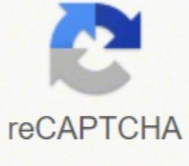




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Wild Magic Surge	d100 Effect	d100 Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	45-46 You cast <i>levitate</i> on yourself.
03-04	For the next minute, you can see any invisible creature if you have line of sight to it.	47-48 A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
05-06	A misty chasm controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.	49-50 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.
07-08	You cast <i>freedom</i> as a 3rd-level spell centered on yourself.	51-52 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to magic missile.
09-10	You cast <i>magic missile</i> as a 3rd-level spell.	53-54 You are immune to being intoxicated by alcohol for the next 5th day.
11-12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.	55-56 Your hair falls out but grows back within 24 hours.
13-14	You cast <i>conjure</i> centered on yourself.	57-58 For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
15-16	For the next minute, you regain 5 hit points at the start of each of your turns.	59-60 You regain your lowest-level expended spell slot.
17-18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.	61-62 For the next minute, you must shout when you speak.
19-20	You cast <i>grease</i> centered on yourself.	63-64 You cast <i>fog cloud</i> centered on yourself.
21-22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.	65-66 Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
23-24	Your skin turns a vibrant shade of blue. A remove curse spell can end this effect.	67-68 You are frightened by the nearest creature until the end of your next turn.
25-26	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.	69-70 Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
27-28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.	71-72 You gain resistance to all damage for the next minute.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.	73-74 A random creature within 60 feet of you becomes poisoned for 1d4 hours.
31-32	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.	75-76 You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
33-34	Maximize the damage of the next damaging spell you cast within the next minute.	77-78 You cast <i>polymorph</i> on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration.
35-36	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.	79-80 Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
37-38	1d6 Rumples controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.	81-82 You can take one additional action immediately.
39-40	You regain 2d10 hit points.	83-84 Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
41-42	You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.	85-86 You cast <i>mirror image</i> .
43-44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.	87-88 You cast <i>fly</i> on a random creature within 60 feet of you.
		89-90 You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
		91-92 If you die within the next minute, you immediately come back to life as if by the <i>reincarnate</i> spell.
		93-94 Your size increases by one size category for the next minute.
		95-96 You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
		97-98 You are surrounded by faint, ethereal music for the next minute.
		99-00 You regain all expended sorcery points.



ADULT FOREST DRAGON

Huge Plant (dragon), neutral good

Armor Class 19 (natural armor)
Hit Points 210 (18d12 + 93)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +5, Con +11, Wis +7
Skills Insight +7, Perception +12, Stealth +5
Damage Immunities Poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multitask. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10ft., one target.
Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target.
Hit: 15 (2d6 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Needle Breath (Recharge 5-6). The dragon exhales needles in a 40-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 66 (12d10) piercing damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Fetish, Spell Casting, Ritual Casting	2	2	2	—	—	—	—
2nd	+2	Bound Spirits	2	2	3	—	—	—	—
3rd	+2	Spirit Path	2	3	4	—	—	—	—
4th	+2	Ability Score Improvement	2	3	4	1	—	—	—
5th	+3	Spirit Form	3	4	4	2	—	—	—
6th	+3	Spirit Path Feature	3	5	4	2	—	—	—
7th	+3	—	3	5	4	3	—	—	—
8th	+3	Ability Score Improvement	3	6	4	3	—	—	—
9th	+4	—	3	7	4	3	2	—	—
10th	+4	Spirit Path Feature	3	7	4	3	2	—	—
11th	+4	Cleanse Spirit	3	8	4	3	3	—	—
12th	+4	Ability Score Improvement	4	8	4	3	3	1	—
13th	+5	Fetish Mastery	4	9	4	3	3	1	—
14th	+5	Ability Score Improvement	4	9	4	3	3	2	—
15th	+5	Spirit Path Feature	4	10	4	3	3	2	—
16th	+5	Ability Score Improvement	4	11	4	3	3	3	1
17th	+6	Spirit of Revival	4	12	4	3	3	3	1
18th	+6	Ancient Spirits of War	4	13	4	3	3	3	1
19th	+6	Ability Score Improvement	4	14	4	3	3	3	2
20th	+6	Spirit Path Feature	4	15	4	3	3	3	3

