

# DNDMD IS FOR BEAUTIFUL DUNGEONS & DRAGONS DOCUMENTS



reetings adventurer, or master of dungeons. Our humble abode might not seem like much, but hidden beneath it's rafters are wondrous things.

## CREATE YOUR ADVENTURE

Dndmd makes the creation of authentic looking Fifth-Edition documentation easy. It uses [Markdown](#) so writing new documents, publishing them to a static site, or keeping them in source control is easy.

All of this **completely free!**

## OWN YOUR DATA

Best of all, you don't need to worry about some online service being down or going out of business and losing your stories and designs. Because dndmd simply creates HTML files, you can host them anywhere with ease.

### PDF EXPORTING

Like other platforms, dndmd supports printing to PDF. If you are having quality/consistency issues, try using Chrome to print.

- Set the **Destination** to "Save as PDF"
- Set **Paper Size** to "A4"
- In **Options** make sure "Background Images" is selected.

## NOT QUITE MARKDOWN

Dndmd uses the same Markdown flavour as [Homebrewery](#). Because of this, there's a few... unorthodox features to keep in mind.

**Horizontal Rules** are generally used to *modify* existing elements into a different style. For example, a horizontal rule before a blockquote will give it the style of a Monster Stat Block instead of a note.

**New Pages** are controlled by the author. It's impossible for the site to detect when the end of a page is reached, so indicate you'd like to start a new page, use the new page snippet to get the syntax.

**Code Blocks** are used only to indicate column breaks. Since they don't allow for styling within them, they weren't that useful to use.

**HTML** can be used to get *just* the right look for your content.





## CUSTOM VILLAINY

With a simple template, creating custom villainy (or heroism) is easy. Here we see the deadly Exemplar

### EXEMPLAR, THE EVIL PALADIN

*Medium humanoid, lawful evil*

**Armor Class** 20 (plate mail, shield)

**Hit Points** 180

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	20 (+5)

**Saving Throws** Str +10, Con +9, Cha +10

**Skills** Athletics +15

**Damage Resistances** necrotic, piercing, bludgeoning, slashing

**Senses** darkvision 120 ft, passive Perception 11

**Languages** Common

**Challenge** 13 (10000 XP)

**Legendary Resistance (3/Day).** If Exemplar fails a saving throw, he can choose to succeed instead.

**Spellcasting.** Exemplar is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +5 to hit with spell attacks).

1st level (4 slots): *bane*, *shield of faith*, *hellish rebuke*, *inflict wounds* 2nd level (3 slots): *darkness*, *magic weapon* 3rd level (1 slot): *aura of vitality*, *blinding smite*

**Corrupted Smite.** As a bonus action, Exemplar can expend a spell slot to cause his melee weapon attacks to magically deal an extra 11 (2d10) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If Exemplar expends a spell slot of 2nd level or higher, the extra damage increases by 1d10 for each level above 1st.

### Actions

**Multiattack.** Exemplar makes three attacks.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target or two

**Shield bash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. Hit: 5 (1d6 + 2) bludgeoning damage.

### Reactions

**Parry.** Exemplar adds +4 to his AC against one melee attack that would hit it. To do so, the Exemplar must see the attacker and be wielding a melee weapon or shield.

### Legendary Actions

You can take 2 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. You regain spent legendary actions at the start of your turn.

**Counter-attack (Costs 2 Actions).** Exemplar can perform one attack of opportunity on being hit with a non-ranged physical attack. This opportunity attack does not expend Exemplar's reaction.

**Repel.** Exemplar uses his force of will to repel any creature attacking him directly. The creature must make a Strength save (DC 15) or be pushed away from Exemplar by 15 ft. This does not provoke attacks of opportunity.