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Although you can get basic online rules, this book leads to the next level. Delinea absolutely everything you need to play Dungeons and Dragons. The biggest piece is dedicated to the creation of characters, with abundant pages on different classes, races and ways to instill personality and background in your characters. There are so many traditions to be devoured, not to mention spelling lists, weapons and rules for downtime and fighting. A satisfactorily heavy tome is also very illustrated. I treasure this, you will use it a lot. Buy the player's manual on Amazon. 2. The Dungeon Master's Guide is also known as a DM Guide, this book establishes details on how to run your game. You can avoid avoiding this if you are planning by simply playing, but if the impulse to control the table is insinuated (as often do it), this is the book you absolutely need. Essentially, it contains everything you need "legendary stories". 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