Adventurer's Guide to Advanced Combat

Many Isles

1 – Basics of 5eS

Of course, you know 5e, the great roleplaying system. But what's 5eS? Nothing official. It's the name of a slight alternative ruleset to 5e, replacing one of the six core Abilities (Charisma with Heroism) and introducing two rolls for attack, and two Armor Classes.

After elucidating the basics of 5eS, we'll jump right into the combat rules!

For further information on 5eS in general and some other great knowledgeyou can read the Starter Guide.

And, if you want to convert a 5e game into 5eS, that's really easy. Use this sheet for a quick and easy conversion.

Introduction to 5eS

In 5eS, the rules are slightly more complicated, which means you will always need a clear overview and method on how to keep track of everything.

First off, use the 5eS character sheet, and not the 5e one. The 5eS one has all the variations needed for a smooth game, such as the two AC scores, Heroism scores, and much space for notes, which you will need to do. Find it here.

Second, make sure you know your d and h attack rolls by heart. This is essential for the good flow of the game.

Ability Scores

In 5eS, there are six Ability scores, just as in 5e. These are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Heroism.

Where's Charisma, you might ask? Well, easy, it's molded into Wisdom and Intelligence. A wise person knows how to handle people well, and an intelligent one might manipulate them easily.

And what's Heroism? Well, the representation of an ability not at all existent within 5e, and that's toughness of the mind. Heroism is Constitution for mental scores. Meaning, this shows how well you resist to psychic influence, and how strong that brain of yours is. Bravery and memory are part of this score.

Otherwise, nothing much changes from 5e to 5eS in ability score terms.

Attack and Defence

In 5e, as you know, to perform an attack, you roll an attack roll against an armor DC, named AC. 5eS works similarly, except you roll two attacks against two ACs: the d and h rolls.

The d, next to showing the amount of faces on a die (eg, d6), is the "dexterity attack", the roll that counts for how well-adjusted your attack is. The h roll counts the brute force of the swing, standing for "heavy".

Similarly, dAC stands for how well you can fend off hits and move around, whilst hAC shows the resistance of your armor to damage.

Making an Attack

To perform an attack, you roll a single d20. Then, apply both modifiers to the rolls: the d and the h. These two results will be the ones you compare against the opponent's Armor Classes.

Calculating Attack Rolls

dAttack rolls are constituted by using your Dexterity modifier+2, to which you may add proficiency if you are proficient with the weapon used. Subtract the "m" value of the weapon you are using from this total modifier.

Your hAttack constitutes of the ability modifier you are using with this weapon, along with your proficiency if you are proficient with the weapon used, and the "ab" (armor-breaking) value of the weapon. The default ability modifier used is Strength.

Defending against an Attack (AC)

As long as a creature targeted by an attack does not take the Parry reaction, its Armor Class will have to be compared against the attack rolls its attacker rolled. Any pair of attack rolls will have to beat both ACs of the target. Meaning, if you have a calculated attack roll of 16 for d and 19 for h, the attack will only hit if both the target's ACs are beneath or equal to the attack rolls. A dAC of 17 and an hAC of 15 will mean that the attack failed, even though one of the rolls hit. In this case, the swing would have bored through the opponent's armor, but he managed to fend it off through a swift movement before it hit.

Calculating ACs

The dAC is calculated through the sum of 5, your Dexterity saving throw modifier, and your weapon's "d". Subtract the "m" value of your weapon, and the "a" value of your armor, as it represents how much the two equipment pieces encumber you. All this means your dAC is highly variable of what you are wearing and wielding, so make sure you often use the same equipment, or keep multiple dACs so you know which one to use.

The hAC is much simpler. It is given by your armor's AC, to which you add your shield's modifier if you have one, and that's it.

Further Differences

5eS is, after all, an alone-standing variation of 5e. There aren't only attacks and abilities that are different, although these are obviously the main difference. Certain things, such as weaponry and action economy pools, are also different. However, since those are only smaller aspects, you can get away by ignoring them. And, as always, use the Starter Guide as reference, or just this document!

2 - Equipment

Before going to battle great foes, you'll have to be equipped to do so. You'll need weapons and armor, and preferably more stuff, but this is already enough to ruthlessly kill things.

Weapons

The thing that actually kills your enemies is, as you know, the blade and the bow. To this effect, all basic weapons of 5eS are listed below.

Weapons in 5eS have 3 additional values, m, ab, and d. Their use is explained in more detail in part 1.

