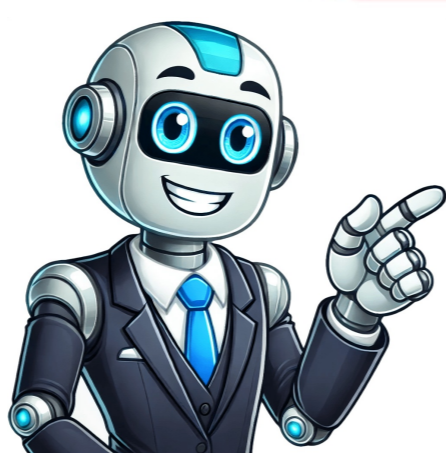


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The publishers are being asked to restore access to over 500,000 books. The credits list numerous contributors and designers who worked on the Player's Handbook, including lead designer Jeremy Crawford and other notable names from the Dungeons & Dragons (D&D) community. The handbook was developed by a team of over 175,000 fans of D&D, with contributions from writers, artists, editors, and others. The book includes rules development led by Rodney Thompson and Peter Lee, as well as project management by Neil Shinkle and Kim Graham. The credits also acknowledge the work of many other individuals, including publishers, marketing professionals, graphic designers, cover illustrators, and interior illustrators who helped to bring the handbook to life. Finally, the text notes that Wizards of the Coast is not responsible for any consequences that may arise from playing D&D, such as splitting up a party or angering a dragon. Wizards of the Coast LLC reserves all rights to its trademarked names, including Dungeon Master's Guide, Wizards of the Coast, and their respective logos in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. Reproduction or unauthorized use of material or artwork within this document is prohibited without express written permission. This new and improved Player's Handbook serves as the ultimate guide for fifth edition players, providing optimized rules for character creation and advancement, exploration, combat, equipment, spells, and more. Players can create fantastic heroes from an expanded selection of character origins, classes, and subclasses, revised and balanced for maximum fun. Published in 2024, this Player's Handbook is designed to help players navigate the world of Dungeons & Dragons, with a focus on fifth edition rules. It features contributions from a team of experienced creators, including Mike Mearls, Jeremy Crawford, and Christopher Perkins. The document includes artwork by numerous artists, such as Sidharth Chaturvedi, Wayne England, and David Palumbo. Manufactured by Hasbro SA in Delemont, Switzerland, this Player's Handbook is a must-have for any D&D player looking to create their own unique characters and embark on thrilling adventures. A comprehensive guide for D&D players, this book helps you create engaging characters from iconic races and classes. Explore ancient ruins, battle monsters, and search for legendary treasures in a world of adventure. The Player's Handbook contains the fundamental rules of the 5e system, base classes, and customization options. Learn to navigate character creation, personality, background, equipment, and more. In this vast realm, there exist numerous magical incantations and spells. These can be broadly categorized into several groups, including spells of protection, healing, and illusions, as well as those that manipulate the environment or summon creatures. Some examples of these spells include insect plague, globe of invulnerability, 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, 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 heal, mass healing word, mass suggestion, maze, meld into stone, Melf'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, water breathing, water walk, web, weird, wind walk, wind wall, wish, witch bolt, word of recall, wrathful smite, and zone of truth. The fifth edition Player's Handbook is a comprehensive guide for D&D players, featuring optimized rules for character creation, exploration, combat, equipment, spells, and more. It offers an expanded selection of character origins, classes, and subclasses, revised and balanced to provide maximum fun. The book draws from the expertise of numerous contributors, including Mike Mearls, Jeremy Crawford, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Michele Carter, Chris Sims, Scott Fitzgerald Gray, Christopher Perkins, Greg Bilsland, Kate Irwin, Dan Gelon, Jon Schindehette, Mari Kolkowsky, Melissa Rapier, Shauna Narciso, Bree Heiss, Emi Tanji, Barry Craig, Tyler Jacobson, Steve Argyle, Tom Babbey, Daren Bader, Drew Baker, Mark Behm, Eric Belisle, Christopher Bradley, Noah Bradley, Sam Burley, Clint Cearley, Milivoj 'Ceran, Sidharth Chaturvedi, Jedd Chevrier, JD, Allen Douglas, Jesper Ejsing, Craig Elliott, Wayne England, Scott M. 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