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The Players Handbook is the most essential D&D sourcebook for players, containing everything needed to start playing D&D from character creation to adventuring in the multiverse. The book includes rules for creating characters with nine playable races and 12 classes, as well as rules for playing the game, magic, and spellcasting. A copy of the Players Handbook is necessary for every player, whether digital or physical, to fully understand the options available in D&D 5e. The most valuable chapter in this book is undoubtedly Chapter Seven, offering an enormous amount of useful information per page. Every player and Dungeon Master should read it at least once and bookmark it for future reference. The subsequent chapters delve into adventuring rules, combat mechanics, spellcasting explanations, and spell listings, which are essential for a comprehensive understanding of the game. However, Chapter Eleven, which provides a list of spells available to each class in alphabetical order, is somewhat less valuable than the other chapters. Fortunately, players can easily find this information online, making it unnecessary to consult the book extensively. Furthermore, the introduction section does an excellent job of explaining the tone and gameplay loop of D&D 5e, which new players might miss if they only rely on online resources. Some key takeaways from the introduction include: "The Dungeons & Dragons roleplaying game is about storytelling in worlds of swords and sorcery," highlighting the game's intended genre and playstyle. Additionally, the book emphasizes that while anything is possible in D&D, the dice make certain outcomes more probable than others. Perhaps most importantly, it stresses that there's no winning or losing in the game; rather, a successful adventure is one where everyone has a good time and creates memorable stories. The appendices provide additional resources, including stat blocks for common creatures, explanations of different Conditions and Planes of Existence, and lists of inspirational books to help players grasp the tone and influences of D&D. With this enhanced Player's Handbook, you'll discover a richer world of Dungeons & Dragons. Create legendary heroes with new origins, classes, and subclasses that are perfectly balanced for thrilling gameplay. Delve into the depths of character creation and advancement with our optimized rules. Our team of dedicated contributors includes Kim Mohan, Matt Sernett, Chris Dupuis, Tom LaPille, Miranda Horner, Mike Mearls, Jeremy Crawford, Jennielle Clarke Wilkes, Steve Winter, Nina Hess, Steve Townshend, Ben Petrisor, and many more. Their expertise has shaped this comprehensive guide to the world of D&D. From combat and equipment to spells and exploration, our revised rules ensure a maximum fun experience for players and Dungeon Masters alike. With over 175,000 fans contributing to playtesting, we're grateful for their dedication to making D&D an unparalleled role-playing adventure. **Dungeon Delights and Demons: A Guide to Not Getting**

Slain===== A certain degree of mayhem is inevitable when venturing into the world of Dungeons & Dragons. To minimize the risk of becoming a mid-morning snack for a hungry behir, it's essential to be aware of some of the more... unpleasant consequences. \* Forcing appendages into the mouth of a leering green devil face\* Accepting dinner invitations from bugbears\* Storming the feast hall of a hill giant stronghold\* Angering any dragon, regardless of its size or species\* Saying yes when the DM asks "Are you really sure?" The world is in need of brave adventurers. Are you prepared to answer the call? \*\*Player's Handbook\*\* provides an overview of the basic rules, character customization options, and game mechanics. The contents include: Introduction Chapter 1: Creating Characters Step-by-Step Chapter 2: Exploring Racial Options Chapter 3: Discovering Class Roles Chapter 4: Understanding Personality and Background Chapter 5: Outfitting Your Character Chapter 6: Customizing Your Game Chapter 7: Mastering Ability Scores Chapter 8: The Thrill of Adventuring Chapter 9: The Heat of Combat Chapter 10: Casting Spells Chapter 11: Conclusion Appendix A: Conditions to Watch Out For Appendix B: Deities of the Multiverse Appendix C: Exploring the Planes of Existence Appendix D: Creature Statistics for Easy Reference Appendix E: Inspirational Reading for Your Next Quest Index Character Sheet \*\*Magic Spells\*\* acid splash aid alarm alter self animal friendship animal messenger animal shapes animate dead animate objects antilife shell antimagic field antipathy/sympathy arcane eye arcane gate arcane lock armor of Agathys arms of Hadar astral projection augury aura of life aura of purity aura of vitality awaken bane banishing smite banishment barkskin beacon of hope beast sense bestow curse Bigby's hand blade barrier blade ward bless blight blinding smite blindness/deafness blink blur branding smite burning hands call lightning calm emotions chain lightning charm person chill touch chromatic orb circle of death circle of power clairvoyance clone cloud of daggers cloudkill color spray command commune commune with nature compelled