and their debilitating attacks never fails to spook players. If so, this book will help provide a variety of tactics and creatures to really spice these encounters up. And if you want a campaign with a significant undead villain or undead theme, the book is indispensable. Some of the prestige classes can make for a memorable one-time villain or sustain an entire campaign as the main foe. Even something as little as a single feat is full of possibility: I'm particular eager to try out a villain with the "Destruction retribution" feat which makes his/her undead explode for damage when destroyed. Imagine the surprise and shock, the re-appraisal of tactics when the players experience that? These sorts of tid-bits are great for shaking up jaded players. Players of clerics will find this almost as useful as Complete Divine if your referee uses undead at all. The PC prestige classes are few but good. The

feats and spells are useful. Other players will find the book less useful but it is a fun book and worth having on the shelf if you just enjoy a good D&D rule read. Compared to Draconomicon the book doesn't have quite the same pizazz (what can compare to the grandeur of dragons?) but has more practical material in it for both referee and player. Definitely solid book and should be considered by most refs and many players.

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