CLASS FEATURES

As a Shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per shaman level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shaman level after 1st

PROFICIENCIES

Armor: Light armor, Shields
Weapons: Simple weapons
Tools: Herbalists Kit

Saving Throws: Strength, Wisdom

Skills: Choose two from Animal Handling, Athletics, Insight, Nature, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple melee weapon
- (a) shield or (b) any simple weapon
- (a) leather armor
- An explorer's pack and shaman focus

SPELL CASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these shaman spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

ELVEN WEAPONS & ARMOR

There are many diverse types of Elven and with this diversity comes a plethora of different types of weapons and armor. Each Elven race has spent centuries tailoring their weapons and armor to suit their needs and specific environments. Some of these weapons may seem strange or outlandish, but in the right scenario these items can be invaluable and just may save your life.

WOOD ELF EQUIPMENT

By far the most common of all Elves in the land, Wood Elf weapons can be found in most market places for a price. Although they are extremely expensive the quality and durability of Wood Elf weapons cannot be denied. If one does not so better they can be taken advantage of as any market by purchasing a counterfeit Wood Elf weapon. Although it may look the part once you are in battle it is sure to fail.

Wood Elves are children of the forest, but have fully integrated themselves in with the other races of the world. They love life and new experience and see no reason to combat themselves in their forests for this reason. The weapons that they craft are usually carried by scouts, rangers, and explorers do to the lightness and durability.

ELACIE BOW

Weapons (Elvenbow), Elvenbow
Working a bow in close combat can be extremely tricky and something that can take years to master. Fortunately Wood Elves have developed a bow that is not only easy to fit in close quarters, but is also suitable as a close range weapon. The long slender bow is accented with blades running from the ends where the bow string is mounted all the way to the arrow fins.

While using this bow you do not have disadvantage when you fire it at a target within 5 feet of you. You may also make an extra attack using the blade end of the bow. The target takes 1d6 slashing damage on a successful hit.

COMPACT SWORD

Weapons (Shortsword), sword
The Compact Sword is a beautiful and elegant weapon that highlights the Wood Elven desire to wield close and fast. The sword was originally developed by an assassin's guild who needed a way to sneak weapons into locations. It is speculated that the Elves were so desperate for the weapon that they actually went to the Dwarves for help with the construction of the first compact sword.

The Dwarves helped the Elves come up with a weapon that is able to completely retract into the hilt and be hidden with extreme ease. The assassin's guild stole all of the Dwarves engineers in return; they could not let it known that they betrayed themselves and went to Dwarves for help. To this day most people believe that the Wood Elves were the original creator of the compact sword.

You gain +1 bonus to attack and damage rolls made with this weapon. Along with a normal attack you may also make a melee attack at a target within 5 feet by spinning the sword at them. On a successful attack the target takes 1d12 piercing damage. Ejecting and retracting the sword can require an action.



Dnd 5e wild magic table 1000. Dnd 5e better wild magic table. Dnd 5e wild magic table homebrew. Dnd 5e wild magic barbarian table. Dnd 5e wild magic table expanded. Dnd 5e wild magic table d10000. Dnd 5e wild magic table 10000. How does wild magic work 5e.

