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*Sword Coast Adventurer's Guide by Steve Kenson*

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The Sword Coast Adventurer's Guide, created by Green Ronin Publishing, is a valuable resource for Dungeon Masters but not so much for players. This compendium contains some needed revisions to some character options contained within the original book.

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Unsure of who the target audience is, Wizards of the Coast makes its first critical fumble with the Sword Coast Adventurer's Guide, a slim book featuring some real diamonds in terms of character creation (Backgrounds, Races, and Classes), but ultimately covering the Realms (not just the Sword Coast) in weak, vague terms. With over 100 pages geared mainly towards providing information useful strictly for filling out a Player Character's backstory, this is the type of release that can ...

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