Dungeons & Dragons

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D&D Resources

Errata

- https://dnd.wizards.com/sage-advice/book-updates
- https://thinkdm.org/5e-errata/

Cheat Sheets

- https://www.cryptocartographer.net/blog/5e-player-reference
- Player Reference for New Players and Kids
  https://www.reddit.com/r/DnD/comments/fq0kyn/cheat_sheet_for_new_playerskids_oc/

Icons

- https://game-icons.net/

Minis

Pre-made

- http://arcknight.squarespace.com/shop

DIY

- https://printableheroes.com/

Recommendations for New Players

Class Ranking

1. Fighter
2. Barbarian
3. Rogue
4. Paladin
5. Monk
6. Cleric
7. Warlock
8. Druid
9. Ranger
10. Bard
11. Artificer
12. Wizard
13. Sorcerer

Damage Type Ratings

Source: https://www.reddit.com/r/dndnext/comments/827ptf/comment/dv8jr2s/?utm_source=share&utm_medium=web2x&context=3

Lower is better, formula is (resistances + 1.5*immunities - vulnerabilities):

Type	Rating
acid	40.5
cold	72
fire	88
force	1.5
lightning	50
necrotic	27.5
poison	147.5
psychic	15
radiant	3
thunder	16
bludgeoning	4
slashing	9
piecing	10
nonmagical weapons	85.5
spells	1
magic weapons	1

To summarize:

- Poison is by far the worst.
- Next tier is fire, nonmagical weapons, and cold.
- Next tier is acid and lightning
- Next tier is necrotic, psychic, thunder, (magical) piercing and (magical) slashing.
- Finally, there's force, radiant, (magical) bludgeoning, spells and magic weapons.

Wizards

Resources

- https://www.dndbeyond.com/posts/959-wizard-101-order-of-scribes-from-tashas-cauldron