



Lords of Madness: The Book of Aberrations (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement)

By Richard Baker, James Jacobs, Steve Winter

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An art-filled sourcebook about aberrations in the D&D world.

Lords of Madness: The Book of Aberrations takes a comprehensive look at the most bizarre monsters of the D&D world, and the heroes who fight them. It provides detailed information about beholders, mind flayers, aboleths, and other popular aberrations, while also introducing several new aberrations. In addition, this book provides new rules, feats, tactics, spells, and equipment for characters that hunt aberrations. Extensive story and campaign elements and flavor information add interest and dimension to playing or fighting creatures of this type. The book itself features a prestige format, with heavy use of art throughout and a full-painted cover.

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