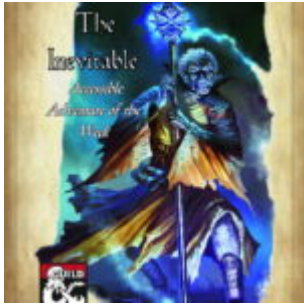


The Inevitable (Accessible Adventure of the Week)

August 2, 2021



A one-shot side-quest for characters level 4-6.

Can Peace Be Maintained Indefinitely?

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The village that makes its subsistence on spiced melon and red rye holds a dark secret, and the shoemaker and his wife will upset the perfect peace.

This adventure includes stat blocks for the following, which may be used in other adventures:

- [Avery Penn](#) (Disabled NPC of the Week)
- Deathlok (Lich Patron)
- Undead Wolves

- Artifact: Crystal of Peace

4K Maps are [free for all subscribers](#) or can be [purchased from DriveThruRPG](#)

Make Lives Better through Role-Playing Games

This adventure is one piece of a movement within the D&D community to invite, encourage, and include those who have not been, both in the RPG community and nearly everywhere in real life. Wyrmsworks Publishing is dedicated to using RPGs to help you make lives better, to provide tools, training, and a community to this end. We believe that this will extend far beyond the ever-growing RPG community as more and more people learn, grow, and give and receive acceptance.

To that end, this adventure includes disabled NPCs just like in real life, including a unique prosthetic arm, a character with chronic pain, and more.

This free adventure includes a simplified version for screen readers for the blind and visually impaired, stat blocks and information for two monsters, a new artifact, a village map, and multiple NPCs, plus illustrations of each NPC for your players.

Content Trigger Warnings

This adventure includes topics of violence, death of both people and animals, ableism, and undead people and animals.

This adventure was created as part of the Summer 2021 [Storytelling Collective](#).

[Get It Now Free!](#)

Gaining Advantage 002: Support your local Indie TTRPG (Creators, Assemble!)

August 2, 2021



Welcome to Moni Barrette, Co-Founder of [Creators, Assemble!](#), a nonprofit organization dedicated to supporting indie creators and promoting education through popular culture and gaming. We talk about TTRPGs in education and what they can do for independent content creators! In “Playing the Other,” we welcome Heather Thomas to talk about Executive Dysfunction and Intrusive Thoughts and how those would play out in Dungeons & Dragons or other role-playing games.

Content Trigger Warning: Suicidal Ideation

- 0:14 Introduction
- 3:28 Creators, Assemble! Interview
- 21:27 Heather Thomas on Executive Dysfunction & Intrusive Thoughts
- 39:41 Wrap-up

Creators, Assemble: <https://www.creatorsassemble.org/>

<https://twitter.com/CreatorsAssemb>

<https://twitter.com/MoniBarre>

Heather's Twitch Channel: <https://www.twitch.tv/lyndicat>

Gaining Advantage 001: Dungeons & Dragons & Therapy (Game to Grow)

August 2, 2021



Role-Playing Games are good for mental health, right? Of course! But what happens when it's used for therapy? For our inaugural episode, we welcome [Adam Davis](#) from [Game to Grow](#)!

We also take a look at Reactive Attachment Disorder and how one might include a character with this condition in a TTRPG.

Like what you hear? [Join the movement](#), and get lots of freebies!

- 00:00 Introduction
- 13:22 Game to Grow

- 51:32 Playing the Other: Reactive Attachment Disorder
 - WyrmworkePublishing.com (Free newsletter with weekly freebies)
 - [Support us!](#)
 - [@wyrmworke](#) on Twitter
 - [Facebook](#)
 - [Disabilities & Depth: Preview Table Edition](#) (Free!)
 - [Game to Grow Newsletter](#)
-

Silver Dragon: Draconic Omnibus, Vol. 2

August 2, 2021



[Buy now at the Dungeon Masters Guild](#)

We're thrilled to announce our [first entry on the DM's Guild, *Silver Dragon: Draconic Omnibus, Vol. 2*](#). Look into the world of the "shield dragon", and discover how it fits into your 5e campaign!

This supplement includes:

- Dragon Background Option Charts
- Implied Abilities based on their stat blocks
- Associated Creatures, including 4 new draconic hybrid creatures with complete stat blocks
- Spellcasting
- Lair and Hoard Details, including combat strategies based on age
- 2 New Magic Items
- 2 New Spells
- Ideas for using the dragon in your campaign
 - Dragon as Group Patron
 - And more...
- Ideas for using the dragon with your character
 - Contact
 - Paladin Oath Of Loyalty
 - Druid Circle Of Clouds
 - Barbarian Path Of The Silver Dragon
 - Bard College Of Affinity
 - Monk Way Of The Wind
 - Dragon-Associated Feats
 - Subraces And Variants
 - Dragon-Related Character Backgrounds



Also, get the [additional supplement](#) that includes details to include this dragon in the Caphora: The Divided Continent campaign setting.

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

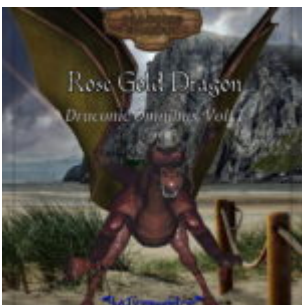
[New Monster Stats](#) also available for Lion's Den's Game Master 5



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.

