

1: e Publications - Dungeons and Dragons Wiki

Pardon the lengthiness of this post. I lost a few of my books, so I was trying to figure out what else I was missing in it was almost impossible to find a post/blog that contained a complete list, however!

I think bard is one of the most balanced, dynamic, and fun classes to play in the game. The bard can be adapted to a bunch of different play styles: He can usually fill a number of those roles at the same time, and does so effectively. The DM is pissed at you, the other players are pissed at you, and the campaign ends early. I cannot recommend the class enough, especially for your next low- or mid-powered campaign. That being said, the original handbook is great, and I recommend reading that one as well as this one to get multiple view points. Other Resources and Thanks Here are some of the resources that helped me build this handbook. They are all very good, I recommend that you read them as well: Very good stuff here. Eendarire â€” Breaking Down Inspire Courage. Definitely worth a read. Not comprehensive, but a few good angles. However, he talks a lot about crowd control, area effects, and spell use, so this is a good read. Relentless Imp â€” Metamagic and you Very useful reference for metamagic feats. Caedrus â€” The Fear Handbook For those bards who want to terrify their opponents, causing them to cower in the corner and cry like babies. The Unofficial Tome of Battle Tools Page â€” Very easy-to-navigate reference for the book of nine swords, which we can gain access to via the martial feats. Not a common choice, but strong. In addition, each the following members of the Giant in the Playground Forums helped contribute to this handbook: Also, some people have commented here with some really nice observations. Strong â€” This is also strong, but you may or may not want to take it depending on your build. OK â€” This is a reasonable choice. Weak â€” This is either mechanically weak, or has a very narrow application. Terrible â€” This is absolutely terrible or nearly unusable. Source Books Used I used all of the official source books and also included some items from dragon magazines. The Dragon Magazines are a little more difficult to review comprehensively, so I included the peaks I could find, but may have missed some items. You should be warned that Dragon Magazine features are typically unbalanced and should be reviewed with a critical eye before being accepted into your campaign. Instead, use it as a reference. I had a choice between only including the best or more stand-out items, or trying to be inclusive of all reasonably possible options. I chose to be inclusive. I think this will help more people and help people create diverse builds that I might not have considered. A Note on Ability Evaluation and Character Optimization When designing characters, people often focus on only level I recommend doing more than that. Even if you have a dedicated play group and make it all the way to level 20, the abilities you get at levels are going to get a lot more play than the abilities you get at levels Keep that in mind while designing your character. But for most people, level are much more important than levels Make sure you keep that in mind while developing your character. Party Roles Archer â€” The bard makes a fine archer. Blaster â€” The bard does not make a good blaster. He has a few direct damage spells on his list, but not many. Your spells can support this role as well. Buffing is something the bard is always going to be good at unless you actively work to make him bad at it. Caster â€” The bard has a really solid selection of spells, particularly crowd control and social spells. He also has good access into the illusion school, which opens up a world of possibilities. Debuffer â€” Aside from the good list of bard spells that debuffs opponents, the bard is a solid class for going into fear effects see the fear handbook link above. The bard also gets access to Doomspeak although at later levels which is one of the strongest debuffs in the game. Healer â€” The bard is the only arcane class that gets access to heal spells. If your party is light on healing, you can get the job done. I also think Cure Light Wounds is a fine spell to pick. Melee â€” You can become a pretty big powerhouse in melee, surprisingly. There are ways to get into full plate mail, dual-wielding can be good, and you can output a lot of damage using feats like knowledge devotion and snowflake wardance. This direction really benefits from Metamagic Song and Persist spell, too. He can pump all of the social skills except intimidate he has a lot of social-related spells charm, fascinate, suggestion, detect thoughts, etc. Generally, you can leave that to the fighter classes. You can output damage or manipulate the battlefield; let them get beat up while you play chess. That being said, a melee bard can build a little tanky if he goes deep into the crusader class It has a d10 for hit points. The best thing here is the Whip, which can be

