



Sword Coast Adventurer's Guide

Steve Kenson (Lead Designer)

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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 subclasses 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.

Sword Coast Adventurer's Guide Details

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From Reader Review Sword Coast Adventurer's Guide for online ebook

Ryan Stewart says

Weakest 5e offering so far in my opinion but still serves a purpose. It's definitely not a must-own product, but it can certainly help anyone interested in getting a better feel for the Sword Coast in the Forgotten Realms setting.

Ruben Ramalho says

First of all this is a good looking book, with an interesting look at the Forgotten Realms' history since the last couple of editions. and at its current geography, with focus on the Sword Coast. That said, the book felt a bit shallow and incomplete for the price. Frankly, if you happen to own the older Forgotten Realms (2nd or 3rd editions) I'm not sure this is that useful. Would be more attractive if it came with a poster version of the map...

Derrick says

A very informative fluff book that gave me some good ideas for my upcoming campaign. I like how they don't give you everything in the fiction, treating it more like a story. It was a nice touch and it kept me wanting to know more. The crunch at the end is ok, nothing that particularly grabbed me there apart from the backgrounds.

Dan says

A slightly expensive, but good expansion to the materials presented in the D&D 5E core rule books. This source book is worth the scratch if you're running your campaign in The Forgotten Realms, and also good for world-building inspiration if you're not.

Jason Panella says

I was somewhat skeptical at first, but this won me over after a bit. The half (over half, really) of the book focuses on a brief overlook at the state of the northern portion of Faerun in the 5e timeline. While I do wish there was more here, it's still a breezy and interesting read. It bounces between several sections with different narrators—and it works! The second half is devoted to additional class options for the game: racial options, class archetypes, backgrounds, a handful of new spells, and so on. I was fairly neutral on this section at first glance, but after reading it in full, there's lots of good stuff here. The new class options are, for the most part, really fun. Even the ones that at first blush seem underpowered are still flavorful and a nice alternative to the usual glut of character specifics people pick (personal favorites are the two rogue options, swashbuckler and mastermind, and the bladesinger wizard focus).

I feel like I'm one of the few who actually like that Wizards isn't vomiting out sourcebook after sourcebook, but I do hope we see more of this sort of thing down the road.

Ed says

Ring Side Report- RPG Review of Sword Coast Adventurer's Guide

Originally posted at Throat Punch Games, a new idea everyday!

Product-Sword Coast Adventurer's Guide

System- DnD 5e

Producer- Wizards of the Coast

Price- \$36

TL; DR-A doughnut-great fluff, but no crunch! 87%

Basics-Welcome to the Forgotten Realms! The Sword Coast Adventurer's Guide is the first player and dungeonmaster book for DnD5e. It focuses on the world of the Forgotten Realms and more specifically the Sword Coast. The book builds the current Realms and provides the standing of the world, as well as giving players some new backgrounds, class archetypes, and race options.

Mechanics or Crunch-The best description of the mechanics in this book is "What mechanics?" Most of the crunch in this book is confined to one chapter. It's a decent chapter, but it only supports a few classes with some classes not receiving any new toys. They do get some Forgotten Realms specific story, but no new crunch/mechanics to drive it home. This book also only has one feat in it, and that is an optional feat. There were high expectations for this book, and I feel it didn't meet them. What's here is good, but there is just not enough here to really make this worth it for every crunch heavy gamer. 3.75/5

Theme or Fluff-I love the Forgotten Realms, and this is a decent introduction to a part of it. As the title suggests, this book focuses on the Sword Coast. What the book focuses on is great! Each area gets a great description really building out the world in interesting ways and telling how the Realms have changed since 4th edition. However, it mentions the rest of the world. That's good, but they don't provide a map the rest of the world. That's my main problem with what is here. There are parts mentioned in a sentence that are not shown. The previous editions' Realms books showed me the world,gave it a one line description, and then left it at that. This book doesn't even give me the geography past the coast. This wouldn't be a problem except the novels, adventures, and the Adventurer's League all take place in the parts of world not covered in depth by this book. 4.75/5

Execution-This book covers a ton of ground, and it does it reasonably well. Everything has pictures, which is awesome, so the book sufficiently breaks up the text. There are a few walls of text though. The art is good, the font is nice, and the maps are amazing. I'd like this book to be a bit thicker to give space for more breaks and more information, as well as to justify the price a bit. However, I liked the way this book was laid out and built overall. 4.5/5

Summary-I wasn't thrilled with this book. The theme is great. New players in the Realms will get a ton out of this book. Even people from 4th edition will have a lot to learn about the new realms. The overall execution of the book is great, if a tad pricey. However, the biggest problem is the lack of mechanics. This is the first real expansion to the system, and it doesn't do or provide much expansion to the system. This book isn't bad, but stacked up against the core books, I wasn't impressed with this book. 87%

Jason Hardin says

Good coverage of the Sword coast. I wish it was a larger book with more details that have been provided in the past books about Faerun. The book has a lot of coverage of the deities of Faerun. If you are looking for a general book about Faerun I would not buy this. This book focuses very specifically on the sword coast and not the south or east.

