

5th Edition Players Handbook

Study this guide and keep it close at hand--this manual of monsters might save your life! This immersive illustrated bestiary introduces you to memorable monsters in Dungeons & Dragons, from the smallest beasts to the most dangerous behemoths. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the unusual creatures, from the minuscule to the massive, that fill the fantastic world of the game. This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination. Organized by size from small to large, bigger and more dangerous monsters are introduced with every turn of the page. *Beasts & Behemoths* is a perfect way for new players and young fantasy fans to learn about the monsters an adventuring party can meet, with profiles full of example encounters and storytelling tips that encourage creative problem-solving skills when battling beastly foes.

A wickedly whimsical adventure for the world's greatest roleplaying game. Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know

how to put on a good show. But there's more to this magical extravaganza than meets the eye! The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven. The Wild Beyond the Witchlight takes adventurers from the Witchlight Carnival to Prismeer, a Feywild domain of delight, and is designed for characters of levels 1–8. This book comes with a poster map that shows the carnival on one side and Prismeer on the other.

- Explore the Plane of Faerie in the first official D&D adventure set primarily in the Feywild
- Easily drop The Witchlight Carnival into any campaign—for passage into the Feywild or just a night of carnival games and wild entertainment
- Introduces two races—play as a fairy or as a harengon, a race of humanoid rabbits
- Adds two backgrounds—the Feylost who grew up in the Feywild, and a Witchlight Hand who works at the carnival
- All encounters can be resolved without resorting to combat, rewarding clever ideas and creative roleplay
- Classic 1980s Dungeons & Dragons characters return, including Warduke, Strongheart, and Kelek

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons &

Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore—and to strip-mine for profit. Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Play 4th Edition D&D in style with this deluxe rulebook. The Player's Handbook presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create his D&D character. This is a premium, foil cover

version of the 4th Edition Player's Handbook that every Dungeons & Dragons player and Dungeon Master can appreciate.

The perfect gift for the Dungeons & Dragons fans in your life or as a treat for yourself. Need a gift for the holidays? A birthday present, a treat for yourself?

This is it. Inside the D&D Core Rulebook Gift Set are special foil cover editions of the three Dungeons & Dragons core rulebooks—the Players Handbook, Dungeon Master's Guide, and Monster Manual—plus a Dungeon Master's screen, all collected in a stylish slipcase. It's the perfect gift for any D&D fan. • Each

of the three books and the Dungeon Master's screen feature reflective foil covers, available ONLY with this release. • The Player's Handbook,

Dungeon Master's Guide, and Monster Manual are the foundational texts of D&D's fifth edition—for beginners and for veterans alike. • The D&D Gift Set

includes the latest rules updates and errata. •

Dungeons & Dragons is the world's greatest

roleplaying game. Created in 1974, D&D

transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

A magical mixture of rules options for the world's greatest roleplaying game. The wizard Tasha, whose

great works include the spell Tasha's hideous

laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her

enemies wouldn't want these treasured secrets

scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all. **EXPANDED SUBCLASSES.** Try out subclass options for every Dungeons & Dragons class, including the artificer, which appears in the book. **MORE CHARACTER OPTIONS.** Tasha's Cauldron of Everything introduces a host of class features and feats, plus straightforward rules for modifying a character's racial traits and customizing their origin. **INTRODUCING GROUP PATRONS.** Whether you're part of the same criminal syndicate or working for an ancient dragon, each group patron option comes with its own perks and types of assignments. **SPELLS, ARTIFACTS & MAGIC TATTOOS.** Discover more spells, as well as magic tattoos, artifacts, and other magic items for your campaign. **EXPANDED RULES OPTIONS.** Try out rules for sidekicks, supernatural environments, natural hazards, and parleying with monsters, and gain guidance on running a session zero. **A PLETHORA OF PUZZLES.** Ready to be dropped into any D&D adventure, puzzles of varied difficulty await your adventurers, complete with traps and guidance on using the puzzles in a campaign. Full of expanded content for players and Dungeon Masters alike, this book is a great addition to the Player's Handbook. Baked in you'll find more rule options for all the character classes in the Player's Handbook, including more subclass options. Thrown in for good

measure is the artificer class, a master of magical invention. And this witch's brew wouldn't be complete without a dash of added artifacts, spellbook options, spells for both player characters and monsters, magical tattoos, group patrons, and other tasty goodies.