duel comprehend languages compulsion cone of cold confusion conjure animals conjure barrage conjure celestial conjure elemental conjure fey conjure minor elementals conjure volley conjure woodland beings contact other plane contagion contingency continual flame control water control weather cordon of arrows counterspell create food and water create or destroy water create undead creation crown of madness crusader's mantle cure wounds dancing lights darkness darkvision daylight death ward delayed blast fireball demiplane destructive wave detect evil and good detect magic detect poison and disease detect thoughts dimension door disguise self disintegrate dispel evil and good dispel magic dissonant whispers divination divine favor divine word dominate beast dominate monster dominate person Drawmij's instant summons dream druidcraft earthquake eldritch blast elemental weapon enhance ability enlarge/reduce ensnaring strike entangle enthral etherealness Evard's black tentacles expeditious retreat eyebite fabricate faerie fire false life fear feather fall feebmind feign death find familiar find steed find the path find traps finger of death fire bolt fire shield fire storm fireball flame blade flame strike flaming sphere flesh to stone fly fog cloud forbiddance forcecage foresight freedom of movement friends gaseous form gate gas gentle repose glibness, globe of invulnerability, glyph of warding, goodberry, grasping vine, grease, greater invisibility, greater restoration, guardian of faith, guards and wards, guidance, guiding bolt, gust of wind, hail of thorns, hallow, hallucinatory terrain, harm, haste, heal, healing word, heat metal, hellish rebuke, heroes' feast, heroism, hex, hold monster, hold person, holy aura, hunger of Hadar, hunter's mark, hypnotic pattern, ice storm, identify, illusory script, imprisonment, incendiary cloud, inflict wounds, insect plague, invisibility, jump, knock, legend lore, Leomund's secret chest, Leomund's tiny hut, lesser restoration, levitate, light, lightning arrow, lightning bolt, locate animals or plants, locate creature, locate object, longstrider, mage armor, mage hand, magic circle, magic jar, magic missile, magic mouth, magic weapon, major image, mass cure wounds, mass heal, mass healing word, mass suggestion, maze, meld into stone, Mel's acid arrow, mending, message, meteor swarm, mind blank, minor illusion, mirage arcane, mirror image, mislead, misty step, modify memory, moonbeam, Mordenkainen's faithful hound, Mordenkainen's magnificent mansion, Mordenkainen's private sanctum, Mordenkainen's sword, move earth, nondetection, Nystul's magic aura, Otiluke's freezing sphere, Otiluke's resilient sphere, Otto's irresistible dance, pass without trace, passwall, phantasmal force, phantasmal killer, phantom steed, planar ally, planar binding, plane shift, plant growth, poison spray, polymorph, power word, heal, power word, kill, power word, stun, prayer of healing, prestidigitation, prismatic spray, prismatic wall, produce flame, programmed illusion, project image, protection from energy, protection from evil and good, protection from poison, purify food and drink, raise dead, Rary's telepathic bond, ray of enfeeblement, ray of frost, ray of sickness, regenerate, reincarnate, remove curse, resistance, resurrection, reverse gravity, revivify, rope trick, sacred flame, sanctuary, scorching ray, scrying, searing smite, see invisibility, seeming, sending, sequester, shapechange, shatter, shield, shield of faith, shillelagh, shocking grasp, silence, silent image, simulacrum, sleep, sleet storm, slow, spare the dying, speak with animals, speak with dead, speak with plants, spider climb, spike growth, spirit guardians, spiritual weapon, staggering smite, stinking cloud, stone shape, stoneskin, storm of vengeance, suggestion, sunbeam, sunburst, swift quiver, symbol, Tasha's hideous laughter, telekinesis, telepathy, teleport, teleportation circle, Tenser's floating disk, thaumaturgy, thorn whip, thunderous smite, thunderwave, time stop, tongues, transport via plants, tree stride, true polymorph, true resurrection, true seeing, true strike, tsunami, unseen servant, vampiric touch, vicious mockery, wall of fire, wall of force, wall of ice, wall of stone, wall of thorns, warding bond Credits for the Dungeons & Dragons Player's Handbook include Lead Designers Mike Mearls and Jeremy Crawford, Rules Development by Rodney Thompson and Peter Lee, Writing by James Wyatt, Robert J. Schwalb, and Bruce R. Cordell. Editing by Michele Carter, Chris Sims, Scott Fitzgerald Gray, and Christopher Perkins, and Producer Greg Bilsland. Art Directors include Kate Irwin, Dan Gelon, Jon Schindehette, Mari Kolkowsky, Melissa Rapier, and Shauna Narciso, with Graphic Designers Bree Heiss, Emi Tanji, and Barry Craig. The book features cover art by Tyler Jacobson and interior illustrations from various artists. Awards include the 2015 ENnie Awards for Product of the Year, Best Game, and Best Rules Writing, as well as the 2015 Origins Awards for Best Role Playing Game and Fan Favorites: Best Role Playing Game. Additionally, the book was recognized with a Golden Geek Award in 2014 for Best Artwork and Presentation.

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