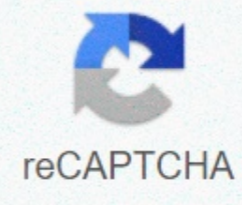




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Steel wind strike 5e advantage

Anonymous asked: I'm bad at reading. Can Ranger's Steel Wind Strike Crit? Steel Wind Strike is a Level 5 Ranger spell and reads as follows: Select up to five creatures within visible range. Make a melee spell attack against each of them. When hit, the target will take 6D10 damage. You can then teleord an empty space within 1 meter of one of the creatures of your choice. Now, notice what he says: take a melee spell attack against each one, which means you can potentially score critical hits on each attack. And with each critical hit, the damage doubles... So a single crit about a target's injury is 12d10, it's already huge. But multiply this number by the number of creatures you can target, which is 5,And so with this spell you do 60d10 force damage, or 600 damage! And you still have a bonus deal... This is when bards use Magic Secrets to learn this magic... A wedding ring meant for a bride. The Portrait painted familiar. Three true answers to Fey's questions. The character's clothes. One of the character's senses. The character's dreams. A coin used in a coin toss. It's a favor. A minute of your Character's time. The Shadow of The Enduring Scar.Your Character. A story. A tooth. The poem or song was written by Character.The music is a character's instrument. A kiss. A moment of your honor. The doctrine of your character's hair. A good night's sleep. The voice of your character. The character's first born child. The color of your hair. The color of your skin. The color of your eyes. The color of your blood. It's the taste of your favorite juice. The feeling of the ocean in your hair. The pleasant sting is a freshly drawn hot bath. The names of the mortals we at least ate with. An eagle's eye. The heart of a hero. A thief's fingers. Eggs of birds, young animals or newborn mortal children. Permanent permission for your home or workplace. The key to a castle. An invitation to a ceremony you're attending. A strong working animal. A treasure stolen from a goblins. A secret. All your silver pieces. Vicious Gockery: The mistakes have been examined, now I take account; I insult and mock evil. Prestidigitation: A hint of magic. A mystical trick. An ordinary casting, simple and fast. Fix: These broken things are my will to bend; It's my power, these things you're improving. Mage Hand: I'll call out a magic hand to pick and pull or something big. Dance lights: The darkness now hope to be ed and summoned by these dancing lights. Blade Ward: Whether found or blacksmith made. I ward myself blunt and blade. Invisible Servant: Even those who are attentive do not see my summoned servant. Thunder: I make a thunderous wave; Wash my enemies and send them to their graves. Tasha's Hideous Laughter: The giggling curse of cackling plague plague you, the unruly laugh. Talk to the animals: Using my magic, there's knowledge I'm looking for; To understand these beings I'm talking to. Sleep: My strength, I quote sleep; tired eyes, deep sleep. Silent image: I weave a spell of minor confusion and create the image of this silent illusion. Longstrider: Come out with magic, it lives in me, it infreates my gait and increases the pace. Identify: Magic comes forward, intreats and declassify, your secrets inside, now cast identify.Heroism: I strengthen the spirit and wipe away tears, become a hero and face fears. Healing word: Stop this pain and heal wounds, all this power healing Word.Faerie Fire: Oh wonderful sprite, I offer you conspire, around this place of your fairy fire. Dissonant Whisper: Listen to this song, what you deserve; a painful melody that wracks the nerves. Disguise Self: That myself would be wise, the magic of my form is now disguised. Detect Magic: Primordial forces, now unbound, reveal to me where the magic is located. Understand Languages: With these words, the speech I intend to become clearer, so I understand. Charm Person: My deed does not mean harm, in these words I hope it charms. This curse will reign through bad luck, your future will end, that's your scourge. Animal friendship: Beasts I say that my will bends, listen now, and my friend. Zone of Truth: In magical interrogation, the truth I will pry; There's no deception, he can't lie. Suggestion: My desires will not be questioned, give me now my suggestion. Silence: In mystical terms, quiet in all violence, I conjure up a sphere of silence. Shatter: The thunderous smite, sunder and ragged, is an explosive force that destroys and crashes. See Invisibility: Mystical magic, help you see how the invisible comes into the picture. Find object: magic find what I dictate, go now that I can locate it. Invisibility: Help me pass and go invisible to make this form an invisible one. Moon Person: Held in place, unable to run or walk, frozen well, solid as rock. Heat Metal: Come up with fire, it's the metal that greets, lights up and bends your magical heat. Enthrall: All of you who can take the call, come to me now, new minds fascinate me. Enhance ability: I call forth the power for me to instill to reinforce traits and improve my skill. Detect Thought: In my mind I project to read the thoughts that I don't perceive. Crown madness: The silent sadness, your mind drowning, the iron madness, the head of my crown. Cloud of dagger: In this place, a shroud that staggers, my dagger cloud is coming out now. Calm Emotion: Allows you not to be angry, causing upheaval, calm, calm emotion. Blindness/ deafness: darkness falls, come out in the night! I curse the senses with disheartening adversity. Languages: Words I can not imagine this magic, these words translate. Stinky Cloud: Conjure up a sickening shroud, billow forth a stinky stinky the plants: Nature grip, there is an answer to what I'm looking for. With this spell, these plants are talking now. Nondetection: Although presence, some suspect the prediction of magic, it will not detect. Leomund's Tiny Hut: A shield of strength. It's a huge dome. A few hours of peace. A little home. Pretend death: With this hex, your life I take; But to tell you the truth, your death is false. Fear: In your mind, phobias appear – turn and run or face fear. Dispel Magic: Dispel all magic, here and now; I'm going to clean this place, that's my vow. Clairvoyance: The divine area is not flamboyant, I create a sensor of clairvoyance. Best gift curse: with these words you will be much worse, the shape I give this curse. The staggering pickpocket begins to follow your PC. The street food vendor tries to strike up conversation on the PC. A group of drunken commoners passes by and insults their PCs.The patrol guards pass by to be watched by a small crowd. A funeral procession is marching. They're burying an important local figure. A humming jester sells fake jewelry, and he has several clients. A spy in disguise begins to impersonator the PCs.A group of angry sailors harassed the street vendor. A commercial caravan or boat is only just arriving from afar carrying news and exotic goods. A car overturns before the party. A large crowd begins to form around a rival group of adventurer. A lone guard cries out for help. A street urchin waves at PCs in a dark alley. PCs pass by an interesting and exotic market stall. A group of children involve PCs in their game. With patrol guards passing by, one notes the PCs.It begins to fall, hail or snow, causing smaller market stalls to close early. A local villain invites PCs to watch an illegal brawl. A poor beggar offers to show computers in the area. The secret door on the floor leads to a short tunnel under dungeon walls, which we can take a safer route to other Dungeon Rooms.By twisting iron sconce, a secret door opens to the ceiling, the party must climb, fly or find another way to access the Secret Door.The Stone Statue, which is a part of the Dungeon walls smoothly rotates to reveal a secret room full of rune circles. This secret door is designed to make a very loud grinding noise when opened. This secret door is only 3 feet tall, so only small or smaller creatures can fit through! This dungeon room floor is covered with small tiles, each depicting the letter of the alphabet, the party must enter the corresponding letters to OPEN this secret door. This Secret Door is hidden behind a statue of a noble king and opened with a stinging sword in his back. Wear marks from repeated use show how to reveal the Secret Door Compartment behind a king's face with a worn, cracked face a small crack-like seam around the neck. After twisting the statue's head, a loud clicking sound can be heard, and a small stone door (roughly 1ft. 1ft.) comes to light, hiding a small treasure inside. Create a Character playlist that represents your character (or npc). Create some new art for your character, either as character tokens or just to get an update on the look. Summarize all recent events in the game from your character's perspective, like a log or log! Expand your character's backstory, DM will love it! Expand your character's thoughts into relationships with NPCs,

