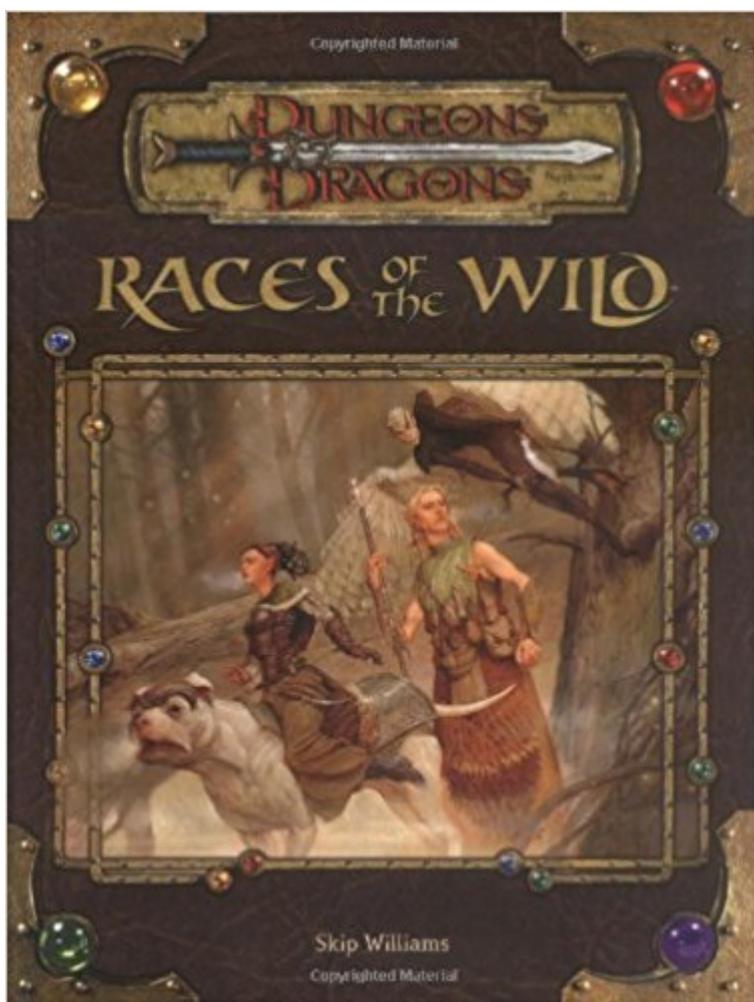


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Races Of The Wild (Dungeons & Dragons D20 3.5 Fantasy Roleplaying Supplement)



Synopsis

A new D&D sourcebook detailing various races that dwell in wilderness. *Races of the Wild* provides Dungeons & Dragons players with an in-depth look at races that live in the wildest areas of the D&D world. It explores the classic races of elves and halflings, including new rules, information for interaction, new spells, and new magic items attuned to each race. In addition to information on the two major races, a new race is introduced. There is expanded information on subraces, along with a wealth of cultural information and new prestige classes, feats, equipment, spells, and magic items. **AUTHOR BIO:** Skip Williams is currently a freelance RPG game designer. He co-authored the core rulebooks for the Dungeons & Dragons RPG and wrote the adventure *Deep Horizon*. His most recent credits include *Draconomicon: The Book of Dragons* and *Book of Challenges*.

Book Information

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Customer Reviews

SKIP WILLIAMS is currently a freelance RPG game designer. He co-authored the core rulebooks for the Dungeons & Dragons RPG and wrote the adventure *Deep Horizon*. His most recent credits include *Draconomicon: The Book of Dragons* and *Book of Challenges*.

Don't even get me started; I am a die-hard d20 3.5 fan who is still trying to complete his collection of 3.5 works. Take this little lump of coal. The whole first chapter is elves. Society, language, theology, education, etc, et al. It's boring and already assumed by anyone who has played in any edition of any fantasy. Okay. Then we have halflings, which is a heck of a lot better written than the first. After a quick check, I affirmed that Skip Williams did get the sole writer's credit. Okay - maybe he has a

penchant for halfling characters. The chapter is that good, really. Makes me wanna run in Forgotten Realms and play a Ghostwise halfling. But after a strike out and a base hit, we get thrown a massive curve ball. It's the raptorians, the new race for this title. Now, each of the "Races" series has introduced a new 'core' race - goliaths for Races of Stone (awesome, and well presented to boot), illumins for Races of Destiny (wickedly original and a definition of good writing plus good game design). These raptorians are not as engrossing. Their 'big thing' is archery... wait for it... with their feet. Oh, and a very small entry for the 'catfolk' screams to be fleshed out with specific tribes making appearances, but they're nothing more than a flash in the pan. We get a nice write-up for centaurs as well. Even socially excepted gnolls get a few pages. And out in left field, twiddling it's thumbs is the killoren: a new, secondary race which should have been elevated to a core fey race. They have a ton of things that make them enticing, like the ability to key into an 'aspect' which is kinda like an adjustable Domain ability. The massive number of bonuses they get is amazing if only for role-playing purposes. And they possess the bane of true fae - cold iron. Now, the Feats section does an admirable job of giving crunch to the races presented in this book. Ditto with the Prestige Classes. The book is rounded out with some racial substitution levels for a few classes, a few skills presented with new aspects, magic and magic items. They even threw in three psionic powers. How nice of them! I snub the book by my opinions; I'm biased. It is my humble opinion that the first chapter had been re-written. The rest of the book (excepting the killoren) is old hat. We as long-time gamers knew all this before. But to those who today are being introduced to 3.5 (by the OOP Wizard's projects or the ever-popular Pathfinder, either one), this is a solid intro of the more common elements in wilderness adventures. Dungeon Master's should pick it up, if only for some filler info. Who knows? Maybe with a bit of work this lump of coal can indeed become the diamond I was wanting. YMMV. Cheers!

This book contains a wonderful insight into Elven (and several other races') culture. It also contains new weapons, armor, prestige classes, and a whole new race to include in your games. It also contains tables for generating random Elven and Halfling names that have proved pretty useful to me as a DM for NPC creation. Overall, this is an amazing book (if you have a thing for Elves, Halflings, and the like that is. Probably not all that interesting for the half-orc barbarians out there).

Excellent book, especially with some pretty cool weapons for elves instead of the boring I'm an elf and I use the same weapon as every other elf; longsword and a bow

I did enjoy reading this book about elves, catfolk and halfings. You can of course keep the raptorians. Fluff there. I also enjoyed the listing of the various deities and the indepth culture of halfings and elves. Very intersting stuff that can be used even beyond the rpg setting, say for a fantasy writer or whatever. The writing was thoughtful and detailed and the artwork was well supporting the text. If you play elves and halfings and are intregued by the 'thundercat's as a a race then this book is highly suggested.

Excellent

cool info to add to the AD&D 3.5 game

Glad to have it. It makes my collection that much more complete. Started using it right away with my sessions.

My son was the recipient of the book & he just loved it & so did his friends who play the game with him.

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