Weapon Terms
m. This represents the unwieldiness of your weapon. Reduce your dAC by the number given.
ab. Add this modifier to your hAttacks.
d. This can be added to your dAC.

Simple Melee Weapons

Name	Cost	m	ab	d	Dice	Damage type	Properties	Weight
Club	1sp	-1	1	0	1d4	Bludgeoning	Light	2lb.
Dagger	2gp	0	2	0	1d4	Slashing	Finesse, light, thrown, (range1/3)	1lb.
Gauntlet, Spiked	10 gp	0	0	0	1d4	Piercing	Special	2lb.
Light Hammer	2gp	-2	2	0	1d4	Bludgeoning	Light, thrown, (range1/3)	2lb.
Punch Dagger	2 gp	0	3	0	1d4	Piercing	Light, thrown (1/3), special	1lb.
Sickle	1gp	0	0	0	1d4	Slashing	Light	2lb.
Handaxe	5gp	0	3	0	1d6	Slashing	Light, thrown (range 1/3)	2lb.
Javelin	5sp	0	0	0	1d6	Piercing	Thrown (range 1/6)	2lb.
Mace	5gp	-2	4	0	1d6	Bludgeoning	-	4lb.
Morningstar	15gp	-2	4	0	1d8	Piercing	-	4lb.
Quarterstaff	2sp	0	0	1	1d6	Bludgeoning	Versatile(1d8)	4lb.
Spear	1gp	0	1	1	1d6	Bludgeoning	Thrown, (range1/3), versatile(1d8)	3lb.
Greatclub	2sp	-3	2	0	1d8	Bludgeoning	Two-handed	10lb.

Gauntlet, Spiked. This leather gauntlet is adorned with metal spikes. If you perform an unarmed attack, you can use the gauntlet's damage instead.

Punch Dagger. Punch daggers are specialized in hitting with precision and strength. You have advantage on Sleight of Hand or other Dexterity checks referring to this weapon.

Martial Melee Weapons

Name	Cost	m	ab	d	Dice	Damage type	Properties	Weight
Arming Sword	25 gp	0	0	3	1d8	Slashing	Finesse, light	2.5 lb.
Battleaxe	10gp	-1	4	1	1d10	Slashing	Versatile(1d12), Special	4lb.
Billhook	7 gp	-3	4	0	1d10	Slashing	Heavy, reach, two-handed, special	5 lb.
Falchion	75 gp	-1	3	1	2d6	Slashing	Heavy, two-handed, special	3 lb.
Flail	10gp	-5	3	0	2d6	Slashing	-	2lb.
Greataxe	30gp	-2	5	0	2d8	Slashing	Heavy, two-handed	7lb.
Greatsword	50gp	-2	3	2	2d8	Slashing	Heavy, two-handed	7lb.
Lance	10gp	-1	3	0	1d12	Piercing	Reach, special	6lb.
Longsword	60gp	0	1	4	1d10	Slashing	Finesse, heavy, versatile (1d12)	3lb.
Maul	10gp	-4	5	0	2d6	Bludgeoning	Heavy, two-handed	10lb.
Poleaxe	22 gp	-2	5	1	2d8	Slashing	Finesse, two-handed	4 lb.
Rapier	25gp	0	1	3	1d8	Piercing	Finesse	2lb.
Shortsword	10gp	0	0	3	1d6	Piercing	Finesse, light	2lb.
Scimitar	25gp	0	1	3	1d8	Slashing	Finesse, light	3lb.
Swordbreaker	50gp	0	2	0	1d4	Slashing	Finesse, light, special	1lb.
Trident	5gp	-1	1	1	1d6	Piercing	Thrown, (range1/3), versatile(1d8)	4lb.
Warhammer	15gp	-1	5	0	2d6	Piercing	Versatile(2d8), thrown (1/3) finesse	2lb.
Whip	2gp	-2	0	0	1d4	Slashing	Finesse, light	2lb.

Battleaxe. If you are wielding this weapon with two hands, it has the Finesse property.

A battleaxe is 50 cm long and weighs almost 2 kilos. It is fabricated in a way to make it as light as possible. Its blade is very thin and no larger than 15 cm in height.

Billhook. The wielder has advantage on checks to dismount riders with this weapon, and can choose whether to deal slashing or piercing damage.

Falchion. The amount you need to roll on a d20 for a critical hit decreases by 1. Falchions are large swords that are very powerful and deal much damage, even through armor. This results in slow attacks, though, and a wielder can easily be outflanked and wounded - especially since he cannot defend himself nearly as well as if he had a typical sword, or even a shield.

