

The following are the books and documents I am using in the Dead City campaign, as well as the short-form reference codes I'll be using in the other documents. All of them will be made available, in one form or another, so nobody needs to buy anything. That said, if you want your own copies I'll be including where I got them and what version I am using.

By no means is everything in those books available, consult the other documents to see what you can use. A few of them present their own campaign settings, but are mostly being mined for mechanical parts. (That said, Grim Hollow is the closest thematically speaking, if not in specifics).

Book	Reference	My Source
5th Edition Players Handbook	PHB	I got it on Amazon used.
Xanathar's Guide to Everything	XGE	I got it on Amazon used.
Tasha's Cauldron of Everything	TCE	I got it on Amazon used.
Tal'Dorei Campaign Setting Reborn	TDR	I got it from the Critical Role store.
Explorer's Guide to Wildemount	EGW	I got it on Amazon.
Mordenkainen's Monsters of the Multiverse	MOM	Picked it up on Amazon new.
Blood Hunter Class for D&D 5e (2020)	BHC	https://www.dmsguild.com/ (pdf only)
Grim Hollow Campaign Guide	GHC	https://ghostfiregaming.com/
Grim Hollow Players Guide	GHP	https://ghostfiregaming.com/

Again, all references will be made available for players, but for the curious or those who just want their own personal copies of things, this is what I'm using (at least the player facing parts) and where I got them.

A copy of the 5th Edition Monster Manual might be useful for somebody planning to make heavy use of Conjure spells or Wild Shape and Polymorph abilities, but that is a pretty narrow case and I can easily provide the necessary information as such things come up.