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What is xanathar's guide to everything

Xanathar's Guide to Everything (XGtE) is the first major expansion for D&D 5e. Includes: 32 new subclasses for the characters classes of the Player's Manual (PHB) 95 new spells, a collection of racial prowess and a system to give your character a random story A series of optional tools and rules that allow the DM to use more effectively traps, magical objects and downtime activities. Curious, but violent creature, who collected this information from his years of research with the help of Sulgar, his red fish. The screenshots included in this article come from D&D Beyond because Wizards of the Coast has not officially published an electronic copy. What does the Xanathar All-In-One Guide include? The XGtE on DnD Beyond Index For Subclass players Character Story Generator Racial Skills for DM Further decisions for things like falling into combat, sleeping, identify spells and use tools A great system to build and plan meetings Random encounters based on PC level and environment A complete guide for running Ideas traps for your downtime information on the execution of shared campaigns and a character name generator For players Xanathar's Underclass guide An example of the writeup provided before the subclass functions. XGtE provides a TON of new subclass options, 32 in total. Each class (except the Artificer, which was not there when this book was published) receives two or three new subclass options. Most of these subclasses are treated in our Class Guides, but for a bird-flight overview, they are as follows: Barbaric Path of the Ancestral Guardian Protect yourself and your allies by invoking the ghosts of your ancestors. Storm Herald's path "You get access to damage and resistance based on the chosen element for your anger. Path of the Zealot "Become a warrior of the Gods and strike with their divine fury. Bard College of Glamour «You went to College in the Feywild and have eloquent speech and beauty of one of Fey. College of Swords « Get access to medium armor and venture into battle with fighting styles and flowers. College of Whispers «Bards trading secrets and whispers. Cleric Forge Domain «Creates and uses heavy armor and powerful magic weapons to defeat the forces of darkness. Grave Domain "Becomes a guardian of life and death. Rest the restless spirits and avoid death for those whose time has not yet come. The Druid Circle of Dreams "Enjoy with the healing power of Feywild. Circle of the Common Shepherd with the spirits of nature to protect the feast and Mother Earth. Fighter Arcane Archer «Use the infused arrows of magic to defeat those who oppose you in battle.«Become a horse fighting expert. "Add your relentless fighting spirit to defeat your enemies. the way of the drunken monks«« Move in the unpredictable, jerky movements of a drunkard to avoid damage and surprise your enemies in combat. Kensei's mode is «" Imbuzzle your weapons with the energy of your ki. Soul mode of the sun - channel your life energy into the burning bolts of radiant light. Paladin Oath of Conquest swore an oath to crush your enemies in battle. Oath of redemption is «- "I swear an oath to set those who walk in darkness to a righteous path. Ranger Gloom Stalker «- "Eye stuccoes are at home in the darkest places: deep underground, in dark alleys, in primeval forests, and everywhere the light darks. Horizon Walker is «- "Rangers who protect the material plane from extraplanar threats. Monster Slayer - trained in supernatural techniques to overcome even the most deadly monsters, monsters Slayers are experts at digging up and defeating powerful and mystical enemies. Rogue Inquisitive «- "Your keen eye for details provides benefits in combat and social situations. Mastermind «- "Your focus is on people and on influence and on influence and on the secrets they have. Words are your weapons all the time like knives or poison, and secrets and favors are some of your favorite treasures. Scout «- "You are skilled at stealth and surviving away from the streets of a city. The thieves who embrace this archetype are at home in the desert and among barbarians and rangers."Swashbuckler - focus on your training in the art of the blade, relying on speed, elegance and charm in equal parts. Divine Sorcerer Soul «- "Your innate magic derives from a distant and powerful blood connection with the divine. Shadow Magic «- "You are a shadow creature, for your innate magic comes from Shadowfell itself. You may trace your lineage to an entity from that location, or perhaps you have been exposed to its energy reduced and transformed by it. Witchcraft of the storm «- "The magic of the storm permeates your being. This power could be coming from a powerful elemental, or your destiny could be tied to the essence of a powerful storm. Warlock the celestial «- "Your covenant with that divine being of the higher planes allows you to experience the holy light that illuminates the multiverse. The hexablock is «- "You made your pact with a mysterious entity from the Shadowfell - a force that manifests itself in sentient magical weapons carved from the stuff of the shadow. Wizard's War Magic - the tradition of war magic merges the principles of evocation and abjuration, rather than specializing in one of those schools. In my opinion, this is really the meat and potatoes of the Xanathar Guide to Everything. The subclass section occupies 52 pages of the book of page 192 , significantly more than any other section. This is also where you will get the most value from the book. Buy this on D & D further, or Card, you will give you and your players access to double the amount of subclass options than the PHB alone. This is significantly more than any other source book available at the time of writing. Now, you may