I'm not a robot



The Essential Resource for Dungeons & Dragons PlayersEmbark on an epic adventure with the latest update to the Player's Handbook, a comprehensive guide for fifth edition D&D players. This 384-page book offers optimized rules for character creation and advancement, exploration, combat, equipment, spells, and much more. With an expanded selection of character origins, classes, and subclasses, revised and balanced for maximum fun, you can create fantastic heroes tailored to your playstyle.The new design features improved layout and organization, making it easier to find the information you need. The book includes updated learn to play and character creation sections, as well as expanded player options, including 12 classes, 48 subclasses, 10 species, 16 backgrounds, and 75 feats. A companion to the fifth edition Dungeon Master's Guide (2024) and Monster Manual (2025), this sourcebook provides everything you need to build a unique character.The Player's Handbook has been rebuilt in Foundry VTT's journal system with custom styles to emulate the book, allowing you to build characters right in your sheet. The Advancement system automatically grants new features, ability score improvements, feats, hit point increases, and more as you gain experience. With ruletips, hover over a word like "Restrained" for an explanation of how it works, making it easy to navigate the rules.The Fifth Edition game system from Dungeons & Dragons offers various automation features that streamline gameplay. With Activities, players can enhance items and character features through multiple actions such as attacks, damage, saving throws, enchantments, and more. The Active Effects feature keeps track of effects applied to Actors, ensuring that their statuses are up-to-date. Players can also summon allies using the Summoning system, which allows for customizable summons, placement on the map, and automatic bonus allocation.The 4.0 release introduces a new NPC sheet with an updated design and functionality. This sheet enables quicker access to abilities, actions, armor class, and more, while maintaining player information in the "Public" section of NPC biographies and keeping private details hidden. The Spellcaster details section provides a clear overview of an NPC's Ability, Attack, Spell DC, Spellcaster level, and Concentration bonus.The Foundry Virtual Tabletop includes 233 high-resolution tokens integrated with the Dynamic Token Engine, offering dynamic rendering and special visual effects to enhance gameplay immersion. For support inquiries or feature clarification, players are encouraged to reach out before making a purchase. Purchases are non-refundable once the module is installed on the computer hosting Foundry Virtual Tabletop.This content is English-only at this time and does not include a PDF or physical copy of the book. The premium D&D fifth edition content for Foundry VTT is exclusive to the platform and cannot be used interchangeably with digital books purchased on D&D Beyond. Players are permitted to record videos or live-stream using official D&D content, adhering to the Wizards of the Coast Fan Content Policy.Join the conversation about this with other fans by heading to our Foundry VTT Discord server or discussing it on the Foundry VTT Reddit. The latest version is Version 5.0.3, updated 2 weeks and 5 days ago. Let's dive in!The Player's Handbook 5th edition is the ultimate guide for players of Dungeons & Dragons. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create unique characters from iconic D&D races and classes.In this world of adventure, you'll explore ancient ruins, deadly dungeons, battle monsters, search for legendary treasures, gain experience, and power up with your companions. The world needs heroes will you answer the call?The Player's Handbook contains the fundamental rules of the 5e system, base classes and races, character customization options, and more. Dive into the book to discover:IntroductionStep-by-step CharactersRacesClassesPersonality and BackgroundEquipmentCustomization OptionsUsing Ability ScoresAdventuringCombatSpellcastingSpellsAlso, find helpful appendices on Conditions, Gods of the Multiverse, The Planes of Existence, Creature Statistics, and Inspirational Reading.Here is the rewritten text: arcane mist call forth communicate with nature compelled duel comprehend languages compulsion elemental fury entrapment ethereal presence fey summons forest communion force shield forest wrath gate to other planes healing surge hypnotic storm magical barrier mental clarity mystical connection nature's wrath planetary convergence primal fury radiant aura spectral shield stellar guidance protection from dark energies defense against malevolent and benevolent forces shielding from toxins