Greataxe. These are long two-handed battleaxes. They have only one head that is as thin as possible and quite small, as the extra weight would be unliftable. They are longer than a battleaxe, however, as they are wielded with two hands.

Greatsword. Greatswords are humongous. Normal length is larger than a human!

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance deals only 1d6 bludgeoning damage when no movement on a mount was performed before the attack.

Longsword. A longsword usually goes up to the armpit of the wielder if held vertically.

Swordbreaker. When you do the Parry reaction against a weapon the DM deems suitable, you can make a Dexterity saving throw against the attack roll, instead of normal parrying. If you succeed, their attack misses, and they must use their action to make a Strength contest with you to regain its weapon, or let it go.

Swordbreakers are small dagger-like blades with teeth along an edge. This can be used to catch blades and similar weapons, effectively disarming the enemy.

Warhammer. Against common belief, warhammers look like picks. They have a spike at one end to penetrate armor easily.

Simple Ranged Weapons

Name	Cost	m	ab	d	Dice	Damage type	Properties	Weight
Boomerang	10 gP	-1	0	0	1d8	Bludgeoning	Light, finesse, special	1 lb.
Dart	5cp	0	0	0	1d4	Piercing	Finesse, thrown, (range1/3)	1/4lb.
Heavy crossbow	50gp	0	:23	0	1d12	Piercing	Ammunition (range 100/400ft), heavy, loading 2, two-handed	18lb.
Light crossbow	25gp	0	:21	0	1d8	Piercing	Ammunition, (range80/320ft), loading, two-handed	5lb.
Sling	1sp	0	0	0	1d4	Bludgeoning	Ammunition, (range1/6)	-

Boomerang. When you miss an attack with this weapon, it comes back to you. As your reaction, you can make a DC10 Dexterity check to catch it, as long as you haven't moved. This check succeeds automatically if you have proficiency with this weapon.

Martial Ranged Weapons

Name	Cost	m	ab	d	Dice	Damage type	Properties	Weight
Hand Crossbow	75gp	0	:20	0	1d4	Piercing	Ammunition (range 20/120ft), light, loading	2lb.
Longbow	50gp	0	2	0	1d8	Piercing	Heavy, Ammunition (range 7/30), two-handed, large, special	2lb.
Shortbow	25gp	0	1	0	1d6	Piercing	Ammunition, (range4/16), two-handed	2lb.
Shuriken	20 sp	0	2	0	1d6	Slashing	Thrown (1/1), Light	1/2 lb.
Warbow	60 gp	0	3	0	2d8	Piercing	Ammunition (range 10/40), heavy, large, two-handed, special	2lb.

Longbow. The user of a longbow needs a Strength score of at least 15. Longbows are very hard to pull back, as the energy needed to send arrows flying so far is huge. A good archer can hold the bow drawn for no more than 15 seconds, at best.

Warbow. The user of a warbow needs a Strength score of at least 18. Warbows are extremely powerful longbows that can fire with incredible force, but that need a lot of strength to pull back. As with longbows, for a warbow, the time an arrow can be kept drawn back is around 10 seconds tops, and is usually drawn for a second or two.

Weapon Properties

All these weapons have properties, as you can see on the table. Here's an exhaustive list of these properties.

Ammunition. You can use a weapon with the ammunition property to make a ranged attack only if you have ammunition for the weapon. Making an attack expends a piece of ammunition.

Finesse. Such a weapon states you may use Dexterity on h attack rolls with it.

Heavy. Creatures with a Strength score lower than 13 have disadvantage on attack rolls made with such weapons.

Large. Creatures shorter than 5 feet tall deal 25% less damage when using such a weapon.

Light. A light weapon can be used for two-weapon fighting.

Loading. Some weapons need time to reload. Each time you've emptied a weapon's stored ammunition (usually 1, if it doesn't have the shots property), you'll need to reload. A loading or loading 1 weapon needs no special time to reload, but you reload only at the end of an Attack action. Loading 2 needs an action to reload, loading 3 needs 2, and so on.

Range. The numbers given in brackets after the word range specify how far you can hit a target with ranged weapons. To get the numbers in feet, multiply each by your Strength score. The first number specifies the distance at which you can attack normally. If you fire beyond that number, any shots have disadvantage. And if the target is beyond the second number, you cannot hit them. Ranged attacks always use Dexterity, fyi. *Reach.* This weapon specifies how far your reach is, instead of 5 ft. It adds 5 ft. to your range if it isn't specified.

