

ENSIDER ANNUAL

2025

Year One!

81 Monsters & NPCs

72 Magic Items

**22 New Feats
& Subclasses**

20 Adventures

18 Puzzles & Traps

9 Fantastic Spells

1 Original Class



Content for your 5.5E games

EN5IDER ANNUAL

My time with EN5ider began before I became the editor when it was still a small endeavor of only a few dozen articles. As of this writing there are now more than 700 entries in the archive, many of them brought together into themes in the magazines compiled in your hands. In years past it has been easy to discard the enormity of all of this—another month, another set of articles, another issue—but facing an entire year’s work together at the same time hits like a mallet to the face. This is a huge book! HUGE! There are only a couple books I’ve worked on that are this big and I did not realize it along the way.

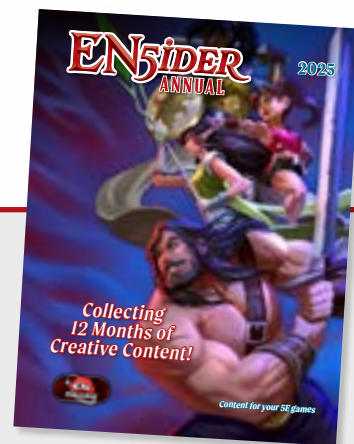
Something that does not sneak up on you is the superb artistry of our main illustrator Leonardo Sa. Some of the artwork in these pages is downright breathtaking! The faux-hyper masculinity of John Sleece would not have the right impact without that excellent rendering, Nyth’Zerogg’s terror and the apocalypse that follows in his wake **are** because of the evocative illustrations depicting him and his followers, and everything in the Dark Carnival would fall flat were its delights and horrors not expertly drawn by Leo’s hand. This annual is as much a celebration of his talent as it is anything else.

Artistic genius isn’t the only thing that got us here though—there were also ambitious, clever, and thoughtful writers starting up the ideas in the first place. Trying to call out their greatest moments herein would take another page but there are two standouts that demand it. The first is a holy grail of tabletop role-playing games: the so-called Blue Mage. A pair of EN5ider regulars (Andrew Engelbrite and Michael McCarthy) did a phenomenal job parsing the entire game system to create the Protomancer, and that class alone is worth this book’s price of entry. The other is the realization of the Devouring King (originally introduced in the artifacts section of Level Up: Advanced Fifth Edition’s Trials & Treasures) by DJ Shepard, Levi Thompson, and his creator Christopher Rippee. Normally I’m apprehensive about starting a campaign in the middle of big action sequences, but the ride that the Society of Tasteful Friends and The End Has Come take has me eager to get an apocalyptic game into the queue as soon as possible.

This book looks snazzy and feels together because of one typically unsung hero. That’s Frank Michienzi! Everything has been carefully placed and aligned in a visually appealing way thanks to his skills, and the tasteful selection of grayscale illustrations are sourced and selected by him too. Morrus makes it all possible of course (thanks boss!), and we ought not to forget the efforts of Jessica Hancock or Xin Lewis toiling in the background (thank you Jess and Xin!)

Last and most importantly of all, EN5ider wouldn’t be a thing were it not for the awesome Patrons and now you Kickstarter backers supporting the artwork, writing, design, and production of this gaming goodness. Thank you for adding this big gorgeous book to your library! Keep showing up. We promise not to disappoint. ♥

—Mike Myler, Editor



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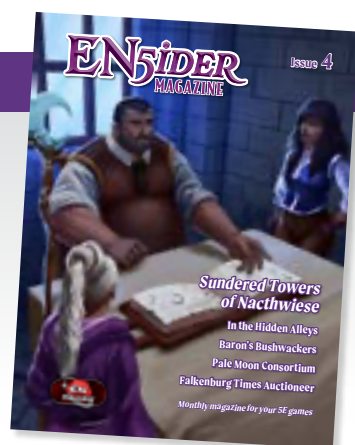
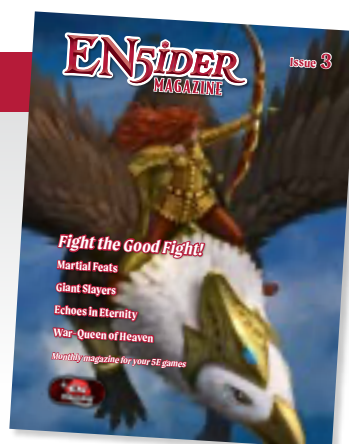


