

5e Homebrew Dungeons And Dragons Wiki

Sandbox Meets Hexcrawl Meets Epic Storyline. Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago.... This time, if the heroes don't stop the evil, more than just the Luna Valley will die. Welcome to The Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action. With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, The Demonplague lets you GM with little prep and at the same time offers your players total freedom and choice. Designed For Game Masters New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent

roleplay A fully-stocked village brimming with intrigue Over a dozen dungeon and adventuring sites Two PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use* PDFs are fully bookmarked and searchable The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends!

To look upon the Book of Ages is to know the world of Cain Anuun's past, present, and perhaps even its future. Long believed to be the first text ever recorded, the Book of Ages contains the most complete history of Cain Anuun's peoples and their gods. Welcome to the official sourcebook to the world of The Last God, detailing the rich history of its peoples, locations, schools of magic, a bestiary of the creatures found throughout Cain Anuun, and much more. In this

amazing one-shot, writer Phillip Kennedy Johnson joins forces with Dan Telfer (dungeon master of the Nerd Poker podcast) to bring you 5E compatible content for playable races, subclasses, magic items, monsters, and more that you can use in your favorite tabletop role-playing game, accompanied by epic illustrations by Riccardo Federici and Kai Carpenter, as well as new maps and illustrations from master cartographer Jared Blando. In this “Book of Ages, you’ll find everything to provide readers with a deeper understanding of the world of Cain Anuun, while also giving tabletop gamers everything they need to build campaigns and adventures within The Last God. To look upon the Book of Ages is to know the world of Cain Anuun’s past, present, and perhaps even its future. Long believed to be the first text ever recorded, the Book of Ages contains the most complete history of Cain Anuun’s peoples and their gods. Welcome to the official sourcebook to the world of The Last God, detailing the rich history of its peoples, locations, schools of magic, a bestiary of the creatures found throughout Cain Anuun, and much more. In this amazing one-shot, writer Phillip Kennedy Johnson joins forces with Dan Telfer (dungeon master of the Nerd Poker podcast) to bring you 5E compatible content for playable races, subclasses, magic items, monsters, and more that you can use in your favorite tabletop role-playing game, accompanied by epic illustrations by Riccardo Federici and Kai

Carpenter, as well as new maps and illustrations from master cartographer Jared Blando. In this “Book of Ages, you’ll find everything to provide readers with a deeper understanding of the world of Cain Anuun, while also giving tabletop gamers everything they need to build campaigns and adventures within The Last God.

Take a stand against the giants in this adventure for the world’s greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur’s Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants’ weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants’ own power against them. To

defeat giants, you need to be giant!"

Abolish an Ancient Evil Threatening Devastation in this Adventure for the World's Greatest Roleplaying Game Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. * An epic adventure for characters levels 1 - 15, the Elemental Evil(tm) story arc, Princes of the Apocalypse provides everything a Dungeon Master needs to create an exciting and memorable play experience. * Includes new elemental spells and the element-touched genasi as a new playable race. * Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters(tm) in-store play program. * Adventure design and development by Sasquatch Game Studio LLC.

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms

accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

This sourcebook is packed with over 150 feats to add to your 5th Edition games for the "World's Most Popular Roleplaying Game." With only a small handful of feats in the core game, this product greatly enhances the amount of core feats available, allowing you a greater depth for your characters and perhaps even adversaries... The emphasis is on fun though, and these feats will ensure you have a lot more to choose from. Contained within: *Tons of missing core feats *Feats to address missing class features *New healing feats to allow other classes minor healing abilities *Slayer feats which improve your prowess against certain foes *Divine Channeling Feats *Metamagic Feats *A New Condition *and much more! Also be sure to check out our latest title, Fifth Edition Options! Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game

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The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! "A Dungeons & Dragons(r) adventure for characters of levels 1-15"

Explore a worldwide cityscape filled to the brim with adventure and intrigue in this campaign setting for the world's greatest roleplaying game. A perpetual haze of dreary rain hangs over the spires of Ravnica. Bundled against the weather, the cosmopolitan citizens in all their fantastic diversity go about their daily business in bustling markets and shadowy back alleys. Through it all, ten guilds--crime syndicates, scientific institutions, church hierarchies, military forces, judicial courts, buzzing swarms, and rampaging gangs--vie for power, wealth, and influence. These guilds are the foundation of power on Ravnica. They have existed for millennia, and each one has its own identity and civic function, its own diverse collection of races and creatures, and its own distinct subculture. Their history is a web of wars, intrigue, and political machinations as they have vied for control of the plane.

