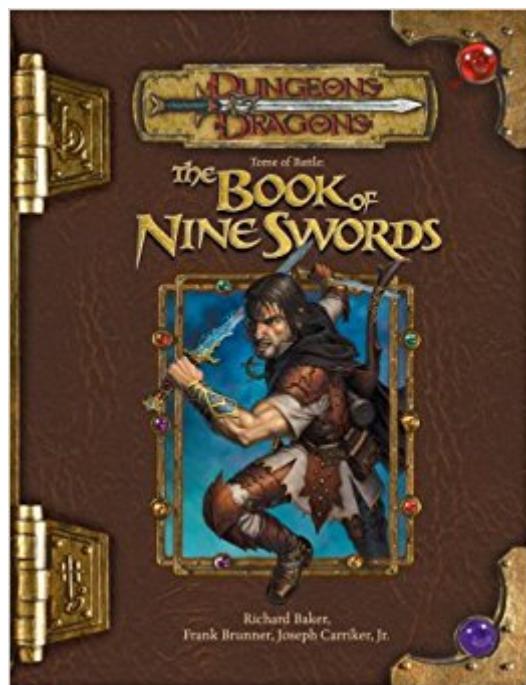


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Tome Of Battle: The Book Of Nine Swords (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



Synopsis

Tome of Battle introduces a new combat subsystem for the D&D game. Tome of Battle introduces new rules for players who want new and interesting combat options for their characters. The nine martial disciplines presented within allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Three new martial adept base classes are presented that allow a character to develop their discipline even further. Also included are new feats and prestige classes that build on the disciplines, new magic items and spells, and new monster and organizations.

Book Information

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Customer Reviews

This book includes much much much in the way of character creation. Sword magic gives you a system that can only be described as spellcasting to martial characters. This gives you many different opportunities to deal additional d6s of damage to your enemies, ways around damage reduction, abilities which allow you to change your resistances on the fly, and a few other options that fighters just don't get in 3.5 D&D. There's also the swordsage, which is like a monk on crack with a lot more character options and archetypes available. Maybe a break down of the classes is in order here: Crusader - Basically built for tanking, the crusader is a non-restrictive paladin type sword magic user who gains his magic through inspiration. Basically he starts with x maneuvers and has a maximum of y total maneuvers available at any time, each round, he randomly gets another one of his x maneuvers added and when he reaches his y total, he resets the pile and goes back to x maneuvers available. This allows him to continually use maneuvers every round if he so desires, quite powerful. Some of the maneuvers available are healing maneuvers, but there are also a fair

amount of damage increasing maneuvers as well as party oriented (buff/debuff) maneuvers available to the crusader. Sword Sage - besides getting their wisdom to AC while in light or no armor, sword sages get a large number of maneuvers available right away. They have a lot of interesting maneuvers available to them that provide arguably more utility than the other two base classes in this book. Sword Sages can get maneuvers that allow them to basically dimension door a short distance, turn themselves in to living flames, become magical brawlers or grapple masters, and a whole slew of other neat things. Warblade - Probably my favorite of the bunch, the warblade gets one of the most stat heavy leveling charts ever, 2 good saves, d12 hit dice, 4+int skills, class abilities as well as maneuvers. This class is the most flexible, as you can take and qualify for fighter feats and then, using warblade voodoo, switch what weapons they apply to by simply training in the morning. Yes this basically means that if you become a master of a double greatsword and the boss drops a scythe that is amazing, you can switch your weapon focus, specialization, and other weapon specific feats pretty much on a whim. The maneuvers available to the warblade are also nothing to scoff at. They get access to the ironheart school of maneuvers, which is warblade specific, and allows them to boost their damage with 2h weapons, hit multiple targets with a standard action, shake off effects that would normally mess up any other players day, and such. Really I like this class probably more than it deserves. There's also new magic items, feats for more than just sword-magic users, and a nice assortment of sword magic prestige options available. A great player resource, or for a DM who wants to kill his players with sword magic.

The Tome of Battle provides some of the most broken classes in Dungeons and Dragons 3.5 edition; however, it also adds a lot of utility and versatility to the good ol' frontliners and melee classes; if the players use it, the DM will have to structure encounters around such use, as there's a lot of cheesy moves in this book, and even a splash level into one of the classes presented in this book will increase the power of a character exponentially. You have been warned...

I used to buy almost all the D&D sourcebooks, but with more and more being released and the price not dropping, I've become a lot more selective. But after seeing some of the enhancements presented in the Tome of Battle, I decided I'd go ahead and order this one. Boy am I happy I did. There are 3 new martial classes presented here, along with a plethora of martial maneuvers, which essentially are like power ups you might find in a fighting videogame. High powered attack enhancements, super counters, the ability to alter combat by assuming a stance. Anyone looking to add a breath of fresh air to their character or campaign should give this a look.

I find the new classes to be unique and actually pretty fun to play so far. The book really isn't that complicated and the new classes can be added seemlessly into your campaign settings if you choose. Richard Baker did a quality job in creating a new class type, without making them to complicated to understand for both DM's and Players.

This is an interesting and potentially exciting supplement, but there are so many new rules, you'll need a copy of the book for yourself and your GM. This is one of those supplements where the crunchy bits are so extensive you can't just drop it into an existing game and run with it. Likewise, the crunchy bits are tightly intertwined and have new rules systems meaning that the GM and the player will need to understand them. Unlike many of the other splat books, this one would be hard to pick and choose - you can't just grab a couple of feats and go, you and your GM will need to understand the rules well. The system includes three new base classes which are really there to allow you to use the new combat rules. The classes represent three different approaches to extreme combat training. The book offers about 30 new feats including a large number of tactical feats. The much longer rules section is the maneuvers and stances. Many of the feats either have maneuvers or class levels as prerequisites, meaning you can't just drop them on your favorite fighters. The maneuvers and stances are the core of the book. They are organized into 9 schools each of which has a different focus. These special tricks allow you to gain advantages in combat. The advantages range from simple bonuses to hit or damage to the ability to take extraordinary actions or create what would normally be considered magical effects. Because some of these tricks are quite powerful, there is some bookkeeping involved in using them. The suggestion in the rulebook of using tokens (or index cards) to track them is perfect and should probably be considered mandatory. Overall, this is a great book and a great expansion. The extra bang for fighters is very welcome and allows you to create some very popular cinematic and fiction archetypes that you just can't get with the conventional rules. The extra complexity is worth it, but you definitely need to make sure that you read the rules thoroughly before starting to play or adding this to your campaign.

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