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Sword Coast Adventurer's Guide (D&D Accessory)



Synopsis

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.

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Customer Reviews

I'm going to attempt to explain why this book has gotten great reviews from some and terrible reviews from others. The answer is simple: some people are buying this book thinking it's something that it's not. I'll sum it up, then go into more detail. **DON'T** buy this book if: 1) Your campaign is not set in the realms or if your version of the realms largely ignores the canon in exchange for creative freedom. The Players' Handbook has enough info for both of these types of DMs, both on the Realms and on generic or non-realms settings. 2) You're doing it just for maps. The maps are each available to purchase for a couple of bucks from the artists' storefronts, in both printed and digital form. 3) You're looking for an exhaustive campaign setting. This is not a campaign setting. This book is for both DMs and Players, and includes 5e lore on major cities and settlements, deities, races, classes, etc, for a huge area. If it were that detailed, this book would need to be several volumes at minimum. 4) You're a player looking for custom classes. The class options are merely new paths for existing classes, albeit some of them might make the class feel wholly different like the swashbuckler rogue or bladesinger wizard. Still, they are class options. **DO** buy this book if: 1) You're running a 5e Forgotten Realms campaign, and want to stay true to the canon for the most part. This book is pretty good at showing where the realms stand in 5e without getting so detailed it puts a ton of constraints on your campaign. Still, as I mentioned before, if you like to go totally off canon, a huge portion of this book will be useless to you.

This book has taken a lot of heat by reviewers and on the 5th edition boards. It's not as bad as all that. The problem is, this book is designed for a certain type of player...namely one who is not familiar much or at all with the Forgotten Realms. First, you will note the title of the book: **ADVENTURER'S GUIDE**. Not **DM's GUIDE**. Not **CAMPAIGN SOURCEBOOK**. It is not, nor is it meant to be, either of these things. It is meant to provide a very broad overview of Faerun and the Sword Coast region in particular. If you are an experienced player or DM familiar with Faerun, almost nothing here will be of use to you for the first 50 pages of the book. Sorry, but you don't need a few

paragraphs about each location in the Sword Coast or a few paragraphs about the deities of Faerun or a section on coinage of the Realms. But a new DM or player needs these things as an introduction, to allow him to design or play in a campaign set on the Sword Coast. That's what this book is, a board framework for the unfamiliar. But, of course, WOTC needs to sell the book to everyone. So they added some crunch. Not a lot, but enough to make buying the book pretty necessary for experienced players. Does that mean experienced DMs and players will end up paying for 80 pages and using less than 30? Yep. Know that going in. So what's the crunchy bit? Mainly a few subclasses, like deep gnomes and duergar, and more importantly, some class archetypes. Mind you, not every class gets new archetypes. Bards and druids, for example, do not. Some merely get expanded archetypes, like the barbarian which has new animals for its totems. But fighters get Purple Dragon Knight (a sort of warlord leader type), Rogues get Swashbucklers and a spy/infiltrator archetype.

To start: this is not a full setting book like in editions past. Even with the most successful launch in DnD history, 5E's development team is down to around eight people, meaning they have to contract out - to Green Ronin Publishing in this case - and it shows: this is a strangely placed product, not a full setting book, not a low-priced addendum. The writing is great (and mostly in-character as a variety of people from the Realms), the art is okay. It's laid out well and the book quality overall is fine. Who is this for?: DMs. Players who love to roleplay in the Realms will want to pick this up as well, but the main thrust is for DMs. How are the new Subclasses?: Great and balanced (except for min/max fanatics who will inevitably complain). All the options are full of flavor and RP potential, and the permissive notes regarding the racially locked options - Battlerager and Bladesinger - give new DMs license to apply these subclasses however they want and not fall into the newbie trap of "only RAW." There are a few pages in the back about how to apply the new rules to different DnD settings (Greyhawk, Eberron, Dragonlance) and your own settings. There is no new content for Druids, Rangers, and Bards, although they, along with the rest of the classes, are given a write-up regarding how they work in the Realms. Races?: Yep! A few new races and new variants for existing ones. I was hoping for a more in-depth treatment of Aasimar, but alas. The only note here is the Winged Tiedling variant is probably too good. Each race is given a thorough review and discussion of its place in the Realms. New Spells?: Four new melee cantrips for Wizards, Warlocks, and Sorcerers. Eldritch Knights and Bladelocks rejoice! Setting Information?

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