
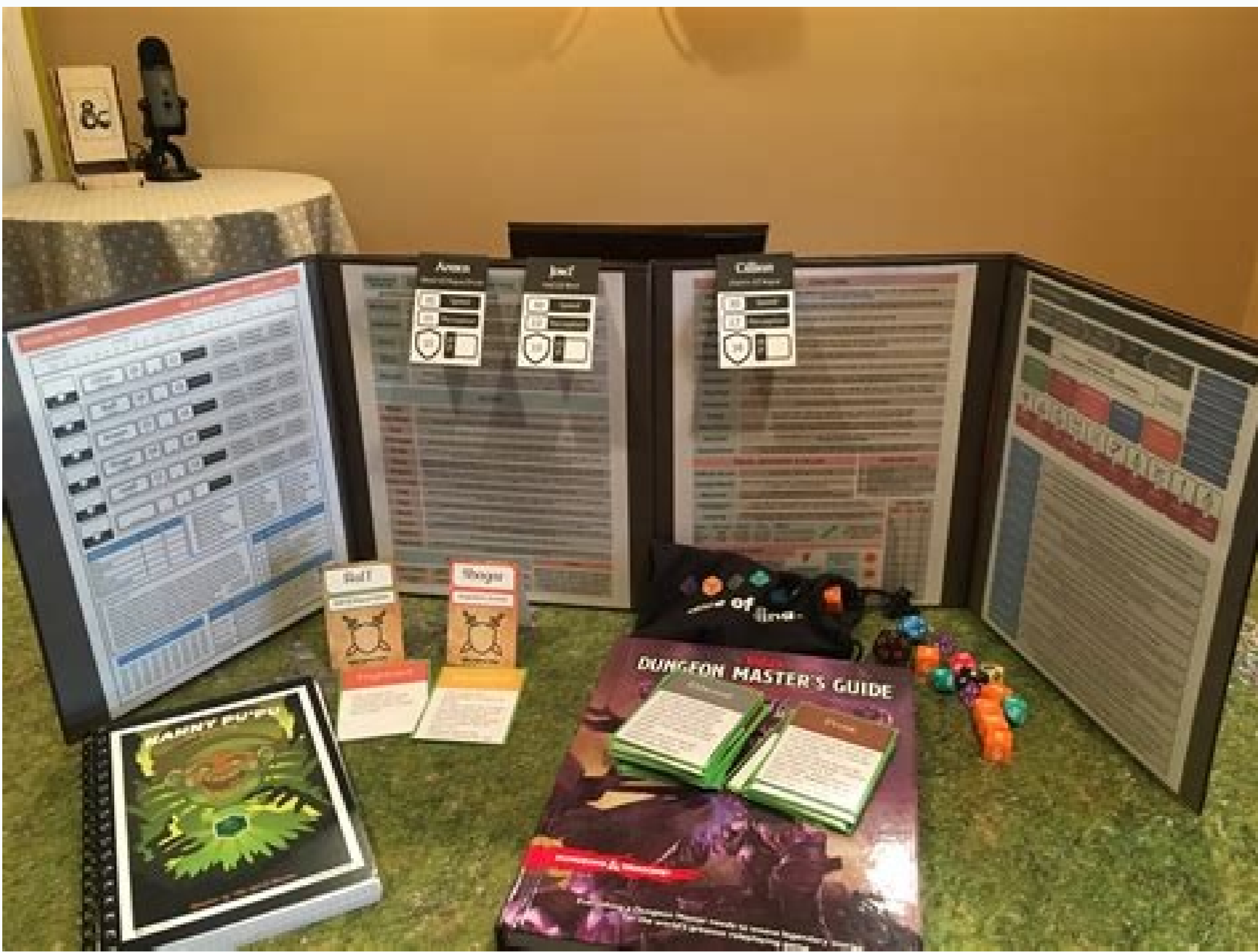


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Dungeons and dragons dungeon master



DRAGON TURTLE
Dragonoid dragon, water

Armor Class 20 (natural armor)
 Hit Points 241 (20d10 + 150)
 Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+2)	30 (+5)	20 (+2)	19 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +10, Wis +4
Damage Resistances 4
Senses distance 120 ft., passive Perception 11
Language Aquan, Draconic
Challenge 17 (13,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS
Multitasked. The dragon turtle makes three attacks, one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.
Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 26 (2d12 + 7) piercing damage.
Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d8 + 7) slashing damage.
Tail. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 26 (2d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.
Stone Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 12 (1d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRAGON TURTLE
 Dragon turtles are among the most fearsome creatures of the oceans. As large and voracious as the oldest of its land-based dragon kin, a dragon turtle swims with its deadly jaws, snapping breath, and crushing tail. A dragon turtle's rough shell is the same dark green color as the deep water where this monster dwells. Silver highlights along the shell resemble light dancing on open water, and a surfacing dragon turtle is sometimes mistaken for the reflection of the sun or moon on the waves.