Everything you need to start playing the world's greatest roleplaying game. "I recommend [the D&D Starter Set] for anyone who's curious and wants to learn D&D."—Ed Grabionowski, io9.Gizmodo.com

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. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters!

- FIVE READY-TO-PLAY CHARACTERS
- SIX DICE
- ONE ADVENTURE BOOK: LOST MINE OF PHANDELVER
- ONE RULEBOOK
- ONE CHARACTER SHEET

"D&D acolytes are everywhere. . . Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker

Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

The main Dungeons & Dragons books are the Player's Handbook, Monster Manual, and Dungeon Master's Guide.

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a

Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

Everything a player needs to create heroic characters for the world's greatest roleplaying game The Player's Handbook(r) is the essential reference for every Dungeons & Dragons(r) roleplayer. It contains rules for character creation and

advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create exciting characters from among the most iconic D&D(r) races and classes. Dungeons & Dragons immerses you in a world of adventure. Explore ancient ruins and deadly dungeons. Battle monsters while searching for legendary treasures. Gain experience and power as you trek across uncharted lands with your companions. The world needs heroes. Will you answer the call?

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

Sure, you think you know the story of the fearsome red dragon, Dragonia. How it terrorized the village of Skendrick until a brave band of heroes answered the noble villagers' call for aid. How nothing could stop those courageous souls from facing down the dragon. How they emerged victorious and laden with treasure. But, even in a world filled with epic adventures and tales of derring-do, where dragons, goblins, and unlicensed prestidigitators run amok, legendary heroes don't always know what they're redoing. Sometimes they're clueless.

Sometimes beleaguered townsfolk are more hapless than helpless. And orcs? They're not always assholes, and sometimes they don't actually want to eat your children. Heloise the Bard, Erithea's most renowned storyteller (at least, to hear her tell it), is here to set the record straight. See, it turns out

adventuring isn't easy, and true heroism is as rare as an articulate villager. Having spent decades propagating this particular myth (which, incidentally, she wrote), she finally able to tell the real story-for which she just so happened to have a front-row seat. Welcome to Erithea. I hope you brought a change of undergarments-things are going to get messy. Take a stand against the giants in this adventure for the world's greatest roleplaying game Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To

defeat giants, you need to be giant!

Discusses how to create and play characters of various races, classes, and abilities, covering topics including skills, feats, equipment, adventuring, and magic.

A Game Informer "Best Role-Playing Game Releases Of 2018" Selection Stand with your guild in the first Dungeons & Dragons book to explore the world of Magic: The Gathering. In Guildmasters' Guide to Ravnica, the world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons. • Everything you need to create characters and run adventures in Ravnica—one of the richest, most beloved settings in Magic: The Gathering. • 5 new races, specific to Ravnica, plus 2 new subclasses, 78 new monsters, and 17 new magic items. • "Krenko's Way:" a ready-made adventure for level 1 characters. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Endless adventure and untold excitement await! Prepare to venture forth with your bold compaions into a world of heroic fantasy. Within these pages,

you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in the fall of 2003 from Wizards of the Coast, Inc.

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Drizt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the people of Ten-Towns to face the dangerous

magic of the crystal shard.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1–15 Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to

welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

This core rulebook is a deluxe, leather-bound edition of the essential tool every D&D player needs.

