

5e Homebrew Dungeons And Dragons Wiki

When somebody should go to the book stores, search start by shop, shelf by shelf, it is truly problematic. This is why we provide the books compilations in this website. It will very ease you to look guide **5e Homebrew Dungeons And Dragons Wiki** as you such as.

By searching the title, publisher, or authors of guide you in fact want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be every best area within net connections. If you point toward to download and install the 5e Homebrew Dungeons And Dragons Wiki , it is utterly easy then, previously currently we extend the member to buy and make bargains to download and install 5e Homebrew Dungeons And Dragons Wiki correspondingly simple!

Tome of Beasts - Wolfgang Baur 2016-11-08

"Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of beasts has it. Here are more than 400 new foes for your 5th edition game-- everything from tiny drakes and peculiar spiders, to demon lords and ancient

dragons."--Back cover.

Critical Role: Tal'Dorei Campaign Setting -

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"--Provided by publisher.

Ed Greenwood Presents Elminster's Forgotten

Realms - Wizards RPG Team 2012

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

Book of Vile Darkness -

Monte Cook 2002-10

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.

Unearthed Arcana - Gary Gygax 1985

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

Night Below - Carl Sargent 1995-11

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.

Lords of Madness - Richard Baker 2005-04

This art-filled sourcebook about aberrations in the D&D world takes a comprehensive look at bizarre monsters and the heroes who fight them. Illustrations.

Holy Orders of the Stars - Sovereign Press 2005-05

The mortal races of Krynn can see the presence of the gods by simply turning their gaze to the night sky. There the constellations of the gods of good, evil, and balance wheel about in silent struggle to influence their children who live and die on the world below. The gods have blessed the world with miracles of healing and salvation, but so also have they inflicted war and terrible cataclysms.

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

World of Warcraft the Roleplaying Game - White Wolf Publishing Inc 2005-04

The Fog of War Has Been Lifted! The #1 Fancasy Roleplaying Rules and the #1 series of Fantasy computer games join Forces in World of WarcraftR the Roleplaying Game. This book, a Revision and expansion of the First edition Warcraft RPG. Translates the hugely successful Warcraft RTS game series and World of Warcraft MMORPG, into a pen-and-paper Roleplaying game world based on the most popular Rules For high Fantasy gaming!

Harbinger Expansion Pack - Wizards of the Coast Staff 2003-09

The Harbinger Expansion Packs contain a randomized

selection of figures designed to expand any collection of D&D miniatures. Composed of the same randomized miniatures found in the Entry Pack, the figures in the Harbinger set are drawn directly from the character classes and monsters described in the three Dungeons & Dragons™ core rulebooks. Playable right out of the box, D&D Miniatures can be used to add three-dimensional definition to any roleplaying game campaign, and they can also be used to play skirmish and mass-battle combat scenarios. Expansion pack components: - 8 randomized miniatures with statistics cards
Details on the new D&D Miniatures line: - Miniatures are pre-painted plastic and range between 40 mm and 65 mm in height - There are 80 unique miniatures in the first set release - All miniatures packages are randomized and are made up of rare, uncommon, and common miniatures - All miniatures in

the product line will be drawn directly from the Dungeons & Dragons roleplaying game rulebooks and accessory books

Tome of Battle - Richard Baker 2006

The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

Miniatures Handbook - Jonathan Tweet 2003-10

As with other D&D accessories, this title contains new feats, spells, magic items, and prestige classes, and is one of the few titles that adds new base classes to the D&D realm.

A Practical Guide to Monsters - Nina Hess 2007

Just in time for Halloween, this lavishly illustrated sequel to the "New York

Times" bestseller "A Practical Guide to Dragons" showcases the spooky, unexpected, and always fascinating world of such monsters as giants, goblins, and mummies.

Forgotten Realms

Campaign Setting - 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!

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 tomb 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
Book of Exalted Deeds - James Wyatt 2000

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.

Fiendish Codex I - James R. Jacob 2006-06

Raw Chaos and Pure Evil Out of the maelstrom of chaos the demons came—a primordial horde of perverse souls consumed by hatred. They are as ancient and infinite as the multiverse itself. Even the bottomless Abyss could not contain their malice, and so they spread out across the planes, corrupting and

destroying everything in their path. No living soul is beyond their reach, and with each conquered soul their numbers grow. What can stand against such a terrifying onslaught? This supplement for 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 employed by demons and those who oppose them.

This book also provides detailed information on various demons, demon lords, and Abyssal layers.

For use with these Dungeons & Dragons® core books
Player's Handbook™
Dungeon Master's Guide™
Monster Manual™

Dungeons and Dragons Dice
- Wizards of the Coast Team
2004-08

Your Fate Is in Your Hands
Pick up your dice, grab your

Player's Handbook, and embark on daring adventures. This accessory for the D&D game will help you decide your fate as you battle fearsome monsters, explore ancient ruins, and discover magnificent treasure. Contains a complete set of dice for use in the Dungeons & Dragons game: One 4-sided die Four 6-sided dice One 8-sided die One 10-sided die One percentile die One 12-sided die One 20-sided die Also includes a cloth dice bag with an embroidered D&D logo.

The Monsters Know What They're Doing - Keith Ammann 2019-10-29

From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better

the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

CANDLEKEEP MYSTERIES (ALTERNATE COVER) - 2021

Legacy of the Crystal Shard - R. A. Salvatore

2013

Return to Icewind Dale! Legacy of the Crystal Shard presents Icewind Dale in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the settlements of Ten Towns and their inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Icewind Dale against a rising threat with ties to the past. Legacy of the Crystal Shard allows characters to participate in important events connected to the Sundering and glimpse the future of the Forgotten Realms. Components: 64-page setting book describing Icewind Dale and its inhabitants 32-page adventure book Four-panel, foldout DM screen keyed to the adventure Illustrated folder

Shadows of the Last War - Keith Baker 2004

This full-length adventure for the newest D&D(campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

Eberron - Keith Baker 2004

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

D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories) - Dungeons & Dragons 2021-09-21

Delve into dungeons with this kit for the world's greatest roleplaying game

Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior,

with an emphasis on
dungeon-delving.
Battlezoo Bestiary
(Pathfinder 2e) - Stephen
Glicker 2021-11

Book of Erotic Fantasy -
Gwendolyn F. M. Kestrel
2006-09

*Advanced Dungeons &
Dragons, Players Handbook* -
Gary Gygax 1978

Presents an introduction to
Dungeons and Dragons with
information on the rules,
characters, weapons and
gear, and game etiquette.

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.

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.

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

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

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(R) 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(R) core books "Player's Handbook(TM) " "Dungeon Master's Guide(TM) Monster Manual(TM) "

The Compendium of Forgotten Secrets -

William Hudson King
2018-09-16

The official hardcover

release of one of the most popular 5th Edition Tabletop RPG supplements of all time, the Compendium of Forgotten Secrets: Awakening features hundreds of new options for players and game masters alike! 50 Full-Color Illustrations, 34 Player Subclasses, Over 100 new spells, feats, and invocations, Top Rated by Popular Vote

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

A deluxe version of the essential core rulebook every D&D Dungeon Master needs, this special release features an embossed, leather-bound cover and premium, gilt-edged paper.

The Adventure Zone: Here There Be Gerblins - Clint 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.

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)

Strongholds & Followers - Matthew Colville 2019-06

"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/gami>

ng/2018/12/14/stronghold-
and-followers-dungeons-

and-dragons/ (viewed July
16, 2019)