Dragons of the Deep. Like their dragon kin, dragon turtles collect treasure. First by sinking ships and then by sifting through the wreckage for coins and other precious items. A dragon turtle swallows treasure for transport, then regurgitates it when it reaches its lair. Dragon turtles dwell in caves hidden in coral reefs or beneath the seabed, or along rugged stretches of coastline. If a chaotic cove is already inhabited, a dragon turtle attacks its current residents in an attempt to take over.

Mercurial Mischance. A dragon turtle is smart enough to be befriended, and pirates sailing seas patrolled by these creatures quickly learn to offer them treasure in exchange for safe passage. Clever salvagers sometimes ally with dragon turtles, enticing them with treasure to use their silencing breath weapons to submerge reefs against ships and coastal environments.

Elemental Might. Dragon turtles sometimes feed their way through tangles closer ribs to the Elemental Plane of Water. These monstrous specimens can often be found in the service of merfolk, which strap magnificent coral thrones to the backs of dragon turtles and ride them as mounts.



FLYING MONKEY

FLYING MONKEY
Small beast, unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 0 (10 XP)

Pack Tactics. The flying monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS
Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 - 1) piercing damage.

FLYING MONKEY

Flying monkeys are slightly more clever and curious than common monkeys, and they can be domesticated and taught to obey simple commands. They come in many colors and varieties, with feathered wings that have a span of about 5 feet. With the DM's permission, the *find familiar* spell can summon a flying monkey.

SIMIKIEL
Large celestial, lawful good

Armor Class 23
Hit Points 285 (24d10 + 250)
Speed 150 ft., 300 ft., flying

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	20 (+6)	26 (+8)	20 (+6)

Saving Throws Constitution +17, Dexterity +17, Strength +17
Damage Immunities radiant, nonmagical bludgeoning, piercing, or slashing damage
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned
Senses blindsense 120 ft., passive Perception 28
Languages all, telepathy 120 ft.
Challenge 24 (75,000 XP)

Avenger. A target Simikiel has been summoned to exact vengeance on is considered vulnerable to Simikiel's attacks and legendary actions. If the summoner of Simikiel has invoked the prayer and the angel has deemed the target innocent, Simikiel seeks out and kills the summoner. The summoner is considered vulnerable to all damage that Simikiel does, and Simikiel automatically critically hits when fighting the summoner.
Divine Insight. Simikiel knows when it is told a lie.
Legendary Resistance (1/day). If Simikiel fails a saving throw, it can choose to succeed instead.
Never Fall. When Simikiel is hurting a target, he cannot fall below 1 hit point until that target is dead. Likewise, should Simikiel die after slaying the target, he is reborn at full hit points when the prayer of vengeance is recited again.
Magic Weapons. Simikiel's weapon attacks are magical.
Magic Resistance. Simikiel has advantage on saving throws against spells and magical effects.

ACTIONS
Multiattack. Simikiel teleports and makes 4 sword attacks.
Sword Attack. *Melee Weapon Attack:* +17 to hit, 5 ft., one target. *Hit:* 45 (10d10+10) slashing damage.
Vengeance's Arrow. *Ranged Weapon Attack:* +17 to hit, 60/120 ft., one target. *Hit:* 45 (10d10+10) piercing damage. Throwing his sword at his target, Simikiel demands that they die. They must succeed on a DC 23 Wisdom saving throw or die. Only a creature marked by Simikiel can be affected by this ability.

LEGENDARY ACTIONS
Simikiel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Simikiel regains spent legendary actions at the start of its turn.
Attack. Simikiel attacks twice with his sword.
Slaughter of Sinners (2 Actions). Simikiel holds his sword before him, utters an ancient word, and lets go of it. The sword splits into two different blades and become dancing swords. These swords may take the Attack legendary action twice before the end of Simikiel's next turn, where they fuse back into one blade. They deal the same damage as if Simikiel himself wielded them.