cleansing food and drink reviving the dead forging a deep telepathic bond with Rary sending a debilitating ray of weakness unleashing a chilling beam of frost weakening an opponent's vitality restoring health rebirthing into new life lifting curses granting resistance to harm defying death itself manipulating gravity healing with revivifying energy bending reality with illusion magic dispelling illusions smiting enemies with searing fury witnessing the invisible world perceiving reality beyond the veil sending messages across vast distances isolating oneself from worldly distractions assuming multiple forms through shape-shifting shattering enemy morale donning a protective shield of faith wielding the powerful thorn whip unleashing devastating thunderous strikes halting time itself speaking with animals and the spirits of the dead communing with nature through the power of plants traversing vast distances via sentient vines traversing realms through the realm of trees assuming multiple forms as a true polymorph restoring loved ones to life perceiving reality with uncanny accuracy landing precise blows in combat harnessing the fury of the tsunamis commanding an unseen servant channeling vampiric energy mocking enemies with cruel taunts creating walls of fire and ice to protect allies shielding oneself from harm through a protective barrier of stone or thorns binding oneself to a warding bond for added protection breathing underwater and walking on water's surface entangling enemies in webs of reality-bending magic perceiving the world as ever-shifting and unpredictable bending the winds themselves to one's will summoning wishes from beyond the veil of reality unleashing devastating blasts of magical energy recalling lost knowledge through ancient words of recall facing one's own mortality with unwavering resolveThe fifth edition of the Dungeons & Dragons Players Handbook has undergone significant revisions with the release of a new, improved version in 2024, titled the "2024 Core Rules." This revised handbook is the result of the One D&D initiative, which involved extensive playtesting and feedback from players throughout 2022 and 2023. The primary goal of this revision is to enhance the existing rules, making the game easier to learn, faster to play, and more enjoyable overall.The new content has been shaped by player feedback, particularly from surveys conducted as part of the Unearthed Arcana playtest. This revised version still retains the majority of the existing D&D 5e rules but introduces notable changes, including updates to classes, races, spells, feats, backgrounds, and combat mechanics.The 2024 Core Rules include a new Player's Handbook, which is compatible with all previously published 5e materials, as well as a new Dungeons Masters Guide and Monster Manual. The release of these three books marks a significant milestone in the celebration of Dungeons & Dragons' 50th anniversary.Dungeons & Dragons 5th Edition PHB 2024: Key Changes and UpdatesThe 2024 Player's Handbook has introduced significant changes to the 2014 version, reorganizing content and presenting a more beginner-friendly approach.Key updates include:* A new character sheet with improved labeling for first-time players* A streamlined approach to creating DnD characters* A rules glossary at the back of the book* Changes to classes, including updated abilities and features for each class:+ Barbarian: Rage is now more flexible and easier to use+ Bard: Bardic inspiration has been improved for easier use+ Cleric: New Divine Order and Channel Divinity features have been added+ Druid: Wild Shape feature has been significantly changed with enhanced combat and spellcasting abilities+ Fighter: Weapon Mastery system and Fighting Styles have been introduced+ Monk: Ki Points are now Focus Points, monk weapons have been updated+ Ranger: Magic options have been added, including the Hunter's Mark spell+ Sorcerer: Innate Sorcery feature has been added with overhauled Meta Magic rules+ Warlock: Spell restoration has been updated for flexibility and Eldritch Invocations+ Wizard: Prepared spells have been updated along with rules for creating and using spellbooks* Changes to backgrounds, including ability score bonuses in addition to extra skill and tool proficienciesThese updates aim to provide a more streamlined and beginner-friendly experience for players.The new DnD 20XX Player's Handbook offers flexibility in assigning bonuses, allowing for increased scores or all three by a single value. For instance, the Sage background enables boosts to Constitution, Intelligence, or Wisdom. Notably, there are now 16 backgrounds, with some updated from the 2014 rules and others being entirely new. The PHB features 48 subclasses, each main class having access to at least four