Reload. Some weapons, such as most firearms, require to be loaded after expending all shots. Reload 1 means you must use an action to reload it, reload 2 two actions, and so on.

Shots. The total number of shots listed shows how many times you can fire the weapon before you need to reload.

Shots/Turn. This shows how many shots you fire when using the attack action. It is also the maximal amount of shots you may fire in one turn.

Thrown. You can use a melee weapon as a ranged weapon. For the attack, you use the same modifiers as you would for a melee attack with the same weapon.

Two-Handed. This weapon requires two hands to wield. You cannot use shields when using a two-handed weapon, except if the shields description specifically states you can.

Versatile. This weapon can be used with one or two hands. The damage for wielding it with two hands is noted in brackets.

Armor

When a dragon spews fire at you, you might want to have a tin can around your fragile body to deflect some of that deadly energy. That's what armor is for.

Armor Terms

hAC. This is the base hAC the armor grants.

a. This number is used to reduce your dAC, based on the clumsiness of your armor.

HL. This stands for Heat Level. After the given amount of turns in combat, you must start making Constitution saving throws. The DC is 7+the amount of turns you've been fighting. Each time you fail, you gain a level of exhaustion.

Str. min. You need this amount of Strength to use this armor effectively. Otherwise, you make all attacks with disadvantage.

Find the complete set of 5eS armors in the Cards Game.

Armor

Name	Cost	hAC	a	HL	Str. min	Weight
Breastplate	450 gp	18	0	4	-	13 lbs.
Cloth Armor	80 gp	13	0	4	-	8 lbs.
Boiled Leather	100 gp	13	-2	3	-	10 lbs.
Chain Mail	80 gp	13	0	4	-	8 lbs.
Hauberk	450 gp	19	-1	3	-	20 lbs.
Brigandine	600 gp	21	-1	3	12	20 lbs.
Scale Mail	250 gp	20	-2	3	12	40 lbs.
Lamellar (iron)	1100 gp	21	0	2	14	30 lbs.
Plate (medium steel)	2000 gp	24	0	2	14	50 lbs.

OPTIONAL RULE – BETTER SHIELDS

You can make shields more interactive and fun than just a passive hAC bonus. This optional rule exists for that purpose!

Small shields/bucklers: grant +1 to dAC. If it's a buckler, it also keeps your shield hand free. If you are wielding a heavy two-handed weapon, you cannot gain a bonus from a buckler.

Medium shields: grant +2 to hAC or dAC (your choice), but you have disadvantage on Stealth checks.

Tower shields: grant +3 to hAC. However, you cannot attempt Stealth checks and have disadvantage on Dexterity saving throws. As an action, you can stand ready with your shield. One side (of four possible sides) is now behind full cover, any friend or foe directly behind you is also under three-quarters cover. This remains so until your next turn or if youre knocked prone or otherwise disabled.

3 – Combat

Combat is quite central to many D&D games. It's the main reason why character sheets exist. Well, here's the complete ruleset for 5eS combat.

Actions in Combat

Melee Attack
Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack. See "Attacks and Defence" for rules on making an attack with a melee weapon.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Ranged Attack
When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack. See "Attacks and Defence" for general rules on making an attack with ranged weapon.

Range. You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat. Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Prone Attacks. If you are prone while making a ranged attack, the attack roll has a +1 bonus on attacks on creatures more than 15 feet away and disadvantage on creatures within 15 feet. The bonus is +2 if the weapon isn't a bow.

Automatic Weapon Attacks. Some ranged weapons, such as some firearms, are automatic. This is noted as x shots/turn. If you see this notation, then please remember they are special.

The amount of times you attack does not depend on your character's skill, but on the weapon's power. When you take the attack action, that's it. You cannot attack many times as an action, use bonus actions, or attack otherwise. You just attack once, firing as many shots as noted. You can spread these as usual over your movement. However, you roll only one attack roll per creature attacked, dealing damage or no damage depending on this one roll. You can usually attack a number of creatures equal to or less than half the amount of shots you can fire per turn.

Cast a Spell
In an epic fight, a human wizard creates sparkling lights, blinding some of the ravenous horde of orcs. But an especially fierce one, profiting from the human's pause in combat, smashes its hammer down upon him, splitting his head. Rules on spellcasting may be found in Chapter 3. Casting spells in combat means you leave the fierce battle to concentrate on a spell, exposing yourself to all others. Whenever you attempt casting a spell, any creatures within 5 feet of you when you cast the spell may make an opportunity attack against you.

