Modules: Dozens of Pregenerated Character Sheets, New Monsters, New Spells, and More!

Modules are a great way to add new content to your Dungeons & Dragons game. They can provide you with new adventures, new monsters, new spells, and even new character sheets. In this article, we'll take a look at some of the best modules that are available for 5th Edition D&D.

Pregenerated Character Sheets

One of the most useful things that modules can provide is pregenerated character sheets. These sheets can save you a lot of time and effort, especially if you're new to the game. They can also be helpful for players who want to try out a new class or race without having to create their own character.

The Adventures of Young Merlin: 2-Modules, dozens of pregenerated character sheets, New Monsters, New Spells, New Classes by Scott Hartshorn

★★★★☆ 4.7 out of 5

Language	: English
File size	: 967 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 434 pages
Lending	: Enabled

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There are a number of different modules that offer pregenerated character sheets. Some of the most popular include:

- **The Lost City of Omu**: This module includes six pregenerated character sheets for characters of levels 1-4.

- **Curse of Strahd**: This module includes five pregenerated character sheets for characters of levels 1-10.

- **Storm King's Thunder**: This module includes four pregenerated character sheets for characters of levels 1-5.

New Monsters

Modules can also provide you with new monsters to challenge your players. These monsters can be anything from simple goblins to powerful dragons. They can also be used to create new encounters or even entire adventures.

Some of the most popular modules that offer new monsters include:

- **Volo's Guide to Monsters**: This book includes over 200 new monsters, including many that have never been seen before in D&D.

- **Mordenkainen's Tome of Foes**: This book includes over 100 new monsters, including many that are inspired by real-world mythology.

- **Fizban's Treasury of Dragons**: This book includes over 40 new dragons, including many that are unique to the Forgotten Realms setting.

New Spells

Modules can also provide you with new spells to add to your game. These spells can be anything from simple cantrips to powerful 9th-level spells. They can be used to create new character builds or to add new options to existing ones.

Some of the most popular modules that offer new spells include:

- **Xanathar's Guide to Everything**: This book includes over 30 new spells, including many that are unique to the Forgotten Realms setting.

- **Tasha's Cauldron of Everything**: This book includes over 20 new spells, including many that are designed to be more versatile and customizable.

- **Fizban's Treasury of Dragons**: This book includes over 10 new spells that are all related to dragons.

Other Content

In addition to the content listed above, modules can also provide you with a variety of other content, such as:

- **New adventures**: Modules can provide you with new adventures to play through, either as a one-shot or as part of a larger campaign.

- **New settings**: Modules can take you to new and exciting settings, such as the Underdark or the Shadowfell.

- **New rules**: Modules can introduce new rules to your game, such as new combat mechanics or new character options.

Modules are a great way to add new content to your Dungeons & Dragons game. They can provide you with new adventures, new monsters, new

spells, and even new character sheets. If you're looking for a way to spice up your game, consider checking out some of the modules that are available.

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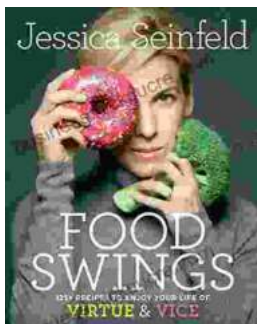
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