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Critical Role Matthew Mercer 2017

"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.

Book of Exalted Deeds James Wyatt 2003-10-01

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

A Practical Guide to Dragons - Lisa Trumbauer 2006

Presents the mythical world of dragons, describing their anatomy, language, rules of combat, life span, society, and the characteristics of the different types of dragons.

Eberron - Keith Baker 2004

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

VAN RICHTE'S GUIDE TO RAVENLOFT (ALTERNATE COVER) - 2021

Races of the Dragon - Gwendolyn F. M. Kestrel 2006-01

The Blood of Dragons Flows through Your Veins In ages past, dragons ruled supreme. Now their distant scions, the races and individuals who carry their blood, live among the great empires of the world, where they forge their own glorious legacies. You can be among them. Embrace your draconic heritage, and the spoils of the world can be yours! This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, and folklore of the dragonblooded races, including kobolds and half-dragons. This book introduces two new player character races: the dragonborn (existing characters reborn in a new draconic form to combat and destroy the spawn of Tiamat) and the spellscales (artistic, philosophical beings with a penchant for sorcery and a thirst for new experiences). It also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns involving dragonblooded races. For use with these Dungeons & Dragons® core books *Player's Handbook™* *Dungeon Master's Guide™* *Monster Manual™* *Monstrous Compendium - Planescape* Rich Baker 1995-09-01

Vor Rukoth - Greg Bilsland 2010

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Dungeons & Dragons Art & Arcana Michael Witwer 2018-10-23

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork—from each edition of the core role-playing books, supplements, and adventures; as well as *Forgotten Realms* and *Dragonlance* novels; decades of *Dragon* and *Dungeon* magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-

kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

City-State of Tyr - Walt Baas 1993-08-01

Dark Sun is the most challenging AD&D game world ever created. Player characters enter a savage land where evil sorcerer-kings rule ancient oasis cities that dot the endless seas of sand. This sourcebook reveals the secrets of the ancient city of Tyr--the main base for characters--after the death of the sorcerer-king Kalak. Map.

Defenders of the Faith - Rich Redman 2001

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

Roleplaying Games in the Digital Age - Stephanie Hedge 2021-02-26

The Digital Age has created massive technological and disciplinary shifts in tabletop role-playing, increasing the appreciation of games like Dungeons & Dragons. Millions tune in each week to watch and listen to RPG players on podcasts and streaming platforms, while virtual tabletops connect online players across the world. Such shifts elicit new scholarly perspectives from a variety of disciplines. This collection includes essays on the transmedia ecology that has connected analog with digital and audio spaces. Essays explore the boundaries of virtual tabletops and how users engage with a variety of technology to further role-playing. Authors map the growing diversity of the TRPG fandom and detail how players interact with RPG-related podcasts. Interviewed are content creators like Griffin McElroy of *The Adventure Zone* podcast, Roll20 co-creator Nolan T. Jones, board game designers Nikki Valens and Isaac Childres and fan artists Tracey Alvarez and Alex Schiltz. These essays and interviews expand the academic perspective to reflect the future of role-playing.

Player's Handbook 2 Jeremy Crawford 2009

"Player's Handbook 2 is the most significant expansion to the 4th edition Dungeons & Dragons game. This companion to the 'Player's handbook' core rulebook introduces the primal power source, which draws on the spirits that preserve and sustain the world. This book includes four classes tied to the primal power source: the barbarian, the druid, the shaman, and the warden. It also presents four new arcane and divine classes: the avenger, the bard, the invoker, and the sorcerer"--Back cover.

Fantastic Locations - Ed Stark 2006

An exciting poster map product! "The Fantastic Locations" series of map accessories features the winning combination of short adventure and two large, double-sided, full-color maps scaled for D&D miniatures. A 16-page adventure accompanies the maps.

The Adventure Zone: Here There Be Gerblins Matt McElroy 2018-07-17

A graphic novel adapted from the popular role-playing game podcast follows the exploits of Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior.

The Lazy Dungeon Master - Michael Shea 2019-06-14

You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result?It's time to unleash the Lazy Dungeon Master.Written in the style of Sly Flourish's *Dungeon Master Tips* and *Running Epic Tier D&D Games*, *The Lazy Dungeon Master* shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help

dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the Lazy Dungeon Master includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; The Lazy Dungeon Master has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

Champions of Ruin - Jeff Crook 2005

Provides all the information necessary to create villains and antiheroes in the Forgotten Realms game setting.

Arcane Power - Logan Bonner 2009

Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.

The Poison Jungle - Tui T. Sutherland 2021-05-04

There are dark secrets in the jungle, though some that Sundew is keeping, and some that she's only just beginning to discover. And now that a new war is upon them, Sundew and her friends must unearth the oldest secret in the jungle—even if what they

Tome of Beasts - Wolfgang Baur 2016-09-13

Fiendish Codex I Ed Stark 2006-06

This supplement to the D&D game presents the definitive treatise on demons and their unspeakable home plane. Along with information about the physiology, psychology, society and schemes of demonkind, you'll find feats, spells, items and tactics commonly e

Ed Greenwood Presents Elminster's Forgotten Realms - Wizards RPG Team 2012-10-16

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Unearthed Arcana - Andy Collins 2004

This all-new sourcebook provides D&D players with a wide choice of variant rules for alternate roleplaying in a D&D campaign. Designed to expand the options available for customizing gameplay, the rules are modular and can be imported into any campaign and in any amount desired. (Games)

Night Below - Carl Sargent 1995-11-01

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D "RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

Draconomicon - Andy Collins 2003-10

An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in

a prestige format, with heavy use of art throughout and constructed of premium materials. (Games/Gamebooks/Crosswords)

Special Edition Dungeon Master's Guide - Monte Cook 2005-10-01

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.

Tal'Dorei Campaign Setting Reborn - Matthew Mercer 2021-12-31

Welcome to Tal'Dorei, a fantasy-filled continent brimming with grand tales of heroes and adventure - and eagerly awaiting your own epic stories. Soar on a skyship from the metropolis of Emon to the distant haven of Whitestone, venture into wilderness rife with terrifying monsters and wayward mages, and uncover magic items that range from simple trinkets to the legendary Vestiges of Divergence. The hit series Critical Role first explored this continent through the epic adventures of Vox Machina. Now the world moves on in their wake. This campaign setting is newly revised and expanded to cover the exciting conclusion of the Vox Machina campaign and the characters lives in the years following. Let your footsteps, too, shape the fate of Tal'Dorei and perhaps the wider world of Exandria. This definitive, art-filled tome is revised and expanded, containing everything you need to unlock the rich campaign setting of Tal'Dorei and make it your own:- A guide to each major region, with story hooks to fuel your campaign- Expanded character options, including 9 subclasses and 5 backgrounds- Magic items such as the Vestiges of Divergence, legendary artifacts that grow in power with their wielders- Dozens of creatures, including many featured in the Critical Role campaigns- New lore and updated stat blocks for each member of Vox Machina

Forgotten Realms - Ed Greenwood 2001

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Book of Erotic Fantasies - Wendolyn F. M. Kestrel 2006-09-01

Dungeon Master's Guide - Wizards of the Coast 2012

Offers tips, advice, and strategies for mastering the game, Dungeons and Dragons.

Book of Vile Darkness - Monte Cook 2002-10-01

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

DUNGEONS & DRAGONS - 2020

Unearthed Arcana - Gary Gygax 1985

Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.