Dash
As an action, you may move up to your speed without using your movement.

Disengage
Your movement doesn't provoke opportunity attacks this turn.

Dodge
Until the start of your next turn, all attack rolls made against you have disadvantage if you can see the attacker, and you have advantage on Dexterity saving throws.

Grapple
When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength or Dexterity saving throw (the target chooses which ability to use). You succeed automatically if the target is incapacitated.

If you succeed, you subject the target to the grappled and restrained conditions (see Appendix A), and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. A creature that escapes a grapple has disadvantage on attacks until the end of its next turn. Moving a Grappled Creature: When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Hide

As an action, you may attempt to hide, if the DM rules the environment is suitable for an attempt to hide, and if you have newly entered the space in which you attempt hiding. You make a Stealth roll. This is the DC other creatures must beat to spot you, using Perception. If you attack a creature you were hidden from until that attack action, you have advantage on the attack roll(s).

Prepare an Action

You can spend an action to prepare another one. You forfeit your action, and define an action you will perform sometime before the start of your next turn, as well as the conditions in which this will happen. For example, you might want to wait for an enemy to enter within bowshot range before shooting, meaning you prepare to make a ranged attack against that enemy as soon as it enters within range, for example.

Protect

As an action, you can decide to protect your allies. Until the start of your next turn, no opportunity attacks can be made against any creatures of your choosing within melee range of yourself. The first attack performed against you after you used the Protect action has disadvantage on its roll.

Kick/Shove

Using the Attack action, you can make a special melee attack to kick a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Strength or Dexterity saving throw (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

If you succeed, you either knock the target prone or push it 5 feet away from you. If you push it 5 feet away, it has disadvantage on attacks until the end of its next turn.

Reactions

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack. You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Parry

Whenever a melee attack is performed against you, you may use your reaction to attempt blocking it. If the DM judges both your weapon and the attacker's weapon are possible for parrying, you may roll a Dexterity saving throw against a DC of 5+the enemy's d attack roll. If you succeed, the attack misses.

Spicinesses

There's more stuff that can affect combat that isn't an action or reaction, but more passive or situational stuff. You find all that here.

Difficult Terrain

Difficult terrain is any kind of ground that is hard to navigate. Any movement on it costs 1 extra foot of movement.

Moving Around other Creatures

You can freely move through a nonhostile creature's space. In contrast, you can only move through a hostile creature's space if it is two sizes larger or smaller than you. You can't willingly end your turn in a creature's space.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee at- tack with it.

Flanking

When you attack a target which is within reach of one of your allies, you have a +2 bonus to attack rolls against dAC. The ally must be able to attack the target. If that ally is directly opposite the creature, you have a +4 bonus instead.

Unseen Attacker

If you attack a creature that did not see you before your attack, you have advantage on the attack roll.

Lasting Injuries

Sometimes, that blade wielded by the stinking orc or the arrow launched by the hidden goblin hurts more than usual, and you might be wounded in a way that lasts.

Whenever you are hit by a critical hit, roll on the critical hit table and apply your Constitution saving throw modifier to see whether some serious damage is dealt to your body, or if you get away luckily. If you *do* get a serious injury, roll on the lasting injuries table. Please remember that these injuries sometimes cannot be applied to the type of damage dealt (eg., losing an eye to an arrow works, but maybe not an arm).

Critical Hit

d100	Result
<35	You are seriously injured.
<75	You get away with a permanent scar.
<100	You get a slight scar, which goes away.

Lasting Injuries

d100 Result

1-10	You limp permanently (reduce speed by 5 ft.)
11-22	You get a concussion for 1d4 days (-3 to your Intelligence score).
23-27	You lose a finger.
27-39	You lose a hand.
40-50	You lose an arm.
51-60	You lose a foot.
61-78	You lose an eye (disadvantage to sight).
79-89	You lose an ear (disadvantage to hearing).
90+	You die.

Alternatively, you can use this homebrew table created outside the Many Isles, by Arnie Delsey. It's good stuff, and you might prefer the higher detail they gave their list!

The Many Isles thank you!

v. 1.2.5

We are a great community whose one goal is to create, and help others create. We do worldbuilding, RPG games and tools, and much more. Make sure to join us for great opportunities on manyisles.ch!

Find us on the subreddit /r/ManyIsles , or for great RPG material on Patreon, or even for worldbuilding on WorldAnvil.

Thanks to u/captbaschofdalmasca
Made with the Homebrewery