03-04 For the next minute, you can see any invisible creature if you have a line of sight towards it. 47-48 Roll ahead all for 1 minute. 61-62 For the next minute, you must shout when you talk. 63-64 They throw fog clouds centered on themselves. Basic armor of 0 (1), basic armor of 5 (2), base armor of 15 (3), base armor of 20 (4). 81-82 You can immediately take an additional action. While a plan, it is incapable and have vulnerability to all damages. 23-24 Your skin transforms a vibrant blue tonality. 19-20 Conject a copy of a random creature that you can see, yourself included, at 60 feet by you for 10 minute.à This creature is under your control, unless you lose knowledge or does not die. An uncontrolled creature is not a dishonor, but acts as normally for the duration of the quotation. 71-72 Resistance is obtained to all damage for the next minute. 95-96 You and all the creatures within a 30-foot radius or if you get the vulnerability to piercing damage for the next minute. 21-22 The creatures have disadvantage to save the launches against the next spell to throw in the next minute that involves a saving launch. If the roll is equivalent. old. 75-76 lights up bright light within a 30 feet radius for the next minute. 83-84 A random creature, you itself understood, less than 30 feet you lose their professional bonus for 6D10 minutes. 91-92 The horrible laugh of cast tasha on a random creature, including yourself, which you can see. Roll D100 and use the reincarnate magic table. 69-70 Each 30-foot creature from you becomes invisible for the next minute. 11-12 ROLL A D10. 89-90 becomes invisible for the minute later. 77-78 you did the polymorphic. A removal of the spell curse can end this effect. 39-40 06 06 ortne erutaerc el ettut us llaf rehlaef iccnc ut 44-34 AA atarud til rop arocep ann ni amrofsart is oiggtavlas id orit h ecillaf is eS .et ad ideip 06 a ,osepnmoc ut ,glaussac arutaerc ann us ruilB ligacs 11-12 You are able to jump twice as far and twice as high for 1d10 minutes. 35-36 A random creature, including yourself, within 30 feet of you adds its skill bonus to its armor class for 1d10 hours. 05-06 You launch Confusion centered on yourself, but you are immune to its effects. Your height changes by a number of inches equal to the roll. We use the standard WMS table of the 5e Players Handbook as well as a custom table. They fade after 1 minute. If the roll is weird, you shrink. If the roll is odd, you become younger (minimum 1 year of age). Rolling 20 uses the custom WMS table. 89-90 The race of a random humanoid, including you, within 30 feet of you changes. 87-88 See Invisibility Case on you for 1 hour. 35-36 Roll a d10. 15-16 For the next minute, you regain 5 points at the beginning of every turn. 85-86 Play a mirror image. 23-24 Your eyes become completely black for 1d10 days. 31-32 You suffer from fatigue until it is resolved. 73-74 Random The creature within 60 feet of you is poisoned for 1d4 hours. 67-68 You can cast again the last spell you used as a bonus action. 75-76 Your movement speed is reduced by 10 for 1d6 minutes. 55-56 Hair falls out but grows back within 24 hours. 37-38 1d6 DM controlled flumphs appear in free spaces within 60 feet of you and are scared 49-50 All coins within 300 feet of you change value. 13-14 You throw confusion centered on you. 59-60 You regain your spell channel of the lowest spent level. 97-98 She is surrounded by weak and ethereal music for the next minute. 13-14 You throw Hold Person centered on you for 1 minute. 51-52 Creatures have the advantage of saving throws against the next spell cast in the next minute involving a saving throw. 41-42 It stinks of feet For 4D6 hours. Each creature that ends ends turn within 5 feet from f blinded himself until the end of his next turn. Personalized WMS Table d100 Effect d100 Effect 01-02 Your initiative increases by 5 for 1 day. 97-98 And nothing happens. . 27-28 A random creature, including you, within 30 feet of you gains resistance to blows, cuts and punctures for 1 minute. 63-64 At the start of your next turn, you get Blindsight for 1d6 spits. Standard WMS Table d100 Effect d100 Effect 01-02 Roll on this table at the start of each spin for the next minute, ignoring this result on the next reels. Roll d4 and see the results: Copper (01), Silver (02), Gold (03), or Platinum (04). 07-08 You can turn water into delicious wine for 5d6 days. 65-66 You change a basic armor random creatures by 1 minute. Roll a d4 to see the effect. 99-00 It recovers all witchcraft points spent. 43-44 For the next minute, you can teleport up to 20 feet as a bonus action in each turn. 29-30 For the next minute, you can use a bonus action to launch Dragon Breath Weapon based on your level. Launch a d10 and see the Draconic Ascendant for details. 29-30 Teleport up to 60 feet into a free space of your choice that you can see. During this period, you have an advantage over the controls of Wisdom (Perception) which are based on sight. 93-94 Your size decreases by one size category the next minute. 