Rose Gold Dragon: Draconic Omnibus, Vol. 1

August 2, 2021



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.



Download at DriveThruRPG

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.

Elves and Orcs: Building Cross-Cultural Relationships (Critical Success)

August 2, 2021



In most fantasy literature since Tolkien, elves and orcs live at constant odds with each other. Among other reasons are their cultural differences and their inability to see each others'

viewpoints. Elves typically live for a millennium, whereas orcs have shorter lifespans than humans. Time alive, both how long it's been and how long one expects to have left, changes perspective.

Even on a human level, I see this play out. Teens tend to feel like they have unlimited time, and depending on how their formative years have played out, that can mean unlimited possibilities or a sense of hopelessness. The older I get, I expect to have less years remaining than I've already had, so I feel a sense of urgency to accomplish my dreams, whereas others my age or older have given up.

Either way, we can learn from each other, and that's something I love about my D&D group, which ranges in age from teens to 40's. Unlike many games and sports, D&D and other tabletop role-playing games are cooperative and depend on players working together toward a goal. They have to help each other and use teamwork, and those different perspectives they bring to the table help to give them success.

But more than just success in the game, they build relationships. Teens benefit drastically from multiple positive relationships with adults besides family, teachers, and clergy, not that I'm discounting those by any means. They need adults who choose to spend time with them out of mutual respect instead of perceived obligation. (Yes, parents, teachers, and clergy are usually in those positions in the first place because they care, but that's not always the teen's perception.) Correctly managed, D&D can foster those multigenerational relationships based on the collaborative work and mutual respect that lead to success in the game.

Promoting those relationships is remarkably simple and boils down to two principles: encouragement and common ground.

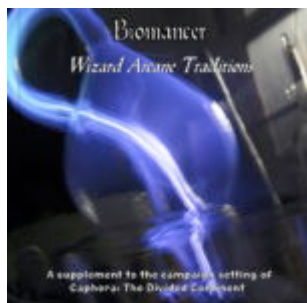
When a teen experiences encouragement from adults communicating to them that they're lovable, capable, and worthwhile, it builds their self-worth and helps cement those relationships. Adults can communicate this by asking the teens for help and complimenting them on their accomplishments. They also experience support when they find others experiencing the same feelings, even in different circumstances (common ground). At the same time, this helps adults recognize the unique contributions that teens bring. And all of this comes from sincere care and camaraderie.

While I've specifically focused on adult-teen relationships here, these same principles apply to any number of cross-cultural relationships, whether racial, socio-economic, political, or any other dynamic, even if all participants are the same generation.

[Recent publications of D&D materials](#) have moved toward breaking down in-game racial boundaries, which the Caphora campaign setting did from its inception, and if we're to get stronger in real life, we can follow this example. Maybe elves and orcs can respect each other after all.

Arcane Tradition: Biomancer (5e)

August 2, 2021



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.

[Download from DriveThruRPG](#)

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)

August 2, 2021



[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](#).

Critical Success: Never Split the Party

August 2, 2021



The first rule of D&D is... always talk about D&D. Incessantly. To anyone who will listen, even if they seem like they don't want to. Because it's awesome, and nobody should miss out.

But the second rule is... Never split the party.

If COVID-19 has taught us anything, it's that we need each other. In D&D, when a party decides to split up, not only does it bog down gameplay, because the DM can only work with half of the group at a time, it usually goes badly for the party, because they depend on each other and each one's unique skills and ideas.

Christianity has taught this from the beginning. The Bible calls it the Body of Christ.

As it is, there are many parts, but one body. The eye cannot say to the hand, "I don't need you!" Or again, the head can't say to the feet, "I don't need you!" On the contrary, those parts of the body that are weaker are indispensable. But as it is, God has arranged each one of the parts in the body just as he wanted. And if they were all the same part, where would the body be? If the whole body were an eye, where would the hearing be? If the whole body were an ear, where would the sense of smell be? And if the ear should say, "Because I'm not an eye, I don't belong to the body," it is not for that reason any less a part of the body. If the foot should say, "Because I'm not a hand, I don't belong to the body," it is not for that reason any less a part of the body. Indeed, the body is not one part but many.

1 Corinthians 12:14-22, CSB

We are all different, and each person brings something different to the table. This isn't just true of the contents of a character sheet, but the actual people, whether sitting around a table or living our lives. When body parts are joined together, they are greater than the sum of their parts. When body parts are separated from the rest of the body, it's just gross. It's

not good. It shouldn't be like that.

Because D&D is a community-centric game, we have the opportunity to strengthen the Body well beyond what happens around the table. This is no less true whether the players are Christians or not. We have the opportunity to connect with each other, build friendships, and be there for each other, whether fighting a beholder or depression. A Critical Success party focuses more on player relationships than character relationships, but the latter serves the former. The more an adventure focuses not only on the unique capabilities of each *character*, but the unique needs and contributions of each *player*, the more the players appreciate and value each other, the more they'll enjoy the game, and the more interest they will have in each other beyond the game. Of course, players and DM need to get to know each other in order to make this happen, and that takes time, but by focusing on how valuable each person is and listening for cues that hint at their needs, those personal connections will build.

Ultimately, the goal is that everyone involved knows that they are never alone, that we don't need to see those around us to know someone has our back, whether in a dark cavern or a dark night of the soul.

Random Fantasy City Magical Feature Generator

August 2, 2021



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