

Rose Gold Dragon: Draconic Omnibus, Vol. 1

October 21, 2020



Rose Gold Dragons are known for their love of children. Stories abound of children lost in the wilderness or at sea who are rescued by a rose gold dragon or some other creature of a similar hue.

At the same time, these stories have sometimes grown darker, with suspicion that questions the motivations of these creatures, and anytime a child goes missing in the vicinity of a rose gold dragon lair, the dragon becomes the primary suspect.



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This supplement includes:



- Full All-Ages Stat Blocks complete with Legendary and Lair Actions
- Dragon Background Option Charts
- Associated Creatures
- Implied Abilities based on their stat blocks
- Spellcasting
- Lair and Hoard Details, including combat strategies based on age

- 2 New Magic Items
- 1 New Spell
- Ideas for using the dragon in your campaign
 - Dragon as Group Patron
 - And more...
- Ideas for using the dragon with your character
 - Contact
 - New Warlock Patron
 - New Paladin Oath
 - Sorcerer Draconic Bloodline variation
 - New Bard College
 - New Monk Way
 - Dragonborn variation
 - New Character Background

This supplement includes details to include this dragon in the Caphora: The Divided Continent campaign setting from Wyrmsworks Publishing, but it can also be used as-is by changing a few location names in any campaign setting.

All [creature](#) and character options are available in the D&D Beyond Homebrew section. Just search for author: doulos12.



How well do you really know the dragons? Sure, you've memorized their stat block, but these are intelligent complex beings who affect the world and your characters so much more than a big lizard in a cave! Welcome to the [Draconic Omnibus](#), a multi-volume set detailing the canon 5e dragons and some new varieties to round out the set.

Arcane Tradition: Biomancer (5e)

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Like a little mad science in your fantasy? What if Dr. Frankenstein or Dr. Moreau could manipulate the Weave? Where do the hybrid creatures and characters come from in your game? Introducing: the Biomancer.

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Biomancers have learned to use the Weave to manipulate life itself, accessing a form of magic unavailable to most wizards. While other wizards can use Biomancy spells, they lose their proficiency bonus due to the strangeness of the magic.

This supplement includes **4 subclasses**, **11 new spells**, and **3 new backgrounds**.

Some consider biomancy unnatural, but it's the biomancers of Tanmaa who are responsible for many of the hybrid and augmented creatures who fill the Western Division of Caphora, and while biomancers have been blamed for some of the plagues that have struck the continent, they're the first to be called when plague strikes to control it.

Most biomancers are found in the labs of Tanmaa, but some nobles hire them as extremely expensive personal physicians. Some

biomancers are the products of their own labs who have learned, through observation and sometimes deliberate training, to use the very magic that created them.

Biomancers specialize in one of four forms of the craft: **Somaturgy**, **Neuroturgy**, **Amalgamism**, and **Miasmism**. They can use other biomancy spells but prefer their own tradition.

Other Campaign Worlds

While the Biomancer was developed specifically for the Caphora campaign setting, which you can download **free** from our website, it will work with most existing campaign worlds, especially those with a slight “mad science” or steampunk element, gnomes who like to tinker, or campaign worlds with hybrid creatures or characters.

Arcane Tradition: Nullimancy (5e)

October 21, 2020



[Download now at DriveThruRPG](#)

Nullimancers have learned the secret art of tapping into and

manipulating the all-consuming energy of Oblivion. They can generate it and transform it to a variety of effects, all of which destroy matter or energy in some way. This results in new spells and features, and several existing spells have Nullimancy versions that use Oblivion instead of the Weave.

The Nullimancer is a Wizard Arcane Tradition using an entirely new form of magic from the Caphora campaign world, but it can also be used in other settings.

This product contains the **full subclass, 14 new spells,** and a **new magic item,** all based on nullimancy magic.

All play content is also available in the D&D Beyond Homebrew section so you can easily add it to your campaign in [Subclasses](#), [Spells](#), and [Magic Items](#).

Random Fantasy City Magical Feature Generator

October 21, 2020



Wanting to add magical elements to the cities to my high fantasy Dungeons & Dragons campaign, since it's difficult to just think of elements out of the blue, I came up with this list as an idea

generator. Here's how it works:

1. Choose how many features to include. This will be determined by the level of magic in your world. For my high fantasy world, you can use the Number of Features formula below.
2. Roll D100 on the Feature Type table. That will tell you which table of features to roll on.
3. Roll on the corresponding Feature table (Natural, Man-made, or Supernatural)
4. Then, roll D100 on the Phenomenon table to determine the type of phenomenon.
5. If it tells you to roll again, combining, roll on the same table unless otherwise instructed, and figure out how to combine the two items.
6. Use your imagination to combine feature & phenomenon to determine what fits best in your campaign world. Don't forget the history of the feature and how it has affected the city and its residents.

Number of Features

For every 1000 people in a city, roll 1D6. Every 6 indicates one magical feature. (This can also be used for rural regions, but I suggest 1D6 for every 3000-5000, but note that the feature may be hidden and unknown to the populace, and the party could travel through the region and never know it's there.)

