What's the next Dungeons & Dragons book from WotC?

January 7, 2021



Wizards of the Coast <u>recently revealed that they will be</u> <u>releasing a new book March 16, 2021</u> with an announcement date of next week, January 12. So what can we expect, both this spring and in the rest of 2021? I don't have any connections at WotC, nor am I a Divination School wizard, but let's do a little Legend Lore and see what we can determine.

A new book will come in one of the following categories: rules supplement, monster supplement, campaign guide, large adventure, or themed adventure collection.

We just got a new rules supplement with Tasha's Cauldron of Everything, so fresh that the community is still passionately debating the new race rules, so we can safely rule that one out. So say we all. (Although I really want the next one to be called Bigby's Handbook of Everything. If they don't I will. Can you grasp why?)

Monster Supplement? That's coming soon since we haven't had one since Mordenkainen's Tome of Foes in 2018, but I predict not yet. We just saw the Unearthed Arcana test material for dragon-based subclasses, including the Way of the Ascendant Dragon Monk and Drakewarden Ranger. This looks like they're working on a new Draconomicon, but it's too soon after the UA release, not to

mention that we've only seen UA for 2 classes, and we don't have an Ancient Dragon Warlock yet, much less a draconic barbarian, so stay tuned for more draconic classes and a 5e version of the *Draconomicon* this fall, probably November according to tradition.

(It was this awareness that caused me to second-guess continuing work on the <u>Draconic Omnibus</u> series we're developing here, but after looking at previous Draconomicon editions and the UA subclasses, I realized that my plan would nicely supplement what we can probably expect from WotC for those who want more dragon flavor in their game, plus our subclasses are different for each dragon type, treating each color more individually.)

That brings us to campaign guides, large adventures, and adventure collections, and here's where the future gets muddier. Like 2019, 2020 saw two campaign guides, *Explorer's Guide to Wildemount* and *Mythic Odysseys of Theros*. Especially since Tasha lifted the blue veil and made several references to Spelljammer and other planes, an emphasis on more Prime Material Plane campaign settings gives us a hint that another campaign book may be coming soon, but if so, which world?

They have multiple options from Magic: The Gathering, and Ravnica and Theros have been well-received, so that's a possibility, but they also said last year that they intend to revisit classic settings, so since they're looking for a chance to redeem themselves for the depictions of the Vistani in *Curse of Strahd* (The recent "Revamped" version only made minor changes.), a Ravenloft setting book would be a long-awaited and coveted addition, and the recent College of Spirits Bard and The Undead Warlock Patron UA would point to that likelihood. At the same time, a collection of Ravenloft adventures (like *Tales from the Yawning Portal*) would be possible without a full campaign book and allow for the Vistani revisions.

That said, the recent <u>Dragonlance lawsuit drama</u> could be a hint that they're working on the Dragonlance setting, which would definitely require a new campaign guide and could be the reason for the aforementioned dragon subclasses, but again, it's too soon, so that could be the traditional fall release. (Would a Dragonlance book mean no Draconomicon?)

It seems a bit early for an adventure release so soon after *Icewind Dale: Rime of the Frostmaiden*, but I know WotC is eager to clean up their image, so a TftYP-style adventure collection would help cover that gaping wound, but it would be easier to clean that up with a campaign guide.

So here's my predictions:

■ March 2021: Ravenloft Campaign Guide

■ June 2021: Dragonlance Campaign Guide

■ November 2021: Draconomicon

What are you expecting?

Concerned about Fantasy Role-Playing Games?

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A discussion of the pro's & cons of fantasy role-playing games like Dungeons and Dragons by a pastor.