You've got to—belch!—roll for initiative, Morty! Two pop culture juggernauts are teaming up and neither multiverse is prepared for what comes next! When Morty sees a cute girl at school playing Dungeons & Dragons, he asks Rick to show him the ropes, only to discover that his grandfather is a veteran gamer. Next thing he knows, the entire family has been pulled into a

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campaign that escalates from virtual D&D simulations to alternate universes governed by the rules of the game. And as it turns out, Rick isn't the only one who knows his way around a d20.

Special Edition Dungeon Master's Guide Dungeons and Dragons Core Rulebook Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

Curriculum of Chaos is an upcoming D&D release set in the Magic: The Gathering world of Strixhaven. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new character options, monsters, mechanics, story hooks, and more! Curriculum of Chaos is an upcoming D&D release set in the Magic: The Gathering world of Strixhaven. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new character options, monsters, mechanics, story hooks, and more!

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. - Inside you'll find everything you need to live out your

fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms--Acquisitions Incorporated. - The 256-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. - You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore--and to strip-mine for profit. Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Magical tales of chivalry and adventure include works by Poul Anderson, Vera Chapman, L. Sprague de Camp, Kenneth Grahame, Keith Laumer, Roger Zelazny, and others

The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for details including new characters, monsters, mechanics, and story hooks suitable for players of all ages and experience levels. The Wild Beyond the Witchlight is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time. Tune into D&D Live 2021 presented by G4 on July 16 and 17 for

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Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New godsNew spellsNew class archetypesNew equipmentNew bloodlinesNew races

Explore the horrors of Ravenloft in this campaign sourcebook for the world's greatest roleplaying game. Terror stalks the nightmare realms of Ravenloft. No one knows this better than monster scholar Rudolph Van Richten. To arm a new generation against the creatures of the night, Van Richten has compiled his correspondence and case files into this tome of eerie tales and chilling truths. * Travel (perhaps even by choice) to Ravenloft's expanded Domains of Dread--each domain with its own unique flavor of horror, thrilling story hooks, and

grisly cast of characters * Craft your own D&D horror settings, add tension with optional rules, and get advice for running a game that's ghastly in all the right ways * Create characters with lineages tied to vampires, undead, and hags, horror-themed subclasses, the Investigator background, and "Dark Gifts" that may be a double-edged sword * Unleash nightmarish monsters from an expanded bestiary, and browse a collection of mysterious trinkets * Explore Ravenloft in the included Dungeons & Dragons adventure--play as a stand-alone adventure or drop it into your current game for a bit of sinister fun

Book 1 of the Red Rider saga! A paranormal action thriller "I'm always fascinated when I read a debut novel that captivates me from start to finish. Where a novel is so well-written that I'm in awe of the author's writing as well as their ability to tell an amazing story. I can only hope the right person will come across The Red Rider and turn it into a movie that is sure to be a box-office hit."Kym McNabney, Story Contributor, Childhood Regained: Stories of Hope for Asian Child Workers "Action filled novel. Journey of a teenage girl. A story of love, courage, friendship and more. The author has got it all in this book."Jay Deb, author of The Assassin and Contrived Little Red Riding Hood is heading back into the woods to meet the big bad wolves ... But she's not little anymore. Having survived a childhood attack from a savage wolf, 16-year old Helena Basque remains disfigured with triple

scars across her face. Bullied and plagued by nightmares of a supernatural wolf that spoke and stood upright, Helena urges her father to teach her how to hunt and defend herself. When she loses her parents and young sister to the wolves, receiving no help from the French government or her local priest, Helena sets out on her own to avenge her family. Armed by her friend Pierre with a repeating crossbow and other unique weapons, Helena takes a stand against the creatures, donning a red cloak like the one she was once forbidden to wear. She soon discovers a mysterious cult of werewolves with secret plans to seize control of Versailles and the entire French nation. Isolated and determined to accept whatever fate befalls her, Helena wages a one-girl war against the monsters as a strange and unlikely hero, refusing to surrender or slow down until she destroys the beasts. Every last one of them. Come along for the ride. Includes a Sneak Peek of Book 2: Red Rider Revolution coming in 2017! Also from ThrillerWriter Randall Allen Dunn: DENAn Action Thriller "Den is a rollercoaster ride of thrills and terror, a one-person Hunger Games through an abandoned carnival filled with traps and ambushes. Hair-raising!" Thom Reese, Author of The Empty and The Infusion of Archie Lambert She was grateful to get into Gameland. Now she's desperate to escape. Framed and expelled from college, Amy Raven takes a job at Grater Gameland, an abandoned theme park preparing for a comeback.