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of

Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new

generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. •

Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread—each domain with its own unique flavor of horror, thrilling story hooks, and grisly cast of characters • Craft your own D&D horror

settings, add tension with optional rules, and get advice for running a game that's ghastly in all the

right ways • Create characters with lineages tied to vampires, undead, and hags, horror-themed

subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword • Unleash

nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets •

Explore Ravenloft in the included Dungeons &

Dragons adventure—play as a stand-alone adventure or drop it into your current game for a bit of sinister

fun

Fill your Dungeons & Dragons games with deadly monsters from the Monster Manual. The Monster Manual teaches you how to how to fill your Dungeons & Dragons games with monsters—how to populate the game with pesky goblins and mighty dragons for players to battle or beguile, outwit or outrun. Inside the Monster Manual you'll find more than 150 classic D&D creatures, with vivid illustrations and rich descriptions to help breathe life into your zombies and liches. "...What if I told you about the best book of monsters ever? The 5E Monster Manual just might be the one..."—Ed Grabianowski, io9.Gizmodo.com "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker • The Monster Manual is one of the three main Dungeons & Dragons books, along with the Player's Handbook and the Dungeon Master's Guide. It's an essential resource for Dungeon Masters to use in populating any type of challenge they might contrive for their players. • From an angel's wingspan to the vacant eyes of a zombie beholder, the Monster Manual includes more than 150 creatures illustrated in vivid color, with more than 400 quick reference tables to help you bring them to life with ease. • Rich descriptions of each monster help trigger your imagination. From

the familiar (“vampires hate sunlight”) to the arcane (“what color is the vapor from a gorgon’s nose?”), the *Monster Manual* helps inspire your decisions and keep the game flowing smoothly. • In *Dungeons & Dragons*, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • *Dungeons & Dragons* is the world’s greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Presents an introduction to *Dungeons and Dragons* with information on the rules, characters, weapons and gear, and game etiquette.

The ghoul bat dropped like rotten fruit, startling a bandit. The hidden darakhul ranger draws an arrow dripping in death on a gnarled black bow--and lets it loose! This book provides character options well beyond the norm. Eight playable races and options for the 5th edition of the world's first RPG including: derro, mushroom folk, deep trollkin, drow and many more. These new options include all new backgrounds as well, such as the Siwali Embalmer and Ghoul Imperium Deserter. Uncover new Underworld subclasses that fit your new character ? Herald of the Ebon Star roguish archetype ? Grave Binder and White Necromancer arcane traditions ? Primal Path of the Sarastran ? Imperial Hunter

ranger archetype ? And many others! Plus new spells, trinkets, Underworld beasts, and more! The Underworld Player's Guide adds layers of grime and death to any game!

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands. D&D's most storied dungeons are now part of your modern repertoire of adventures. Enjoy, and remember to keep a few spare character sheets handy. **DREAD TALES TOLD IN THE DEAD OF NIGHT** When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, this book provides fans with adventures, magic items and deadly monsters, all of which have been updated to the fifth edition rules. Explore seven deadly dungeons in this

adventure supplement for the world's greatest roleplaying game. Tales from the Yawning Portal Includes the Following Adventures: Against the Giants Dead in Thay Forge of Fury Hidden Shrine of Tamoachan Sunless Citadel Tomb of Horrors White Plume Mountain

MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. • The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. • Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. • An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true

spirit of a game that holds captive the hearts and minds of millions of players worldwide.

Rollicking campus adventures for the world's greatest roleplaying game. The greatest minds in the multiverse meet at Strixhaven University. Professors convey fantastic secrets to eager students, and life on campus is frenetic. But danger lurks even here. Campus hijinks mix with mishaps and sinister plots, and it's up to you to save the day. Strixhaven: A Curriculum of Chaos introduces the fantastical setting of Strixhaven University to Dungeons & Dragons, drawn from the multiverse of Magic: The Gathering. It also provides rules for creating characters who are students in one of its five colleges. Characters can explore the setting over the course of four adventures, which can be played together or on their own. Each describes an academic year filled with scholarly pursuits, campus shenanigans, exciting friendships, hidden dangers, and perhaps even romance.