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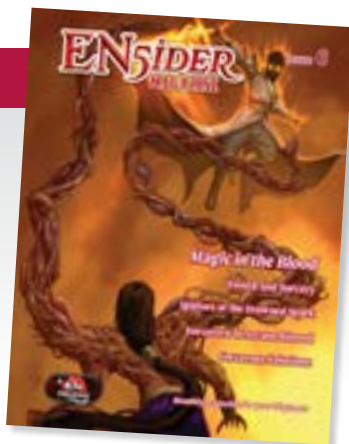
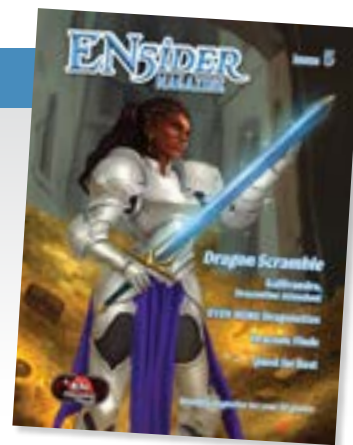


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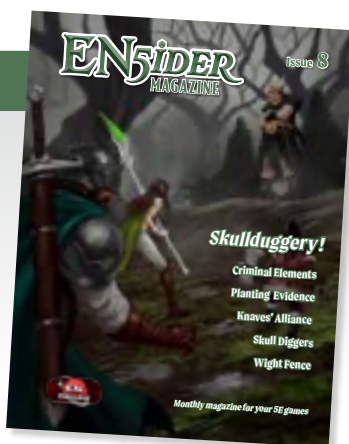
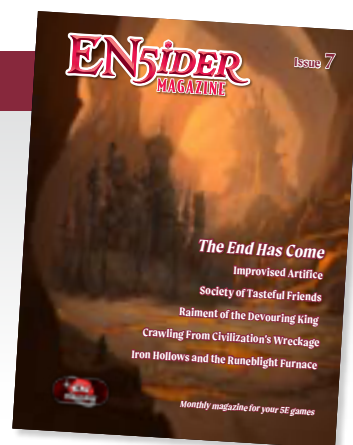


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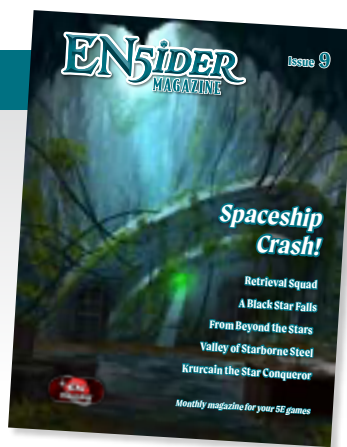


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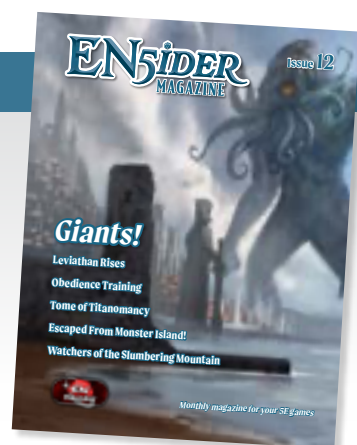


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EN5IDER MAGAZINE

After a decade of weekly supplements EN5ider has transformed into EN5ider Magazine, the first year of which is contained within these pages. Take the reigns of reality itself into your hands as a Protomancer, dare to defy the apocalypse and resist the inevitability of the Devouring King, fly the skies atop your Dire Sparrow mount, become giants to fight a titan, save a dragon's egg from a culinary demise, buy something from the Falkenberg Time's Auctioneer, or up your bounty hunting game by joining the guild! Dozens of adventures, memorable villains, unforgettable trials, and remarkable rewards await!