used to trip opponents from a distance with some special advantages. You should definitely carry one and look for opportunities to use it. At higher levels, this will probably lose its appeal. At lower levels, it can be a really solid option. Elven Chain is a good idea once you can afford it, or halfweight drow armor [Forgotten Realms "Underdark source book]. He has limited spells know and limited spells-per-day, so it is important to choose your spells wisely. Bardic Knowledge " This is OK. Bardic Music " Along with spellcasting, this is the core of the bard class. There are many different kinds of bardic music: Countersong " Because it takes a standard action to activate and only protects against sonic or language-dependant magical attacks, this is very weak. It will be also virtually impossible to get this to protect against instantaneous effects. The one place it has some value is to try and break the effect of a continuous effect, but even then, it has to be a sonic or language based attack. I recommend swapping this out if you can. The ability is limited to one target per 3 levels. It is most useful as the pre-requisite for suggestion or mass suggestion. A creative bard with a reasonable DM can find some nice tricks with this ability. Inspire Courage " This is one of the best reasons to play a bard. When you use feats, magical items, and additional bard levels to get this bonus higher, it becomes responsible for a metric ton of damage. Obviously, this ability is stronger in a party of physical combat characters, and weaker in party of casters. The best part about this is it makes your fellow players happy, because their characters are more effective. Inspire Competence [Requires concentration] " This is pretty weak. Suggestion " This is an OK feature. Inspire Greatness " This is a solid feature, if you manage to stay bard for 9 levels. It gives extra hit dice, a small fort bonus, and a bonus to attack rolls that stacks with inspire courage. It will be useful occasionally. Mass Suggestion " This is OK. Alternate Class Features The bard has some really nice options for alternative class features. Bardic Knack PHB2, p 35 Lose bardic knowledge, gain the ability to use half your class level in place of skill ranks This is solid. I recommend it over bardic knowledge, but you may want to use this class-feature-slot for something else. I would rule that any Prestige Class that advances Bardic Knowledge would also advance this feature, but you will have to check with your DM for his ruling. Bardic Sage UA, p 49 Adds additional spells and bonus to knowledge in exchange for a higher need for intelligence and reduced duration of Bardic music abilities. If you can have a maxed-out charisma and a 16 intelligence, this might be worth pursuing. The big upside is an extra spells known, which is typically a hard limitation for bards. There are a few others here, too, benefiting climb, knowledge nature, knowledge history, knowledge the planes, decipher script, and knowledge arcana. But the Blackburn College is a nice clean upgrade. If you are a Drow and want poison use, this is a fine way to get it. Divine Bard UA, p 50 Wisdom used to determine if you can cast a spell, Charisma used for all other factors, some spells added to the bard spell list. This makes the bard have to pump wisdom to 16, and wisdom is his one easy dump stat. However, you do gain the ability to cast in full armor letting you dump dex so this might be worth looking at for a melee bard. The spells you gain are not exciting. In addition, your spells become divine spells instead of arcane spells. Thankfully, sublime chord and lyric thaumaturge are still available to divine bards. Lose bardic knowledge, inspire courage, inspire competence, inspire greatness, and inspire heroics. Mechanically, this is a big loss.

2: e Sourcebooks - Dungeons and Dragons Wiki

This is a list of Dungeons & Dragons rulebooks for the Dungeons & Dragons (D&D) fantasy role-playing game, sorted by the edition of the game that they appeared www.enganchecubano.com list does not include books designed for use as premade adventures.