family, etc. Back up characters... In case... Write a to-do list of what you want to do in the game Post Hiatus. Try some Out of Session roleplays with text within the character and voice chat. Run a Oneshot! Try a new sound or accent for a future character or NPC. Read the books to see what the character gets when the next level is up! Study the character data sheet, read your spells and features to see if you've forgotten anything. Review the DM Story Notes and expand your NPCs, Plot Points, Locations and more! Read the DM world lore and take a look at the world of geography, history, conflicts and more. Create some new Site Map maps or get new character photos for NPCs.Seriously organize your stuff. Manage character downs. As the year that 2020 draws to a close, I wanted to encourage this wonderful community to join us for the celebrations of the official CreativeRogues Feud Server Community Discord.We Dungeon Masters with years of experience are ready to help and advise (and run D&A; D Games of course!) as well as writers, mapmakers, musicians, artists, Voice Actors and a lot of D&A; Dfic afic adoados. So if you're looking to promote your art, or are looking for a game to play or run, or you're just a big old fan of Dungeons & Dragons or Desktop RPG in general, and you want some good people to talk, hop over! Anonymous asked: hey! at first I wanted to say I like your blog :) courtesy aside, I love worldbuilding, but I never know where to start. starting at the very beginning of the time the world seems like a really overwhelming task, while starting in the middle and moving back/forward seems like scary. any tips or ideas to make it easier? Thanks! <3 The Dungeon Master's Guide for 5th Edition is a great section for building the world, a history of geography that details what government is running in the local Town.I also highly recommend the Big Ol list of generators that have a lot of help as well, an Eigengraus Generator that creates a whole, fully detailed city, the Shop Generators, NPC generators with fully developed goals, and errors, the Azgaar generator map, the generator to the generator that creates a whole whole With added internet points, you can generate your own culture of Iron Arachne, a generator that creates a detailed culture, with it's own gods, music, favorite foods and more. But after all this, I'll give you some advice: Don't overthly think about it. If you start in a pub, you just need the Pub, a bartender, some NPCs and maybe some space in the city. Yes, you could develop a whole tavern menu of food and drink, or entertainment in the pub in the form of performers, but all you really need is the essentials. I also encourage you to explore having a Co-DM that pressures you down and ideas, and while some people don't like others playing around the world, it's literally what D&A;T is; D: People play world.But in TL, DR; Don't be afraid to use DMG or D&A; Generator D, or even a Co-DM. So it's been a while since I made a long post, but don't worry, I'm not dead! And once you're dead, let's just jump right and talk about one of the deadliest and scariest Session 0's I've ever run, at least... the scariest of players ... This Session 0 began like any other, creating a character and setting some expectations for the Game and Campaign ahead. But not only did we create characters, we created Back-Up characters as well, because I knew this campaign in particular would prove to be very deadly. It was No Mercy, which meant that if the enemy ever found weakness, they would take advantage of it and kill these characters if they were given a chance. And because of the nature of the story they wanted, if their characters were killed, they couldn't be resurrected, and so they'd be dead until I said otherwise. This was supposed to tell players to study the character sheets well and learn how Combat worked, but it mostly ended up with a lot of screaming and begging for mercy. But as I said, there is no mercy, and so in the first 3 sessions, 4 out of 6 players ended up using the Back-Up characters, some were ok that some were ... less delicious. But there's nothing scarier than not just rolling up your first ever DnD character, but also rolling up your Back-Up Character... See this app For more

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