

Heroes of Battle (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Rules Supplement)

By David Noonan, Will McDermott, Stephen Schubert



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The essential handbook integrating war and battlefield action into D&D® play.

Heros of BattleTM provides everything one needs to know to play a battle-oriented **D&D** campaign. Players can build military characters with new feats, spells, uses for traditional spells, and prestige classes. Information is given on tools specific to the battlefield, including siege engines, weapons, magic items, steeds, and other exotic mounts. Battlefield terrain aspects are discussed with plenty of illustrative maps and new rules. Specific types of battlefield encounters are discussed in detail, and the book provides specific detail on designing battlefields.

DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring *Complete Divine*TM and co-authoring *Races of Stone*TM and *Unearthed Arcana*TM.

WILL McDERMOTT, former editor-inchief of *Duelist* and *TopDeck* magazines, has written a number of articles for **Dragon**® Magazine, but is known primarily for his fiction in the **Magic: The Gathering**TM universe, including the novels *Judgment* and *The Moons of Mirrodin*.

STEPHEN SCHUBERT is a freelance writer whose previous credits include articles in *Dragon* Magazine.





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Editorial Review

About the Author

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