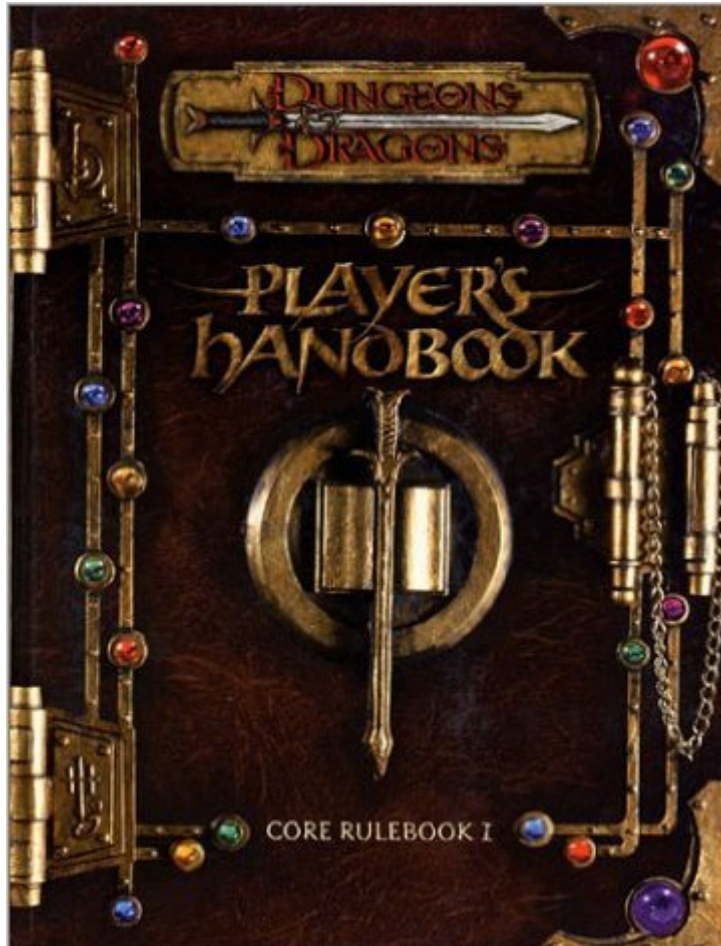


The book was found

Dungeons & Dragons Player's Handbook: Core Rulebook 1



Synopsis

Each of the Dungeons & Dragons core rulebooks has been revised and updated for clarity and content. Each revision integrates user feedback received since the original product release so as to address the specific wants and needs of the player and Dungeon Master audiences. The overall rules system remains intact, with changes targeted specifically at elements of game play that were considered under-powered or incomplete. These revised editions also contain bonus content, such as new feats, that are exclusive to these editions. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in Fall 2003 from Wizards of the Coast, Inc. Overall changes to all the titles include making complex combat easier to understand and provide more information on interacting with and summoning monsters. Specific changes include the following: the Player's Handbook received revisions to character classes to make them more balanced, and there are revisions and additions to spell lists.

Book Information

Hardcover: 304 pages

Publisher: Wizards of the Coast; Third Edition edition (August 1, 2000)

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Product Dimensions: 11.1 x 8.3 x 0.8 inches

Shipping Weight: 2.5 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (426 customer reviews)

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Customer Reviews

The new Player's Handbook (PH) D&D Design Team has created a marvelous product--filled with generally clear writing and excellent artwork--containing a major change in game mechanics. The PH nonetheless manages to retain the spirit of the D&D game created by E. Gary Gygax and Dave Arneson in 1974. The 3rd edition replaces the old movement system, denoted in confusing scale inches--which goes back even before D&D to Gygax's Chainmail rules for medieval combat--with a clear system of speed denoted in feet. Yet the 3rd edition includes familiar races and character classes. It retains the bard, cleric, druid, fighter, ranger, rogue, paladin, and wizard, and resurrects the barbarian, monk and half-orc. Fans of clerics and druids will cheer the addition of 8th- and

9th-level spells. Clerics will love the 9th-level Miracle spell, similar to a Wish. Barbarian fans will rejoice that the 3rd edition removes the unplayable restrictions of the original barbarian, even at the cost of somewhat reduced physical prowess. Fans of the monk and druid will celebrate elimination of limited levels. Each class now requires the same amount of experience to advance in level. Regardless of which class you choose, your character initially will advance rapidly because reaching the lower levels requires relatively small amounts of experience; earning a mere 1,000 experience points, for example, will gain your character second level. The 3rd edition grants each 1st level character full hit points. Combining easy advancement at lower levels with full hit points at 1st level will help keep characters alive through their fragile early days. The 3rd edition introduces a sorcerer class.

Well met! Gary Gygax's magnum opus, *Advanced Dungeons & Dragons*, is somewhat akin to holy writ in the world of fantasy RPGs. And needless to say, the Wizards of the Coast were a little squeamish to tinker with the very best game of all time! It seems heretical - like trying shave off Zeus' beard, to see if he looks better without it. But, they made the right choice - instead of arbitrarily implementing a drastic system overhaul that nobody wanted, they implemented a drastic system overhaul that **everyone** wanted. By having this system play-tested, co-designed, torn apart, and rebuilt by hundreds of fanatical players and DMs, and giving the fans a loud (yet cohesive) voice in the reconstructive process, WotC have done the impossible - *Dungeons & Dragons* (farewell, "Advanced") is now far superior to any other previous incarnation of itself. The first thing that strikes you when you crack the cover is the bold new artwork. If you've played *Magic*, or love the convoluted machinations of *Planescape*, you will be delighted. Fans of older, more conservatively heroic styles (like me) will dearly miss the graceful touch of Larry Elmore, or even David Trampier. But the new look is infectious, and it (a) is evocative enough to get you into the mood for a game, and (b) actually illustrates key points in the internal logic of the rules. That's a huge bonus. The bad news? Anyone who's played since 1st Edition (or before) is going to have a stroke. Ability scores have been stratified and cleaned (dare we say scoured?); bonuses and penalties are different from what they were before, Exceptional Strength is gone, Strength now progresses way beyond 25, Charisma actually matters, etc.

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