Mark Middleton says

As the first Forgotten Realms gaming book published since D&D 5th Edition went live I had high expectations. It's a pretty good book. I puzzled by the wealth of FR generic information (lands and races) and the relative lack of detailed Sword Coast Information. As with any gaming book I expected both background - world (fluff) information as well as crunch (gaming specific information). The book is well balanced on fluff vs crunch - I always like both. The new races and class specific additions are FR appropriate. The Purple Knight Archetype seems an odd addition since Cormyr isn't a part of the Sword Coast and plenty of other concepts from the past are available for 5E treatment. The lack of a map is a disappointment with all the changes of the last few years. The biggest disappointment is the price, a retail price of 39.95 seems a bit steep to me (for the page count and lack of a map).

Michelle (In Libris Veritas) says

I was really hoping for some in depth info in this one. We do get a lot to work with in terms of places and even deities, but it's only core information there isn't a lot of 'extra' to help give that extra push for those unfamiliar with the Sword Coast. I have a passable knowledge of the area from playing games and reading portions of books, so I can manage on just core knowledge but would have been nice to have a bit more.

Justin says

This book is packed with lore. I'm still fairly new to D&D so most of the content about this place and this person group who did this thing or does these things was kind of over my head. However it was still interesting. I really got excited about the sub-classes, cantrips, and backgrounds that are added in this book that aren't in the Players Handbook.

All in all it is a useful book, but I don't think that it is necessarily crucial to have to start playing; perhaps good to invest in down the road. It is a great supplement to maybe give you ideas for content should you DM your own campaign. I still recommend it once the groundwork for how D&D 5e works is laid out a little.

Kurt Anderson says

Not bad at all! Given that the majority of games I've played have been homebrews, it's fun to learn a setting that spans adventures (and even editions) for a change. Since the only campaigns I've DMed (and will likely continue to DM in the near future) are the official Wizards modules, knowing some extra flavor for Faerun will be super helpful.

James Bowman says

The first major expansion for the 5th Edition *Dungeons & Dragons* game, produced with the fine people at Green Ronin (creators of the *Mutants & Masterminds* RPG). The book presents an overview of the Forgotten Realms setting as it exists in the 5E era, with a wealth of setting details and a number of new character options.

The first two-thirds of the book are dedicated to the Forgotten Realms proper. First we get a very broad overview of the setting's geography, history, and particulars, including about 20 pages dedicated to the setting's gods. Most of this is fine, with the deity details the most interesting. Next, various narrators take us on a tour of the Sword Coast, the main focus of the setting in 5E, which is packed with neat details and adventure hooks. Some of these locations will be familiar to players of the D&D computer games of the 1990s and 2000s, like Baldur's Gate and Neverwinter. DMs might not get enough detail to easily run adventures in these locations, but there's still plenty there to work with, and it's a solid and interesting read.

The final third of the book has the most general appeal, a bunch of new character options. They initially go over the Realms versions of the core races, with a few new variants (such as half-elves with specific elvish ancestry, and the return of the Planescape-style tiefling). Even better for general players, however, are the new class options. All of these are interesting, with the Sun Soul monk (monks that can fire anime-style energy blasts) and the Bladesinging wizard being my favorites, while options like the Arcana cleric, Purple Dragon Knight (basically a 5E take on 4E's warlord class), Oath of the Crown paladin, and Mastermind rogue are very useful additions to the game. After that we get a number of interesting new backgrounds, although a few are tied too strongly to the Realms setting for general use, and I was a little disappointed that most wound up being just variations of the *Player's Handbook* options. Lastly, we get an appendix with advice for converting these options for use in other D&D settings and homebrew worlds, which was much appreciated.

Overall, I enjoyed this book, although I feel like it could have been more than it was. That said, the intended audience was likely players rather than DMs. While not an essential addition to D&D 5th Edition, there's a lot in here worth reading, and it's strongly recommended. (A-)

Phil says

As a guide to the Forgotten Realms, this book isn't entirely successful. A wide variety of places are covered, but the descriptions manage to be simultaneously both shallow and confusing. The Realms have been subject to a variety of earthshaking events and wars and mythic struggles, and none of them are covered in enough detail to be very comprehensible to those not already acquainted with the setting. The book seems more like an update to the setting than an introduction.

The second half of the book, with expanded character options, has more utility and is easier for the neophyte to understand. Players looking to add some Forgotten Realms flavor to their characters will find this book useful. Dungeon Masters hoping to set a campaign in the setting will likely have to resort to books from

previous editions of the game for additional detail.

Robert says

If you have never heard of the Forgotten Realms you could pick up this book and read the basics. If you are a returning fan to the Realms, then there is enough extra fluff to find the book interesting and updates on the changes that have taken place. A decent amount of crunch for those who are looking to expand on the rules and a little bonus section that tells how these rule expansions might be used in other D&D worlds.

Joshua Van Dereck says

Having initially perused this book more or less exclusively for rules updates, I thought it was a fairly mediocre contribution to 5e. The race updates were okay; the class modifications were fun but very uneven, and the lack of new spells or additions to some of the technical weak points in the game (Rangers, for example) were disappointments. I have been prompted to read the book much more thoroughly by the new Storm King module, however, digging through the descriptions of the various cities and townships, the racial communities, and the lore and history of the region. On the level of world building, this is a really fun book. It reminds me of the kind of depth and inspiration I am used to from White Wolf splatbooks--arming a DM with lots of creative story hooks and ideas without strong-arming or railroading. The interactivity between the content in this book and the Storm King module makes it all that much more enjoyable, and I have spent several days toting around both books and repeatedly cross-referencing. I won't give SCAG a full five stars based on the disappointments I mentioned earlier, but it's definitely a welcome addition to 5e, and I hope we receive a similar content supplement on the Moonsea and other regions in Faerun.