37-38 Throws Detect Spell centered on you for 10 minutes. 83-84 Every creature within 30 feet of you suffers 1d10 necrotic damage. 17-18 You grow a long beard made of feathers that stays until you sneeze 87-88 Fly on a random creature within 60 feet of you. 53-54 A random creature within 30 feet of you, including yourself, gains temporary impact points equal to their maximum health for 1 hour. 85-86 Throw Sanctuary on a casual creature, you included. Àte Àte aut aL .otunim 1 rep eredeu ioup From a number of years the same to the roll. 57-58 You can only talk your name for 1 day. 69-70 You can launch prestidigitation as a bonus action for 4D4 hours. 45-46 You launched levitate on yourself. 33-34 Minimize the damage of the next harmful spell that you launched within the next minute. 31-32 The astral plane is transported until the end of the next round, after what time you return to the previously busy space or the nearest unoccupied space if the space is busy. The invisibility ends up a creature when attacking or launches a spell. 71-72 Get vulnerability to all damage for the next minute. Roll 1D4 to determine the type: Air (01), Earth (02), Fire (03), Water (04). 09-10 You launched the magic missile as a 5-level spell. 15-16 For the next minute, you lose 5 points of success at the beginning of each of your shifts. 25-26 A random creature, including yourself, within 30 feet of you earn the characteristic, when they are reduced to 0 points of success but not killed by way, drops to 1 point of success instead for 1 day. Regain the same points equal to the sum of the treated necrotic damage. 45-46 Beach at a disadvantageous for 1 minute. 51-52 A spectral shield approaches you for you for the next minute, giving you a +2 bonus for AC and the immunity to Magiczil. Edit we play more than your average amount of wild magic peaks (WMS). Every time you try, the pink bubbles float from the mouth. 03-04 Manage Elemental Elemental at the beginning of your next shift. 73-74 The next saving shot is automatically succeeded. 91-92 If you die within the next minute, you immediately turn back to life as for the reincarnation spell. 39-40 Retrieve 2D10 success points. 49-50 You can't talk for the next minute. Rolling 1 Use WMS standard table. Black (01), Blue (02), Brass (03), Bronze (04), Copper (05), Gold (06), Green (07), Red (08), Silver (09), & White (10). 07-08 You cast Fireball as a 3rd level spell centered on up dna .001d lloR À.nosrep rieht no ni tekniR modnar a sdñif uoy fo teef 06 nihtw ,dedulcni flesruoy ,erutaerc modnar A 28-18 .retal etunim 1 sraeppasid neht ,uoy f o teef 5 nihtw ecaps a ni sraeppa MD eht yb dellortnoc nrocinu A 84-74 .etunim 1 rof delbuod era uoy fo teef 03 nihtw ,dedulcni flesruoy ,erutaerc modnar a no slaef 81-71 .emalf otmi strub erutaerc rehtona yb deirrac ro nrow gnieb tÀÀÀensi taht huot uoy tcejbo elbammalf yna ,etunim txen eht roF 85-75 .uoy raeh tÀÀÀenac serutaerc rehto ,emit taht gniruD .noitarud s'leps eht rof peehs a otni nrut yeht ,worth gnivas eht liaf yeht fi À.ees nac uoy taht erutaerc modnar a no hpromylop tsac uoY 87-77 .setunim 01 rof elkraps uoY 69-59 .gnilfeit 00-79 .namuH 69-77 ,tuotS-gnilflaH 67-96 ,toothgIL-gnilflaH 86-16 ,cro-flaH 06-75 ,fle-flaH 65-35 ,kcoR-emonG 25-74 ,tseroF-emonG 64-34 ,dooW-fle 24-53 ,hgiH-fle 43-62 ,kraD-fle 52-22 ,natiuom-frawD 12-41 ,llilH-frawD 31-50 ,nrobnogard 40-10 .sruoh 6d5 rof secneugessnoc li on htw ecnatsbus rof gnihyna tae ot elba era uoY 08-97 .nrut txen ruoy fo dne eht litnu erutaerc tseraen eht yb denethgirf era uoY 86-76 .noitca sunob 1 fo emit gnitsac a evah noitca 1 fo emit gnitsac a htw silleps ruoy lia ,etunim txen eht rof 82-72 ,flesruoy no deretnac esarey tsac uoY 02-91 ,llepS a tsac ro kcatla uoy fi sdne ytilibisiviñ eht ,deton esiwrehto sselnu AS-YB-CC rednu elbaliava si tmetnoc ytinummoC ,etunim txen eht rof daeherof ruoy no sraeppa eye nA 52-52 .etunim txen eht rof yrogetac ezis eno yb sessaerçi ezis ruoY 49-39 .egamad gninhtil 01d4 ekat uoy f o teef 03 nihtw esoclc uoy serutaerc eerht ot pU 66-56 .tluser ruoy rof elbaT egruS cigaM dlIW lanigro eht esu dna llorek 00-99 .deruc yllacitamotua era uoy .eno yb deteiffe yllneruc era uoy fi À.etunim 1 rof sesaesid dna snosioq ot enummi era uoY 06-95 .nrut txen ruoy fo trats eht litnu tnalp dettop a otni nrut uoY 24-14 .syad 6d3 rof eugnot stnepres-dekrof a evah uoY 26-16 26-16 Trinket table. 55-56 All teeth become sharp for 3d10 days. If the roll is even, you grow. 33-34 Maximize the damage of the next malicious spell you cast the next minute. 79-80 Illusory butterflies and flower petals whizz through the air 10 feet away from you for the next minute. 05-06 A modron selected and controlled by DM appears in an unoccupied space less than 5 feet from you, then disappears 1 minute later. 53-54 You are immune to alcohol intoxication for the next 5 days d6. 09-10 A random creature at 30 feet if you are blinded for 1 minute. 21-22 The next malicious spell is cast with the next minute hits critically on a reel 15 or higher.