ask, A «- «- A "Well, yes, there there Lots of subclasses. Are they good? «- "The answer to this, in my honest opinion, is yes. Xanathar's guide to all that has some of the most fun to play subclasses that can completely shake up the way a character is played. Lower the character. Lower Hexblade Warlock Man, this really changes the melody on the warlocks. I was used to shy by the warlocks when I first started and I only had the PhB, because they usually boiled to throw explosions of Eldritch until it was in front of you he was dead. Hexblade fully validates the blade warlock pact, an advantage very similar to DEX-based characters, because your CHA is now used for attack rolls, damage, spells and social situations. I find the extinct plays a lot similar to Eldritch Knights (another favorite Class), in that it provides a lot of fighting options. Am I going to use my first bonus action to curse Hex or Hexblade? Should I save my spell slots for a shield or an AoE attack? If you're looking for a class that has a good mix of utilities, hand-to-hand damage, remote damage, and cellular, the Hexblade warlock spread is for you. You can read more about The Hexblade Warlock in our Warlock Guide. Kensei Monk This class gets the best scores across the board. Clean it up. Efficient. Practical. All while it is still a lot of fun to play. The Kensei Weapons feature allows you to extend the options of the monk's weapon. These Kensei weapons can also help you upgrade your crime or defense remotely without needing to spend any ki points. This is something that the phb monks were very much needed. You can read more about the path of the monk in Kensei in our Monk Guide. Gloomstalker Ranger What can I say, the Gloomstalker Ranger is just.....Sempire....Cool. Everything from the taste of the subclass, to the features, to the spells, is only so much so that it is almost made up for the unfortunate flub of enemies and natural explorer. You can read more about Gloomstalker Ranger in our Ranger Guide. Magistrato Magic Second Classes Magic Magic The War Magic Wizard was definitely one of XGtE's greatest delicacies. The subclasses of the PHB wizard have left quite a bit to the imagination, mainly because of how much they have been installed. I think the hard thing the Coast Wizard is trying to balance here is the real fact that the wizards have imitated amounts of utility because of the number of spells they can access. This leaves the magician of war with the shell of a really good sobriety, but ends up feeling empty. The ability to maintain concentration is easily a nice touch, but it is something that has already been solved by a number of protants available in the PHB. The biggest it is the wave of power that, despite its fresh name, is extremely ruthless. College of Whispers Bard The College of Whispers Bard is an interesting for me. I usually like bards, but I discovered that this particular college is difficult to balance. In the centric combination, linear campaigns, the College of whispers Bard Bard having a really hard time finding their time to shine. In political campaigns, heavy RP, the College of Whispers Bard is game-breaking. When used for its full capabilities, the class features can completely negate the air of mystery and distrust that is so important for these types of games. Arcane Archer Fighter The Arcane Archer falls into a dangerous well that the Knight Eldritch has just managed to avoid. Both of the Arcane Shot options are based on the fact that you are not going to download your INT stat because they require creatures to fail save to be fully effective. DEX-based fighters don't have much of a problem with INT pumping and STR-based fighters. This is mainly because they can rely on DEX for their AC (using medium armor,) and attack roll while neglecting CON because they are not going to be in the front lines much. All in all, the Arcane Archer subclass feels like it would be better suited to a Ranger, who of course has a reason to pump DEX and their spell modifier. Instead, they stepped on a Fighter and he just doesn't feel well. Xanathar's Guide to Everything Racial Feats XGtE introduces a new mechanic: Racial Feats. These are similar to the companies presented in the PHB, with the exception that they can only apply to a given tender. These feats range from the hardening of Dragonborn's scales to provide a non-mored AC, to allow Halflings to leave their fortune transfer to other creatures. While these feats are tasty and interesting, none of them are as strong as PHB's. See how D&D 5e's Races usually dictate the class you will play, a lot of these feats end up being redundant or not helpful if you try to expand the horizons of the race. I'm not saying that this is a good thing or a bad thing, I'm just saying that players will be less likely to trade an ASI for one of them. Xanathar's Guide to All Spells Additional Bard spells added in XGtE. Each class has its own table representing the new spells to choose from. Next to the subclasses, this is one of the best reasons to buy this original book. XGtE contains 95 new spells for players to choose from. As for the PHB, each class has access to some of these spells and range from cantrip to 9" level. Covering every spell would be an extremely great task, and it has already been done very well by Redditor u/jpvasku here. If you are a wizard who is itching to thicken their magic book, XGtE is the best place to start. For DMs XGtE contains a wealth of rules, meetings and campaign ideas. If, after reading the Master Dungeon guide, you are still looking to expand your DM training, XGtE is the next logical step. Chapter 2 focuses on and on the expansion of the CR system. XGtE contains explanations of the rules, such as how to solve the fall in combat, or how sleep works in the 5e system. While some people