Because so little of 3. For help identifying sourcebook abbreviations, see my Sourcebook Abbreviations Guide. Bad, useless options, or options which are extremely situational. OK options, or useful options that only apply in rare circumstances Green: Fantastic options, often essential to the function of your character. Those options also tend to be wildly unbalanced and rarely receive errata. I also omit the use of "Flaws" since they allow a massive increase in power with essentially no cost to the character. Introduction The Warlock is almost exclusively a Striker. Their invocations can allow them to fill some other roles, but their skill list is very limited, and doing anything but Eldritch Blast requires considerably investment. Because they are primarily arcane, the Warlock typically takes the place of a Wizard in the party. Eldritch Glaive allows the Warlock to step into melee, but that option is niche enough that I will not cover it in depth in this guide. Warlock Class Features Hit Points: However, if you choose to step into melee you will have some problems. Simple weapons is a nice touch, but completely useless. The ability to use light armor without messing up invocations gives you a nice boost to AC. For help selecting invocations, see my Warlock Invocations Breakdown. Arguably the best cantrip, and you can use it at will. Not particularly useful on a ranged character, but nice to have. At 8th level, this is essentially two charges from a wand of Lesser Vigor, amounting to roughly 15gp a day. At 15th level the fast healing improves to 2 30gp worth of wand per day, and at 18th level it improves to 5 75gp worth of wand per day. This is basically worthless. You might be tempted to use this in combat, but wasting a Standard action on this would be a huge mistake. Energy resistance is always nice. Amusing, but you still need to spend feats to craft items. For melee warlocks, this is a fantastic option. Applying poison when you are bitten or swallowed is situational. The high level ability to apply a poison to your Eldritch Blast as a move action is very cool. Reflex saves, AC, and touch attacks with Eldritch Blast. Hit points and Fortitude saves. Only important for skill points. Races Because Fell Flight depends on your base land speed, races with 20 foot speed can be troublesome. Small size is nice for the AC and attack bonuses, but typically comes with 20 foot speed. The penalty to Charisma is limiting, but Dwarves get a lot of very useful bonuses. Nothing good for the Warlock. Small size and a dexterity bonus. Non-Core Races Because Warlocks depend so heavily on their class level for invocations and Eldritch Blast damage, be very careful to avoid races with level adjustments unless your DM allows you to use the level adjustment buyoff rules. One of very few races with a Charisma bonus. The draconic rituals can get you some interesting bonuses, too. All of the best parts of the Halfling, but a bonus feat instead of the racial bonus to all saves. Essential if you plan to play a Face. Buy a Hat of Disguise. One of the most important Knowledge skills. Knowledge the planes Int: Helpful if you plan to play a Face. Essential for identifying spells and magic items. Use Magic Device Cha: Arguably the most powerful skill in the game. Allows you to do all sorts of crazy things with wands. Spell Resistance can really shut down a Warlock, so the ability to reliably overcome spell resistance can be very helpful. You can do considerably better with a feat. Maximize Spell-Like Ability is a much better return on investment. Warlocks get a total of 12 invocations over 20 levels, which is not nearly enough to get all of the good options. Be sure to compare the cost of a feat to the cost of a Rod of Eldritch Power for whatever invocation you plan to take. High level Warlocks can get least and lesser Dragonfire Adept invocations. For help selecting invocations, see my Warlock Invocations Breakdown, which includes information on available Dragonfire Adept Invocations. It only increases your threat range by 1, but a critical hit with Eldritch Blast is a very scary prospect. Not quite as important for Warlocks as it is for normal spellcasters, but going first can let you drop area control invocations to influence the battlefield or disable key enemies. Surprisingly does not require you to be evil. This includes skill checks and ability checks, but the definition of "check" in the PHB specifically mentions that attacks and saving throws are not checks. Requires you to be good-aligned. Become psionically focuses as a move action so that you can use Psionic Blast. Familiars are fantastic, and can do a

lot. For help with familiars, see my Practical Guide to Familiars. Many Improved Familiar options are absolutely fantastic. An unmodified Eldritch Blast is a 1st-level spell-like ability, so you can quicken it at level 1. Ranged touch attacks are reliable enough that you can typically live with the -4 penalty to fire into melee. Requires expending your psionic focus see Psionic Meditation , but adds 2d6 damage to your Eldritch Blast. Improve Psionic SHot from 2d6 to 4d6 bonus damage. Spell resistance becomes very common at high levels, but Arcane Mastery is more reliable. Arcane Master and Spell Penetration should allow you to always overcome the SR of any enemy you could expect to encounter. Weapons A warlock never needs a weapon. At range Warlocks use Eldritch Blast. The rare melee Warlock uses Eldritch Glaive, which provides a weapon. Armor Armor is presented in the order in which you should acquire it, rather than alphabetical order. Helpful for boosting your AC, but less important once you can make yourself invisible. Fantastic for invocations which you only need occasionally, and gp for least invocations is cheap enough that you can get all of the cool least invocations. The better invocations cost considerably more, so you probably only want to buy a handful of the better rods. The profane bonus to ranged touch attacks is tempting, but by the time you can afford this your attack bonus is good enough that you will basically never miss. A nice area control effect which you can use with Eldritch Blast. Entangling enemies with Eldritch Blast can be a nice crowd control effect. For gp, this completely replaces the Identify spell. Every party needs one, and with the ability to use Detect Magic at will, the Warlock is a good person to carry it. Broom of Flying DMG: A flat, permanent bonus to your Eldritch Blast damage. Cloak of Charisma DMG: Cloak of Resistance DMG: Vest of Resistance is identical and takes up a much less useful slot. Gloves of Dexterity DMG: Dexterity adds to AC, saves, and attack bonus with Eldritch blast. Assuming caster level works the same way it does with prestige classes, this means Warlocks advance their Eldritch Blast by one level, and their invocations work as if the Warlock were on level higher, thereby increasing durations. Vest of Resistance MIC: Same cost as a cloak, and takes up the largely useless "torso" slot. You never needed Strength for anything, so the penalty is irrelevant. For gp for Permanency, 10 for Reduce Person, for the xp cost to cast Permanency , you get quite a bit. Multiclassing and Prestige Classes Make sure to read the "Warlocks and Prestige Classes" section of the class description. This allows Warlocks to capitalize on many prestige classes generally not intended for Warlocks. A cool concept, but the Enlightened Spirit robs the Warlock of the versatility allowed by invocations. You could remain a vanilla Warlock and select invocations of the same type at the same rate, and be considerably more effective. Hellfire Blast provides a huge boost to Eldritch Blast damage, but at the cost of Constitution damage.