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Such campaigns can last for years or decades, earning great loyalty from their players. Recovered 2008-10-16. ^ Nugent, Benjamin (2007). Also, there may be a common theme (e. Alternatively, DM can build his own world and create his own adventures. Inside you will find world-building tools, tips and tricks to create memorable dungeons and adventures, optional rules of the optional game Hundreds of classic D & D magic items, and much more! Game arbitrator in dungeons and dragons for other uses, see Dungeon Master (disambiguation). Beyond the campaign is the "game world." The Dungeon Master Guide provides the inspiration and guidance you need to spark your imagination and create worlds of adventure for your players to explore and enjoy. In this analogy, the DM provides the stage, the scenario and the basic plot on which the improvisational script is built, as well as all parts of bits and supporting characters. For the general moderator of a roleplaying game, see Gamemaster. Howard’s Conan Saga. ^ Livingstone, Ian (1982). The game section is typically known as an "adventure." It can be metaphorically described as acting inside. A stage game where the players are the leading actors. This vast construction is typical of many fantasy novels, such as J.R.R.Earth-Tolkien or Robert E. In fiction in the Faith and Pantheons Dungeons & Dragons Campaign, the Faerunian Overgod AO responds to a higher entity, hinted to be the "Master Dungeon." Shipping Cost Posten: 59 Kr Shipping Cost Schenker: 69 KR Shipping Nordic Cost: 149 Kr Our Item Number: Everything the master dungeon needs to weave legendary stories for the world's greatest roleplaying game. ISBN 0-7432-8801-7. In the example above, the probability roll may appear in favour of the players, and the enemy would be destroyed. ISBN 0-7100-9466-3. Each player generates a player character od od ortned rajoj arap jCP(Ā DM can also run a single adventure, typically referred to as a "unique shot", if contrary, disconnected with a campaign or world of the game. Recovered 2008-11-25. DM may allow, or roll the data to decide. (2013). Pp. 190 - 192. ^ Ewalt, David M. P. 72. "The Master of the Game". Filed of the original in 2008-10-03. Many other rule books are also there, but these are not necessarily to drive the game. "Dungeon Master: the life and legacy of Gary Gygax." Costa magicians. This is usually designed as a type of decision tree that is followed by the players, and a personalized version may require several hours of preparation for every hour spent playing the game. [7] DM serves as the citritis of the rules, both in teaching rules to players and by imposing them. Filed of the original in 2012-11-13. Routledge. pp. Ā € "222. ^ La Farge, Paul (September 2006). Nerd American: The history of my people. DMS can choose to run a game based on a published world of Dungeons & Dragons, with the maps and history already in place; these play worlds often have adventures pronocycles. The DM can develop the adventure and configuration plot in which these PCs participate or use a pre-existing module. The DM is responsible jVel by narrative flow, creating the scenario and the configuration in which the game occurs by keeping the pace and providing dynamic feedback. [6] In the role of story counter, the DM is responsible for to describe the events of the D & D games and make decisions about situations and game effects based on the decisions made by the players. A series of adventures usually compose a campaign, and the many player characters sometimes remain as elements of the contaminated history, unless they serve an unhappy death. "Destroy all monsters." Using The analogy of the stage, a campaign would understand all the acts of said game. Some use more esothelic titles related to or game style, like the "Guardian of Orcane Lore" Lore " Connection of Cthulhu and Nobilis" "God Hollyhock." Proceedings of the second Australian conference on Interactive Entertainment. This includes situations where the rules do not apply easily, making it necessary to improvise. improvise. improvise.

09.12.2014 · The Dungeon Master’s Guide provides the inspiration and the guidance you need to spark your imagination and create worlds of adventure for your players to explore and enjoy.. Inside you'll find world-building tools, tips and tricks for creating memorable dungeons and adventures, optional game rules, hundreds of classic D&D magic items, and much more! 17.11.2020 · The 5e SRD is a critical part of the homebrew environment and one of the things that makes Dungeons and Dragons the best TTRPGs in the world. This open attitude coupled with so many people’s love for the game has made Dungeons and Dragons more than its official parts. 26.05.2015 · Random Tables of the Dungeons and Dragons 5th Edition Dungeon Master’s Guide. by Mike on 26 May 2015. The 5th Edition Dungeon Master’s Guide is packed with useful information for your 5e Dungeons and Dragons game. One of its most useful features is the huge amount of random tables. Random tables are a fantastic tool of the Lazy Dungeon Master. 21.09.2021 · 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. The role-playing game Dungeons & Dragons (D&D), which receives significant attention in the media and in popular culture, has been the subject of numerous controversies.The game sometimes received negative coverage, especially in the early 1980s during the game's early years. Because the term D&D may be mistakenly used to refer to all types of role-playing ... Dungeons & Dragons is an American animated television series based on TSR's Dungeons & Dragons role-playing game. A co-production of Marvel Productions and TSR, the show originally ran from 1983 through 1985 for three seasons on CBS for a total of twenty-seven episodes. The Japanese company Toei Animation did the animation for the series.. The show focused on a ... In 1976,Tactical Studies Rules dungeons & dragons TSR the company Gary Gygax founded to produce the D&D game that he and Dave Arneson created 723 Williams St.

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