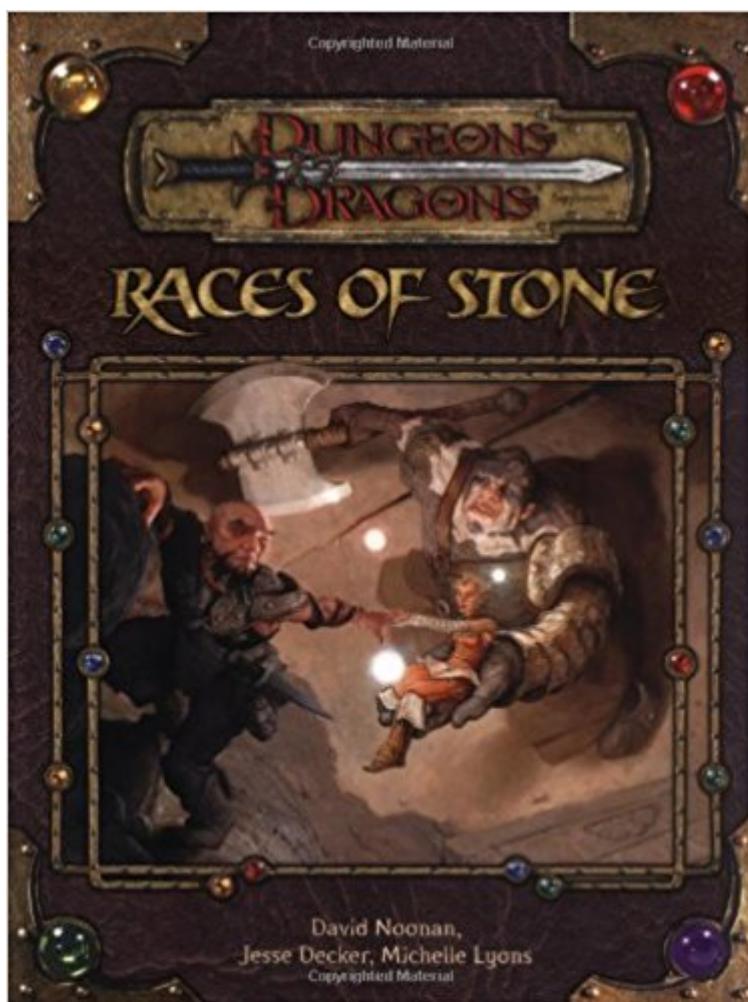


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Races Of Stone (Dungeons & Dragons D20 3.5 Fantasy Roleplaying Supplement)



Synopsis

A new D&D sourcebook detailing various mountain-dwelling races. *Races of Stone* provides Dungeons & Dragons® players with an in-depth look at races that live on, under, or around mountains in the D&D world. There is extensive information on the classic races of gnomes and dwarves, including new rules, information for interaction, new spells, and new magic items attuned to each race. In addition, there are new races, over 20 new prestige classes, over 40 new feats, new equipment, and new magic items.

Book Information

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Customer Reviews

Jesse Decker has written numerous articles in relation to the D&D game, and his most recent design credits include the D&D Arms and Equipment Guide and Unearthed Arcana. David Noonan works full-time in the Wizards of the Coast R&D department. His most recent credits include the D&D accessory Complete Warrior, the Urban Arcana Campaign Setting, and Unearthed Arcana...

The only problem I had was the packing used for the book wasn't good, it ended up becoming damage in shipping. The top left hand corner of the book is completely torn up, and the binding was not as good as promised. I was sadly disappointed with this since the product description said the binding was good. My husband is still happy with the book, but we both were just disappointed at the lack of care and the damaging of the product.

I have had an opportunity to go through the majority of this book now and overall it is a great

supplement for the new player. There is a lot of fluff- but for players new to the game, it does provide a good amount of information regarding the role playing of dwarves, gnomes, and the newly introduced races like Goliaths and stone children. For those of us that have some experience, I would have to agree with earlier reviews that the revisionism occurring with religion and the deities is ludicrous. This book doesn't provide a lot of crunch- but most of what it does provide is good, especially with regards to some of the specialty equipment and prestige classes. Overall this is a good book for newbies and those experienced players that crave more knowledge on dwarves and other creatures that have ties to earth and stone.

First - the obvious. This book covers dwarves, gnomes, and goliaths (a new race). It includes a number of race-specific feats, class options and equipment. Overall, this section is good, and gives a number of different new options. The prestige classes were mostly well-designed, and will make a welcome option. The Goliaths of course need to be added into a campaign world, as will many of the new races and variants listed in the "Other Races" chapter. The author actually predicted this, and gives several suggestions at the beginning of the chapter (well done!). The feats chapter gives a number of interesting feats. Of particular note are some of the feats which blend racial elements with psionic elements. For instance Invest Armor lets a psionic improve his armor's defense. Good ideas in here. The weak point of this book is the chapters on dwarves and gnomes. The section on dwarves fails to give as much of a proper "dwarven feel" as the 2nd Edition Complete Dwarves Handbook did. After reading the CDH, I immediately wanted to play a dwarf. I didn't get the same feeling from this. The chapter mentioned dwarven clans, but failed to really define their function within society except as a subgroup for a character to belong to. Finally, the section on religion ignored most of the well-established dwarven gods, and created a mostly new batch (or renamed a few). Some can be incorporated easily into the existing pantheon (Valkauna makes a great wife for Clangeddin). But why the name changes? Mya is an absurd name for the wife of Moradin! Finally, any discussion on the various dwarven subraces and their relations was totally missing. Where were the deep dwarves? The section on gnomes is similar to the dwarves. Lots of information, but sadly lacking. The 3rd edition gnomes have had something of an identity crisis, and this book does work to bridge the gap to the illusionist-pranksters of old. But again there is little effort to capture the previous gnomish "feel", and instead the gnomes are subjected to some amount of revisionism. The deities are given the same treatment of the dwarves, and an entirely new divine-level conflict for gnomes is created. Finally, though I am a BIG fan of Ron Spencer's art, his gnomes (and for that matter, most of the 3rd edition gnomes) look like nothing more than short humans. Talk about

identity crisis. The goliaths are well-done, and create a race with almost a totemistic attitude. With their nomadism and primitive lifestyle, it should be easy to add them into existing campaigns.

As with the other Races... books this one adds some more equipment options. I preferred the in-depth about dwarves over everything else though

Probably my favorite cheese race, the whisper gnome, comes from this book. Also Goliaths are neat and some of the feats and weapon and armor options are awesome. Great book for expanding your character options for players. Also not bad for DMs looking to beef up their monsters or improve the loot to be more than the standard DMG and MIC fare.

Just the depth this book goes into the primary races ALONE (dwarves and gnomes) is worth it! I don't care anything for the fluff race goliaths but the 'indepth study' as it seems of dwarves and gnomes is well thought and well done and can be used even beyond rpg as a source material for writers and just about as any 'scholarly' (though hardly definitive) look at mythlogical race as I've seen. If you are a big fan of dwarves, rper or not, this is your book! I have a big hankering for those short and stocky bearded fellows and how they manage to stay in there despite it all!

The book is in excellent shape, but smells of mildew as if stored in a moist attic. Overall I am happy with it though..

This supplement provides more in-depth information on the already existing races of dwarf and gnome, and additional races such as goliaths. It provides settlements, subraces, prestige classes, plus race-specific feats, spells, and powers (for psionics). I've used the earth dreamer to good effect as an npc, creating a space cadet, or rather, earth cadet, personality, to the amusement of the players. All in all, an incredibly useful tool to enhance the game.

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