3: List of e books

The revised Player's Handbook is the definitive rulebook for the edition of the Dungeons & Dragons roleplaying game. It contains complete rules for the edition and is an essential purchase for anyone who wants to play the game.

4: Complete List of DnD Source Books : DnD

The Dungeons And Dragons PDF Books Links Thread. (provided by CeZ) Firstly, here is the Official Website for D&D, for those that don't want to google it.

5: The Hypertext d20 SRD (v & 5e d20 System Reference Document) :: www.enganchecubano.com

The Dungeons & Dragons Edition book series by multiple authors includes books Sharn: City of Towers, Premium Spell Compendium, Deluxe Eberron Dungeon Master's Screen (Eberron: Accessories), and several more. See the complete Dungeons & Dragons Edition series book list in order, box sets.

6: D&D Official Homepage | Dungeons & Dragons

The book is a must for playing monster classes, but more importantly it will teach you how 's monster design works from

the inside-out, which is invaluable for a DM. [permalink embed](#).

7: List of Dungeons & Dragons edition monsters - Wikipedia

Dungeons and Dragons has been around for a while now, and has often been hailed as one of the better games created with the gamist goal in mind. However, the game itself has any number of flaws, each one requiring a myriad of house rules in order to make the game function more easily.

8: RPG BOT - DnD - The Warlock Handbook

Dungeons & Dragons version (see editions of Dungeons & Dragons) was released in The first book containing monsters to be published was the Monster Manual, released along with the other two "core" rulebooks.

9: JoshuaD's New Bard Handbook | Dungeons and Dragons (DND)

The D&D Extra Life Team will be streaming games during the official Extra Life Game Day and beyond!

Muscle gain and fitness stack guide Assessment for transition Skoda fabia 2001 owners manual Thats what my mother taught me 8.3 Consciousness as treated in Philosophy 16 biology darwins theory of evolution assessment Margaret Atwood Presents The life and works of John Heywood Tom Ws Specialty Soviet Man in Space Objective IELTS Advanced Workbook Party dress sheet music First day of school or Sunday School De daumier-smiths blue period Sketches in architecture, containing plans and elevations of cottages, villas, and other useful buildings The Harems Secret Education in taste. Ipe top 400 asset managers 2014 Securities litigation reform proposals, S. 240, S. 667, and H.R. 1058 Pt. 2A. General population tables Different types of cooking methods and techniques Life-Giving Relationships (Horizons) The Cambridge history of the First World War Heart for every fate/ English to konkani dictionary Immanuel! God Is Still With Us! Daily problems and weekly puzzlers In the Days of Giants Actuality of Walter Benjamin A review of hypersonic boundary layer stability experiments in a quiet Mach 6 wind tunnel Synopsis of the families and genera of North American Diptera The development of China The cuisine of Venice surrounding northern regions The valley of hunger More Little Mouse Deer Tales Appendix C. A note on the Nanki collection of Purcells works Imogen Holst Sod Hut to Ivied Halls Handbook of Canadian foreign policy Hanging tree picture From Pigskin to Saddle Leather