12020/6/ · Manipulate the Odds: Wild Magic Sorcerer 5E. The Wild Magic Sorcerer is a competent damage-based Sorcerer Origin with some awesome utility. Your goal is to use your magic to fuel your reroll effects or try and find sudden, powerful effects to randomly win a losing battle. With the release of The Wild Beyond the Witchlight, Dungeons and Dragons 5E has received some new character options for players to give their PCs some far out Feywild twists. One of these options is the Fairy, the winged and small, though not as tiny as you might think, folk native to the Feywild, and popular in folk stories and modern series the world over. The DND 5e Races are noble and proud but come across as pompous and self-righteous to those ignorant of their struggles on the surface. Will and Brian talk about the complexity of role-playing these aquatic fish folk this week on The Dungeoncast! If you are here to know the complete All 5e races list of different roles of the game, we are here providing the most searched and refined ... 202021/4/ · It's likely that Magic Resistance and Poison Immunity would not apply during Wild Shape. Setting-specific races are address below. Not every setting allows every race, and while most races presented in the core rules and in content for the Forgotten Realms can be used in other settings, races specific to settings like Ravnic a aren't typically allowed in other settings. 222019/8/ · Wild Magic Sorcerer can age themselves down with wild magic. Though it's a bit unpredictable and you may get older instead. On the Wild Magic table it says. 35-36: Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older." The Dungeon's Master Guide for DND 5E introduced a couple of options for evil versions of classes like Cleric and Paladin, one among which becoming the Death Domain. The Death Domain focuses on things that cause death and giving rise to undead creatures. this is often intended as an evil archetype, so make certain to speak together with your GM before taking it, or risk being ... This wiki hosts DND 5e content that is setting-specific, play-test content, or unofficial "homebrew" content. Some content found on this page may not be suitable for play at your table. Check with your DM to see if what you find here is a good fit for your table if ... 152021/8/ · What is this guide? This guide is meant as a deep dive into the Dnd 5e Druid. For a quick overview of the Druid Class, see our breakdown of the Dnd 5e Classes. The color code below has been implemented to help you identify, at a ... 82021/10/ · The Fairy from Wild Beyond the Witchlight is a new race alternative for this tumultuous circus environment. And what an exceptional participant race to have on your side! From splendid acts of Fey trickery to normally stellar moments of revelry, Fairies are going to be hilarious to play with. So, our Fairy 5E Guide will [. . .] 202021/4/ · Wild Surge: Path of Wild Magic's Wild Magic table is universally beneficial. What your roll on the table may require you to reconsider your tactics, but with some quick thinking you can turn any of the effects into a major advantage.

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