



Demon Hunter's Handbook, Patrick Younts, Goodman Games, 2006, 0974668184, 9780974668185, . .

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The Demon Hunter's Handbook The Van Helsing Diaries, Abelard Van Helsing, Sep 12, 2006, , 32 pages. Five hundred years ago Otto Van Helsing embarked on a secret war against the fiends of the netherworld. Vampires, werewolves, demons, dragons...he fought them all and succeeded

Dracula the first hundred years, Bob Madison, 1997, Performing Arts, 322 pages. .

The Zombie Handbook An Essential Guide to Zombies And, More Importantly, How to Avoid Them, Robert Curran, Dr., Jun 1, 2011, , 80 pages. Offers tips and advice about how to survive a zombie attack, how to avoid becoming a zombie, and what to do if confronted by the living dead..

Explorer's Handbook Eberron Campaign Supplement, Rich Burlew, David Noonan, Aug 1, 2005, , 160 pages. The ultimate sourcebook for players wishing to explore the world of Eberron. The Explorer's Handbook showcases the multi-continental aspect of the Eberron setting. The chapter

The Reluctant Miss Van Helsing , Minda Webber, Oct 4, 2011, Fiction, 350 pages. Having lived long amongst London's ton, Ethel Jane Van Helsing is an astute female who well knows her faults. She has a face unremarkable in its plainness. And yet...at a

Dungeon Interludes Six Adventures for Character Levels 1-13, Goodman Games, Jason Little, Mar 1, 2005, , 87 pages. .

The Volcano Caves: An Adventure for Character Levels 7-9 , Luke Johnson, Jan 1, 2006, Games, 48 pages. .

The Vampire Slayers Field Guide to the Undead , Shane MacDougall, Oct 1, 2003, , 686 pages. The Vampire Slayers's Field Guide to the Undead is a fully illustrated directory of the deadly fiends who haunt the night in search of blood, the world's most complete

The Journal of Professor Abraham Van Helsing , Allen C. Kupfer, May 1, 2004, Fiction, 204 pages. The personal diary of the legendary vampire hunter describes his studies in blood research and mysticism, his wife's madness and the death of their only child, and his

Magic of Incarnum Dungeons & Dragons Supplement, Frank Brunner, Stephen Schubert, James Wyatt, Sep 1, 2005, , 224 pages. Drawn from the ambient life energy that fills the multiverse, incarnum is the essence of all creatures. Incarnum flows as a deep blue, radiant mist, and those with the

The Girl's Guide to Zombies Everything Vital about These Undead Monsters, Jen Jones, Jan 1, 2011, Juvenile Nonfiction, 32 pages. "Describes the mystery, cool characteristics, and interest in zombies, including historical and contemporary examples"--Provided by publisher..

Encyclopaedia Arcane: Necromancy Beyond the Grave Necromancy Beyond the Grave, Matthew Sprange, Sep 1, 2001, , 64 pages. Encyclopaedia Arcane: Necromancy - Beyond The Grave.

Vampire Hunter's Handbook , Abelard Van Helsing, 2007, , 32 pages. In The Demon Hunter's Handbook, Abelard Van Helsing gave readers an insight into the foul fiends and desperate creatures he had battled all his life. Closer inspection of the

The Vampire Survival Guide How to Fight, and Win, Against the Undead, Scott Bowen, 2008, HUMOR, 260 pages. A wryly comic guide to protecting oneself from vampires at home, at work, or out on the town identifies vampire habits and routines, shares tips for setting a vampire trap, and

The Dragon Hunter's Handbook , Adelia Helsing, Nov 1, 2008, , 36 pages. This is the third book to be published from the vaults of the Van Helsing family library and presents the accumulated wisdom of Adelia Van Helsing. The first female Van Helsing

Dungeon Crawl Classics #20 Shadows in Freeport, Robert J Schwalb, Aug 29, 2005, , 64 pages. .

No campaign theme is more gripping than a battle against the minions of hell! This jam-packed sourcebook brings to the table everything you'll need to run a fantasy campaign centered around demon hunters. From puritanical holy men fighting for their gods to crazed warriors only one step away from damnation themselves, every classic archetype is covered -- with new ones introduced as well. The handbook focuses not only on new classes, races, and feats, but also covers ways to tailor the existing d20 canon to a demon-hunter theme. It includes rules for possession and exorcism, organizations both pure and demonic, and guidelines for creating truly villainous demons to hunt.

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