



Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers (Dungeons & Dragons Accessory)

Mike Selinker, David Eckelberry

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The ultimate guide to customizing barbarians, druids, and rangers for the D&D game.

Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers contains strategies for creating specific types of characters, as well as advice for Dungeon Masters and players on how these types of characters could impact a campaign world. This volume contains details of skills, feats, and equipment for players who want to play a specific type of character beyond the information available in the *Player's Handbook*.

Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers (Dungeons & Dragons Accessory) Details

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From Reader Review Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers (Dungeons & Dragons Accessory) for online ebook

SSJKailan says

Masters of the Wild is the last of a series of 3rd Edition D&D books focussing on the various character classes, this time featuring the barbarian, druid and ranger classes. Like the other books in the series (*Sword and Fist*, *Defenders of the Faith*, *Tome and Blood*, and *Song and Silence*) it is moderately useful, but probably not worth its asking price.

The first chapter is a general discussion on the three classes - suitable races, interaction with other classes, advice on class specific abilities (barbarian rage, druid *Wild Shape* and ranger favoured enemies) and a variant form of ranger focussed on urban instead of wilderness life - and is pretty interesting. The second chapter focusses on a large list of new feats of use to the three nature classes.

Chapter 3 covers mundane and magical items, including the new infusion magical item type, and chapter 4 has a discussion on animal companions along with some new dire animals and the new legendary animals

Chapter 5 is the prestige classes. As usual, there's a mix of interesting and boring classes, plus some odd choices (why does the Exotic Weapon Master require the ability to rage? the class has nothing to do with raging). Chapter 6 has a list of new spells suitable for druids and rangers (and some that are suitable for clerics and sorcerer/wizards as well).

Jakk Makk says

The last book in the series, but also the best. Thrills the imagination without even playing the game. My favorite is the Oozemaster--way to think outside the box--now if we can just get Minecraft to follow suit!

This volume typifies the player bloat complaints of V3.5, but it never bothered me. Keep what you like and chuck the rest, is always good DM advice.

The art is below average, almost laughable, in a classic way. The ideas hold value beyond the edition, making this a worthy DM's reference.

Abraham Ray says

good book about 3.5 edition dnd, this book is about barbarians, druids & rangers of course!

Isaac Timm says

All the bad ideas of 3rd Edition in one place, uninteresting options, over-powered abilities, and strange weapons and rules. The "how to" manual to creating the perfect amoral and uninteresting ranger. But hey, the hero doesn't get the treasure first.

Mike (the Paladin) says

When 3rd edition came out I was involved in 2 games. One I was a player and in the other I was the DM. I was playing a ranger in the game where I was a player.

To me the outstanding feature of 3rd edition was (is) that players get very powerful very fast. As a ranger I also found that as powerful as I was, the magic characters (wizards and sorcerers) were even more powerful. The book above is one of a set of books that are supposed to help build your character. I had this one for my character and for use as a DM.

These books could I suppose be adapted to other editions of D&D if you want to put in the time as a DM. I plan to stay with 2nd edition and didn't care to. I sold my set.