might be bored by the aspect of reading more rules and work work in their campaigns, I absolutely love it. I think you deal with stuff like your sleep can affect your players really helps to extend the choices they have to make when playing and can make the games feel more real. My favorite rule extensions from XGtE are the depths of the tools and spell. The XGtE tool profonnies covers every tool available in the DMG and explains how the profongenze in said tool work. There was (and it is still) a good amount of learning between players and msds on what difficult profonnies can actually do. This causes tools to end up being neglected when it really is, they are one of the best ways to add flavor to your character. For example, XGtE explains that the expertise with alchemist supplies allows characters to prepare intructions, such as acid fire or alchemist. The expertise with this tool also allows you to better identify the potions and use the investigations to ascertain which chemicals can be present in an area. For me, this is a huge update to what was given to us in the DMG and allows players to really customize their characters using the tools. XGtE Spellisting plunges a little deeper in how spells are perceived according to the components needed to launch them. My preferred rule extends around identifying spells because, as noted in the PHB, players normally do not know that a spell was launched unless the spell produces a remarkable effect. I also think that this is a great tool for the wizard's orthographic books and can allow them to expand the list of spells they know without having to find scrolls (but this is a homebrew mechanic). Meet one of the many CR tables that can help DMS balance their meetings. One of the most difficult things for even the most experienced DMS is the building. This is due to a number of factors, most of which are covered by our guide to build dating. One thing XGtE is really very expandable on the challenge assessment mechanic (CR). They explain that CR is not a fixed mechanic; It is fluid based on the number and level of PCs. This is mainly trying to deal with the fact that a level 2 adventurer party will find a CR 2 monster to be deadly, while a part of 4 level 12 adventurers will probably find CR 12 Monster to be an easy match. This chapter breaks as dealing with individual monsters and groups of monsters based on the Party level and the number of players. Provides a number of useful and easy-to-read graphics as well as a step-by-step approach on how to effectively design your meetings. Ideas at the top of the new rules options, XGtE also explores ideas for meetings, traps and stop times. This section, in my opinion, has the most «" Random encounter for a number of land. These graphs are sorted by level level are based on a roll D100. Some would say that random dating tables are somehow denied by the fact that there is Kobold Fight club, but I love the fact that these tables are so various (usually containing more than 20 possible results) and are not necessarily limited to fighting dating. For example, on the Arctic meetings (livelli 5 "10) table, a 61-65 will have the party that will meet 1D4 hours of extreme cold. This is a deadly self-containing encounter and could be something that PCs need to think outside the box to pass. Traps You may have noticed from reading our other articles, but we love to invent systems to help manage certain situations in D & D.5e. This could be something as simple as a stealth mission or something of the complex as creating your D & D city. I absolutely love this chapter on traps. As noted before, XGtE is designed to be an extension of the DMG and I think that the revisited section of the revisited traps does a great job based on the foundation that the DMG was supplied. Once again, the distinction between simple traps and complex traps is made. XGtE introduces new levels that can help these traps become complete meetings alone. XGtE develops in the philosophies of trap design, such as their purpose, lethality, triggers, effects, how to disarm them and how to place them. I love this approach and feel like it's something very lost in DMG. As the old adage goes, give a bear trapped a goblin and he will eat for a day. Teach a goblin how to effectively create and execute a bear trap and will eat for life. XGtE magic articles introduces a system to break magical objects in larger and smaller objects. This can help prevent the power of your party by giving them access to powerful objects too soon. This last section creates a new system that identifies magic items as minor or important objects. This distinction is arranged in a number of easy to read tables that list items for their rarity. This system is then used to denote how many types of PCs of magical articles should be at their level. This, in my opinion, is a great system and can help you to ensure that you do not accidentally inflate your campaign balance by providing too many magical items, or giving players access to powerful magic items too soon. Is Xanathar's guide worth it? Short answer: yes. Long answer: XGtE is, in my opinion, the next step for players and DMS to take once they want more from D & D.5. After getting used to the basic rules to get comfortable with the structure of a campaign, XGtE is an extraordinary way to breathe life and additional choices in the game. XGtE offers a large step-by-step stone for msds and intermediate players to enjoy withContent outside the core rules books, while not introducing anything completely broken (looks at you, Aarakoco from the elemental mate of the player of the bad player). It also provides a wealth of new rules and creative ideas for DMS to integrate their world building for the IL Edition of Dungeons & Dragons. 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