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Dungeons & Dragons Starter Set: Fantasy Roleplaying Game Starter Set (D&D Boxed Game)



Synopsis

Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Ideal for a group of 4 – 6, the Dungeons & Dragons Starter Set includes a 64-page adventure book with everything the Dungeon Master needs to get started, a 32-page rulebook for playing characters level 1 – 5, 5 pregenerated characters, each with a character sheet and supporting reference material, and 6 dice.

Book Information

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Customer Reviews

First things first - for those of you rating this based on comparisons to starter sets for other RPGs, please consider this: if you have enough knowledge of/experience with other RPG starter sets to make this comparison, you are not the target audience for this starter set! Please download the free D&D Basic PDF and consider purchasing the 5e core books (Player's Handbook, Monster Manual, Dungeon Master's Guide) when they are released over the coming months. As someone who has been playing D&D and other tabletop games for over 20 years, I am clearly not part of the target audience for this product -- although I did purchase a copy it to get the included adventure, and for the dice which I have given to my three-year-old to add to her collection so that she'll be well-equipped once she's old enough to start gaming. My rating is based solely on how well WOTC achieved their goal for this starter: to make an affordable, accessible entry product for people who are new to D&D (and, if new to D&D, most likely new to pen-and-paper RPGs in general). Note that

this also means that my rating does not necessarily reflect my opinion of the 5e rules themselves -- again, I am looking only at the contents of this starter set and its ability to deliver what it proposes to do. On the first count, I doubt few would argue that the retail price falls outside the "affordable" range, and I would even go as far as to say that it becomes downright cheap if you purchase it at 's price.

A couple of years ago, Wizards of the Coast set out to create a new edition of Dungeons and Dragons. One that could bring together fans of all previous editions, whom after 30 years of rules updates and changes had become quite the splintered bunch, all of them loving the same hobby but so settled into their own preferred version of the game that they couldn't even play with one another. And so began a 2-year-long free public play test. The goal was to get feedback from as many players as possible and create a game that truly captured the essence of D&D, with the hopes of reuniting the D&D tribe. So now, after all of the play test packets and surveys and forums, here we are. This Starter Set is the first official product to result from all of that effort on the part of the game designers and the public. So the 2 questions on everyone's mind are 1) How is the new D&D system? and 2) How is the Starter Set as a product? Well, now that I've had the chance to read over the Starter Set materials, I'll add my two cents. As far as the new system goes, I think it's pretty darn good...flexible and not overly complicated, but also not lacking in rules and charts and all of that other fun stuff D&D players like. For those who are claiming that the rules don't feel different enough - from 2nd edition or 3rd edition or Pathfinder or whatever - well, that's the point. It's supposed to feel like Dungeons and Dragons to players of all previous editions. There isn't supposed to be a huge learning curve if you've already played D&D before. And that's a good thing. And yet, there's also just enough new stuff to make this new edition feel exciting as well. The advantage/disadvantage rules, the refined skill list, the less dramatic, more gritty level progression, the unique mechanics of each class.

Considering the low price, this is a good deal. It could be better, but it's still good idea. As a long-time player since 1st edition, I remember buying the old Basic red box in the the early 80s and learning from that. So I have nostalgia for that idea of someone buying this as their first intro to D&D. This mostly fits that bill. Edition Itself: I've been playing this with my game group and love the 5th edition rules. They are more streamlined than previous editions, but still offer flexibility. I liked 1st and 4th editions, but now I think this edition has won me over as being the best. So if someone is interested in D&D, I would easily tell them to start here. It's as streamlined as the rules can get

without getting in the way of a good time. Rules: The printed rules are mostly high-level but at least provide a list of spells. But it basically is everything you need to get started. I think this is where I wish WotC should've added a printed version of the 100+ page rules book available for free on their web site. The rules and adventure in this box are decent for getting started, but they could've added a little more bang for the buck by adding that other rule book. I wish they would put that in a future edition. (But it's always available for free for everyone. So it's out there. And it's not needed at all for this.) Adventure: The adventure included is quite long and worth the purchase. It'll keep your party busy for many sessions (which may be 30+ hours total). So it fits the bill for being standard enough for new players to get a feel for D&D, but with rich interactions that flex social abilities, communication, spells, many character skills, and combat in creative ways.

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