options (more for Cleric and Wizard). All existing subclasses have undergone changes, and one notable change is that all subclasses are chosen at level 3, regardless of class.The new PHB includes three brand-new subclasses: Circle of the Sea for Druids, College of Dance for Bards, and Path of the World Tree for Barbarians. These subclasses were previously featured in Unearthed Arcana playtest materials but are now officially part of the core rules.The PHB also introduces a significant update to combat, including a new Weapon Mastery feature that grants each weapon a unique "Mastery Property" with martial classes receiving additional options. Martial players can tap into these properties when proficient in the weapon.There are eight Mastery Properties: Graze, Nick, Push, Sap, Slow, Topple, Vex, and Finesse, providing various effects during combat.Meanwhile, DnD Weapons retain their original Properties but gain Mastery Properties to add a tactical level to gameplay. However, this change also introduces the potential for combat to slow down.The new PHB also overhauls Feats, no longer making them optional. Instead, there are four varieties: Origin Feats (granted by Background), General Feats (taken from Level 4 and up), Fighting Style Feats (gained with martial classes' Fighting Style trait), and Epic Boons (chosen at Level 19). Feats now provide unique powers and grant abilities.The new 2024 Player's Handbook brings about significant changes, including tweaks to ability score increases, magic progression, and racial modifications. Ability scores can now be increased with specific feats like Athlete, allowing for more flexibility. Magic & Spell Progression has also undergone major updates, featuring over 400 spells, revised existing ones, and 12 new spells like Yolande's Regal Presence. Warlocks have gained more invocations at earlier levels, and the Wizard has replaced "School" with a simpler title. Races are now referred to as "species," and racial modifiers have been removed in favor of player-chosen Backgrounds that determine ability score bonuses. The starting species have also seen updates, including increased Darkvision for Dwarves. New base species include Aasimar, Orcs, and Goliaths. Minor rules changes include streamlined Exhaustion and Surprise mechanics, while Inspiration has become Heroic Inspiration. Additionally, drinking a potion is now a bonus action. The book features high-quality artwork from various illustrators, with each Class having a full-color illustration and more art per page than the 2014 version. New Background illustrations can even help inspire character origin stories. Finally, the new crafting rules allow players to create their own weapons and items.The 2024 Players Handbook has introduced a new feature called Utilize Action, which showcases how tools can be used in crafting and other situations. For instance, using Cobblers Tools can help track an individual by their footprints when combined with an Investigation check. Each tool is tied to one ability score, allowing you to add your Proficiency Bonus if proficient. Additionally, Advantage is granted on ability checks that utilize a skill and a tool you're proficient with.The new PHB has a delayed release date of September 17th, 2024, after an initial announcement in November 2023 that stated the book would be released in May 2024. Pre-orders for digital copies on D&D Beyond or physical copies from local game stores received early access to the book on September 3rd, 2024.The Players Handbook retails for $49.99 USD for the physical version and $29.99 USD for the digital version on D&D Beyond. A physical-digital bundle including all three Core Rulebooks is available for $179.97 USD on D&D Beyond, a $60 savings compared to purchasing each book separately.Wizards of the Coast has released two versions of the book: a standard version by artist Tyler Jacobson and an alternate cover created by artist Wylie Beckert. The standard cover features characters from DnD lore, including the Elf Queen Yolande and others, while the alternate cover has a more subdued tone.The new PHB offers changes such as new art and layout, backgrounds, species, and feats, which provide greater flexibility in character creation. Rules tweaks include updates to Exhaustion, Surprise, Grappling, and Inspiration, making the game run smoother.The new 2024 Players Handbook aims to address minor issues with the current fifth edition rules set while maintaining the game's legacy and fun. It features improvements based on fan feedback and introduces new content, including three subclasses, three races, and a dozen spells. The book is not the start of D&D 6e, but rather an evolution of the game that enhances its quality.

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