Feature Type (D100)

01-35 Natural

36-80 Man-Made

81-95 Supernatural

96-00 Roll twice, combining

Feature

Natural (2D20)

2. Stream
3. Hill
4. Falls
5. Valley
6. Tree
7. Grove
8. Sky
9. Large stone / Obelisk
10. Grass
11. Weed/wildflower
12. Dirt
13. Cave
14. Pond
15. Mud/lava/geyser/tar
16. Weather
17. Vines
18. Pit/chasm
19. Footprint(s)
20. Nest/Den
21. Rock formation
22. Dam
23. Crater
24. Ridge
25. Orchard
26. Dry bed (river/lake)
27. Local flora
28. Local fauna

29. Spring
30. Chain of ponds/lakes
31. Underground tunnel network
32. Local fungus
33. Fossils
34. Woods
35. Dead Flora
36. Dead Fauna
37. A formerly prevalent local creature
38. A plot of land
39. Roll again, combining
40. Roll again, 1 Man-Made & Roll again on Feature Type Table

Man-Made Feature (2D20)

2. Shop Cart
3. One building
4. Wall
5. Arboretum
6. Garden
7. Hanging garden
8. Well
9. District
10. Road
11. Sewer
12. Monument
13. Cemetery
14. Field
15. Dock
16. Farm
17. Mine
18. Quarry
19. Fountain
20. Entire City

21. Military/guard
22. Dump/Junkyard
23. Bridge
24. Altar/shrine
25. Aqueduct
26. Zoo
27. Statue/sculpture
28. Museum
29. Crossing
30. Dam
31. Path/trail
32. Park
33. A city block
34. Tent
35. Gazebo
36. Every one of a certain kind of building in town
37. The marketplace
38. Dungeon
39. Roll again, combining
40. Roll again, 1 Man-Made & Roll again on Feature Type Table

Supernatural Feature (2D8)

2. Meteor
3. Portal
4. Magical technology
5. Undead
6. Light
7. Darkness
8. A paired location (2 places magically connected)
9. Magical inscription / circle
10. Spatial / Dimensional anomaly
11. Laboratory
12. Ancient magical site

13. Crash site
14. Magical juncture
15. Site of magical event with residual effects
16. Supernatural Being

Phenomenon (D100)

1. Has layers
2. Glows
3. Defies physics
4. Wards off something
5. Is higher than expected
6. Is lower than expected
7. Is in an odd part of town
8. Is a source of conflict
9. Is carnivorous
10. The city depends on it
11. Oppresses someone
12. Associated with a curse
13. Houses a special species
14. Houses a celebrity
15. Is ruins
16. Burns
17. Is wetter than expected
18. Offers a unique resource
19. Is built in the shape of something
20. Roll twice
21. Floats
22. Is a location of a sport or game
23. Is bigger on the inside
24. Is the location of a tragedy
25. Is a hive-like network

26. Is a center of criminal activity
27. Is not what it seems
28. Is an unexpected color
29. Has an unexpected odor
30. Has an unexpected sound / music
31. Is believed to be haunted
32. Is shrouded in fog
33. Splits the city
34. Is an unexpected shape
35. Is associated with a specific creature
36. Is unexpectedly lacking/missing
37. Is a source of transportation
38. Is much larger than expected
39. Is much smaller than expected
40. Is a canopy
41. Is an unexpected temperature
42. Is difficult to access
43. Is domed
44. Is much more numerous than expected
45. Disappears
46. Is a source of knowledge
47. Is alive/animate
48. Explodes
49. Has unique walls
50. Is unexpectedly indoors/outdoors
51. Transforms something
52. Is made from a carcass/skeleton/shell/Carapace
53. Inhibits some magic
54. Augments some magic
55. Is a holy site
56. Used to be something else
57. Is carved out of something
58. Is guarded
59. Is an impossible shape

60. Has different gravity
61. Is made of an unexpected material
62. Is slowly being destroyed
63. Is sideways or upside-down
64. Has smaller parts coming from it
65. Is crystalline
66. Changes into something else
67. Is longer than expected
68. Is impassable
69. Is unexpectedly flat
70. Is burned
71. Previously housed something else (hive, web, etc.)
72. Is toxic
73. Is held up by something
74. Is associated with another plane (outer or inner)
75. Is full of something
76. Is frozen or petrified
77. Is in something unexpected
78. Is under something
79. Is aware
80. Is clockwork
81. Is hollow
82. Wild magic
83. Unexpectedly controlled / uncontrolled
84. Associated with a unique magical material
85. Moves
86. Corrosive
87. Controls minds/emotions
88. Mimics a spell
89. Drains something
90. Is invisible
91. Changes size
92. Something will come/hatch/spawn from it
93. Affects one or more senses

94. Causes disappearances
95. Is unexpectedly tough
96. Is unexpectedly vulnerable
97. Is a location of a valuable resource
98. Most people don't know it's there
99. Is a treasured landmark
100. Roll twice, combining