

# D&D 5E HOMEBREW

# A GENERIC TEMPLATE

WRITTEN BY

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ON

KYTHORN 1, 1491 DR

Approved for release by the Harpers

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# MAIN SECTION

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#### ELEMENTS

#### BOXES

#### **NEAT GREEN BOX!**

Nam dui ligula, fringilla a, euismod sodales, sollicitudin vel, wisi. Morbi auctor lorem non justo. Nam lacus libero, pretium at, lobortis vitae, ultricies et, tellus. Donec aliquet, tortor sed accumsan bibendum, erat ligula aliquet magna, vitae ornare odio metus a mi. Morbi ac orci et nisl hendrerit mollis. Suspendisse ut massa. Cras nec ante. Pellentesque a nulla. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Aliquam tincidunt urna. Nulla ullamcorper vestibulum turpis. Pellentesque cursus luctus mauris.

As you approach this template you get a sense that the blood and tears of many generations went into its making. A warm feeling welcomes you as you type your first words.

#### DO THE PLAYERS NEED DIRECTION?

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#### **TABLES**

Roll	Result
1-10	Bad things
10-50	Good things
50-100	Excellent things

Item	Price
Basic stuff	10 GP
Decent stuff	20 GP
Best Stuff	30 GP

#### **IMAGES**



#### MONSTER

### **MONSTER FOO**

Small metasyntatic variable (golbinoid), neutral evil

Armor Class 12Hit Points 16 (3d8 + 3)Speed 50 ft

 STR
 DEX
 CON
 INT
 WIS
 CHA

 12 (+1)
 14 (+2)
 10 (+0)
 10 (+0)
 10 (+0)
 10 (+0)

Senses -

Languages Common Lisp, Erlang

Challenge 0

*Monster-super-powers.* This Monster has some serious superpowers!

#### ACTIONS

**Generate text.** This one can generate tremendous amounts of text! Though only when it wants to.

More actions. See, here he goes again! Yet more text.

#### SPELL

## SPELL GENERIC

Cantrip level Abjuration (All)

Time	1 action
Range	Touch
Duration	Instant
Components	V, S, M
Ritual?	No

### **DECRIPTION**

Materials. This spell doesn't really require much.

*Effect.* Touch things and get dissaproving looks.

### SPELL DRUID

9 level Transmutation (Druid)

Time	1 action
Range	Touch
Duration	Instant
Components	S,M
Ritual?	Yes

#### DESCRIPTION

Materials. Requires tree-bark and fresh leaves.

*Effect.* Trees will grow.