- Includes four brand new D&D adventures that can be played as stand-alones or woven together as a campaign from levels 1–10
- Adds a new playable race—an owlin, one of the owlfolk who study at the university
- Includes a bestiary of over forty magical creatures and NPCs
- Experience D&D in new ways through the academic challenges, extracurricular activities and jobs, and relationships explored on campus
- Includes a beautifully illustrated double-sided poster map that

shows Strixhaven's campus on one side and important locations on the other • Attend an elite mage university, choose your college, and adventure your way to graduation • Adds new player character options including feats and new backgrounds for first-year students at Strixhaven

Create heroic characters for the world's greatest roleplaying game. The Player's Handbook is the essential reference for every Dungeons & Dragons roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create characters from among the most iconic D&D races and classes. Publisher's Weekly #1 Best Seller in Hardcover Nonfiction Wall Street Journal #1 Best Seller in Hardcover Nonfiction • In Dungeons & Dragons, you and your friends coauthor your own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • The Player's Handbook is the first of three D&D core rulebooks, along with the Monster Manual and the Dungeon Master's Guide. The Player's Handbook is the cornerstone. It's the foundational text of D&D's fifth edition—for beginners and for veterans alike. • The Player's Handbook walks you through how to create a Dungeons & Dragons character—the role you'll play in the D&D

world. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Discover everything there is to know about dragons—the most iconic of D&D monsters—in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god—and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns.

Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. •

Introduces gem dragons to fifth edition! • Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons • Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn,

additional spell options, and a feat • Presents a complete dragon bestiary and introduces a variety of

dragons and dragon-related creatures—including aspects of the dragon gods, dragon minions, and more • Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game.

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the Sword Coast Adventurer's Guide provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The Sword Coast Adventurer's Guide is also a great way to catch up on recent events in the Forgotten Realms, to get background on locations

featured in the Rage of Demons storyline coming in September, and to learn the lore behind video games like Neverwinter and Sword Coast Legends. Here are just a few of the features you'll find in the Sword Coast Adventurer's Guide:

- Immersive Adventuring: This campaign sourcebook provides players and Dungeon Masters material for creating vibrant fantasy stories along the Sword Coast.
- New Character Options: The book offers new subclass options, such as the Purple Dragon Knight and the Swashbuckler, for many of the classes presented in the Player's Handbook, as well as new subraces and backgrounds specific to the Forgotten Realms.
- Adventure in the Forgotten Realms: Discover the current state of the Forgotten Realms and its deities after the Spellplague and the second Sundering. You'll also get updated maps of this area of the Realms.
- Compatible with Rage of Demons storyline: Make characters for use with the Out of the Abyss adventure and fight back the influence of the demon lords in the Underdark below the Sword Coast.
- Insider Information: Learn the background behind locations, such as Luskan and Gracklstugh, featured in the upcoming digital RPG, Sword Coast Legends, from n-Space. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of Waterdeep, an elf bladesinger, or one of the other new options, while Dungeon Masters will relish a book full of mysterious locations and story hooks to keep players adventuring on the Sword Coast for years to come. Look for Sword Coast Adventurer's Guide to be available on November 3.

Explore a wealth of new rules options for both players and Dungeon Masters in this supplement for the world's greatest roleplaying game. The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything! Xanathar's Guide to Everything is the first major expansion for fifth edition Dungeons & Dragons, offering new rules and story options:

- Over twenty-five new subclasses for the character classes in the Player's Handbook, including the Cavalier for the fighter, the Circle of Dreams for the druid, the Horizon Walker for the ranger, and many more
- Dozens of new spells, a collection of racial feats, and a system to give your character a randomized backstory
- A variety of tools that provide Dungeon Masters fresh ways to use traps, magic items, downtime activities, and more—all designed to enhance a D&D campaign and push it in new directions

Amid all this expansion material, Xanathar offers bizarre observations about whatever its eyestalks happen to glimpse. Pray they don't come to rest on you. Beauty and guile are in the eyes of the beholder!

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve

them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. • An epic adventure for characters levels 1 – 15, the Elemental Evil™ story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. • Includes new elemental spells and the element-touched genasi as a new playable race. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Sasquatch Game Studio LLC.

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