

Texts used in the Game

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| Core Rules | Fiend Folio |
| Players Handbook | Fist and Stone |
| Dungeon Master's Guide | Frostburn |
| Monster Manual | Heroes of Battle |
| Player's Handbook 2 | Heroes of Horror |
| Dungeon Master's Guide 2 | Libris Mortis-The Book of Undead |
| Complete Series | Lords of Madness |
| Complete Adventurer | Magic Item Compendium |
| Complete Arcane | Manual of the Planes |
| Complete Divine | Miniatures Handbook |
| Complete Mage | Monster Manual 1 |
| Complete Psionic | Monster Manual 2 |
| Complete Scoundrel | Monster Manual 3 |
| Complete Warrior | Monster Manual 4 |
| Arms and Equipment Guide | Monster Manual 5 |
| Book of Exalted Deeds | Oriental Adventures |
| Book of Vile Darkness (DM Only) | Planar Handbook |
| Cityscape | Player's Handbook |
| Defenders of the Faith | Player's Handbook II |
| Deities and Demigods | Rules Compendium |
| Dragon Magic | Races of Destiny |
| Draconomicon | Races of Stone |
| Drow of the Underdark | Races of the Dragon |
| Dungeon Master's Guide | Races of the Wild |
| Dungeon Master's Guide II | Rules Compendium |
| Dungeonscape | Sandstorm |
| Elder Evils | Savage Species |
| Epic Level Handbook | Song and Silence |
| Expanded Psionics | Spell Compendium |
| Exemplars of Evil | Stormwrack |
| Fiend Codex I Hordes of the Abyss | Tome of Blood |
| Fiendish Codex II Tyrants of the 9 Hells | |

Texts NOT Used in the Game

I want to stick to the basic D20 System. I don't like magic items that require the character to take a feat to use them, or to fulfill narrow constraints.

Complete Champion (**spells only**): Too complex, too different

Dragon Magazine Compendium 1 (**selected parts**)

Dungeon Survival Guide: Useless

Magic of Incarnum: Too complex and too different

Tome of Battle: The Book of Nine Swords: New combat methods, too different

Tome of Magic: Too different

Unearthed Arcana (**selected parts**)

Weapons of Leagacy: I just don't want to use it, too complex