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Dungeons & Dragons V.3.5 Core Rulebook Set (Dungeons & Dragons D20 3.5 Fantasy Roleplaying, Three Book Slipcased Set)



Synopsis

Version 3.5 editions of the Player's Handbook, Monster Manual, and Dungeon Master's Guide are now offered in one slip-covered gift set. In the 30-year history of the Dungeons & Dragons game, this type of boxed set has never been available -- until now. Enjoy the foundation of the Dungeons & Dragons roleplaying game in one product that is a great gift for someone you want to introduce to the hobby or as a gift to yourself. With these three books in one case, the entire world of Dungeons & Dragons is yours to explore and share with others.

Book Information

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Customer Reviews

I've been playing D&D (or more precisely, AD&D) and other RPG's for a significant portion of my life, so I think it's fair to say that I know what I'm talking about. Third edition, or more accurately, 3.5 now and coming up on 4th, is both a blessing and a curse at the same time. It is getting a whole new generation of people into the RPG world. However, it is, as some people have already said, a less intelligent version of TSR's previous work. Perhaps the biggest issue I have is with the "balancing" of the character classes. Designed so that all character classes are "equally powerful" at all times, what Wizards of the Coast has effectively done is gut the classes in favor of cookie cutter standups. Now, a wizard and a fighter stand on even ground throughout their careers, as long as they both choose the proper "feats" to give their character those special abilities. In 2e, the classes were balanced much more realistically. A wizard was capable of raining fiery death upon his opponents, but he made some serious trades for that power. A fighter couldn't cast a spell ever and was likely to be dumber than a brick, but there was never a time when he wasn't ready to go with

armor, sword, or spear. Paladins, arguably an over-powered class in previous editions, certainly had a significant level of ability, but the trade-offs for that power were severe to say the least. The third edition paladin is barely a shadow of his former self and there's no longer any draw whatsoever to play one. Combat was redesigned, and admirably I might say: however, there's nothing there that any 2e DM worth his salt hadn't already instituted in his game previously. They got rid of THAC0's and flipped the AC chart, but more DM's than I can count knew how to do that when 2e first came out!

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