But the park becomes a nightmare that pits Amy against ten gamers competing in a deadly hunt to capture her. To survive, Amy must outwit, outmaneuver, and outrun an onslaught of deranged sexual predators. But how can she escape when even the rides are rigged against her? HIGH ADVENTURE: THE SOLOMON RING OF KILIMANJARO An Action-Adventure Thriller Book 1 of the High Adventure series! "High Adventure: The Solomon Ring of Kilimanjaro starts with a bang and doesn't let up. It's a fast-paced, fun read that I wholeheartedly enjoyed." Amanda Luedeke, Literary Agent & Author As a cross between Indiana Jones and George Bailey from *It's a Wonderful Life*, missionary pilot Jack Benjamin braves crocodile-infested streams, savage warriors, and diabolical deathtraps to rescue his danger-prone fiancée, Amanda, from Imperial German soldiers. With his modified Avro 504 biplane and his Maasai warrior friend, he races to protect the mysterious Solomon Ring, hidden within a secret chamber of Mount Kilimanjaro. Legends claim that whoever wears the ring will be empowered with King Solomon's wisdom. Can Jack rescue Amanda and stop the Germans from using the Ring to conquer Africa?"

From a mysterious cave high in the Barrier Peaks, they come: savage raiders of unknown origin laying waste to castle and keep, leaving no survivors. The land is in turmoil and only a band of stalwart heroes dares to launch an expedition into

the soaring mountains to stamp out this vile menace. What they discover in those lofty peaks is something beyond their comprehension. A danger spawned from the very stars above. A crashed starship, buried for centuries beneath the Barrier Peaks, has awoken, and now its alien inhabitants--crazed robots, eerie androids, and even stranger things--endanger the world. The adventurers must confront these threats and navigate the unearthly interior of the wrecked starship, puzzling over and mastering alien technology to defeat their foes. If you've ever had the urge to zap an umber hulk with a laser rifle while commanding a robotic servant, this adventure is for you! This tome is an homage to the original fantasy and science-fiction dungeon expedition that began decades ago with S3: Expedition to the Barrier Peaks. Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adventure is included, as well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fifth edition campaign in out-of-this-world directions, with a distinct old-school vibe. Made in the US

Discover everything there is to know about dragons--the most iconic of D&D

monsters--in this quintessential reference guide. Meet Fizban the Fabulous: doddering archmage, unlikely war hero, divine avatar of a dragon-god--and your guide to the mysteries of dragonkind. What is the difference between a red dragon and a gold dragon? What is dragonsight? How does a dragon's magic impact the world around them? This comprehensive guide provides Dungeon Masters with a rich hoard of tools and information for designing dragon-themed encounters, adventures, and campaigns. Dragonslayers and dragon scholars alike will also appreciate its insight into harnessing the power of dragon magic and options for players to create unique, memorable draconic characters. - Introduces gem dragons to fifth edition! - Provides Dungeon Masters with tools to craft adventures inspired by dragons, including dragon lair maps and detailed information about 20 different types of dragons - Adds player character options, including dragon-themed subclasses for monks and rangers, unique draconic ancestries for dragonborn, additional spell options, and a feat - Presents a complete dragon bestiary and introduces a variety of dragons and dragon-related creatures--including aspects of the dragon gods, dragon minions, and more - Reveals the story of the First World and the role the dragon gods Bahamut and Tiamat played in its creation and destruction

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one."

-- Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/> (viewed July 16, 2019)

Caught between Batman and his unseen enemy, the Penguin has to think on his feet to avoid being taken down by either side. If he chooses one way, he goes to jail; if he chooses the other, he ends up dead. Then again, the choice seems obvious. Is Batman ready for a new kind of avian sidekick?

Monsters of Murka is a hilarious, high-fantasy parody of United States pop-culture, seething with snark and dripping with dubious puns.

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

SPCM 5e - Collectors Edition

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

"Critical Role has taken the roleplaying world by storm and now you can join the adventure! Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of the show's adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled

in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the Fifth Edition rules"--Amazon.com.

Filled with dirigibles and floating cities, penny-farthings and pirate ships, curiosities and robots galore, Steampunk LEGO is an illustrated collection of Victorian-era sci-fi treasures, all built from LEGO. Curated by award-winning LEGO builder and special effects master Guy Himer, this full-color coffee table book showcases an eclectic variety of models designed by dozens of the world's best LEGO artists. Grab your brass goggles and join fictional explorer Sir Herbert Jobson as he travels the world cataloguing its technological wonders for Queen Victoria. His entertaining descriptions of an imaginative alternate history bring these delightful LEGO models to swashbuckling life.

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample

profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

Your first look at the next D&D title comes on August 24! Keep an eye on wherever you get your D&D news for a preview of the book.

Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle.Praise for Zak Sabbath:"Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of NumeneraPraise for Patrick Stuart's Fire on the Velvet Horizon:"Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street

Station

Tyranny of Dragons story arc by Steve Winter

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