

Dungeons and Dragons 3.5

When D&D 3.5 was released in July 2003, I (along with many others) was disappointed to find that the new core rulebooks made no attempt to indicate the precise changes that had been made in the revision. With the individual changes numbering in the thousands, I wanted some way for my group of experienced 3.0 players to be able to get a handle on the revision -- to find and consider all the subtle changes that have been made to classes, skills, feats, spells etc. without all of them having to go through the text paragraph by paragraph. So I decided to do it myself...

I have gone through the entire *Player's Handbook*, as well as chapters 7 and 8 of the *Dungeon Master's Guide* (the parts of the DMG of most relevance to players) and carefully compared them to the equivalent sections in the 3.0 rulebooks, to produce the files listed below. I've highlighted all of the changes and tried to provide enough of the surrounding text to show the revisions in context. Those parts of the books which did not change, as well as most of the examples and "flavor" text, are not reproduced here, so these files are certainly not intended as a substitute for purchasing the revised core rulebooks.

Errata Updates: The files have been updated to reflect the latest official errata for the PHB, released by Wizards of the Coast on February 17, 2006, and also for the DMG, released on March 12, 2004.

If you find any errors or omissions, please feel free to contact me through the address at the bottom of this page.

(The files are in Adobe® PDF format. If you don't already have the Adobe Acrobat® reader, click on the icon below to get it.)



PLAYER'S HANDBOOK

- Preface **Introduction:** No significant changes were made to this chapter.
- Chapter 1 [Abilities and Races](#) (75 Kb; 2 pages)
- Chapter 2 (These two chapters are combined into one document since there are only a couple of significant changes to chapter 1).
- Chapter 3 [Classes](#) (334 Kb; 19 pages)
- Chapter 4 [Skills](#) (273 Kb; 10 pages)
- Chapter 5 [Feats](#) (170 Kb; 7 pages)
- Chapter 6 **Description:** No significant changes were made to this chapter.
- Chapter 7 [Equipment](#) (170 Kb; 7 pages)
- Chapter 8 [Combat](#) (212 Kb; 9 pages)
- Chapter 9 [Adventuring](#) (94 Kb; 2 pages)
- Chapter 10 [Magic](#) (80 Kb; 2 pages)
- Chapter 11 **Spells:** I have created separate files for each of the spellcasting classes, as listed below.
- [Bard Spells](#) (257 Kb; 13 pages)
 - [Cleric Spells](#) (542 Kb; 38 pages) (includes all changes to cleric domain spells)
 - [Druid Spells](#) (275 Kb; 14 pages)
 - [Paladin Spells](#) (122 Kb; 4 pages)
 - [Ranger Spells](#) (134 Kb; 5 pages)

[Sorcerer/Wizard Spells](#) (468 Kb; 27 pages)

Appendix [General Guidelines and Glossary](#) (118 Kb; 4 pages)

DUNGEON MASTER'S GUIDE

Chapter 7 [Magic Items](#) (466 Kb; 26 pages)

Chapter 8 [Glossary](#) (103 Kb; 3 pages)

Last updated: May 22, 2006.

Compiled and edited by [Steven Cooper](#) (remove NOSPAM to reply).
