

# ***DICE AND DRAGONS***

## ***-THE 5E MAGZINE #1***

**99¢**

A POCO LOCO PUBLICATION

**SPIRIT OF THE FESTIVAL  
OF LIGHTS**

Level 1-3 Adventure

DECEMBER \* 2023



**The Way of the  
Fiend –**  
The new Monk-  
Subclass!

**Awarding Treasure!**  
-  
A new way to riches in  
your game!

**Krampus Returns!**  
-  
A brand-new Solo-  
Adventure!



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## A WORD FROM THE EDITOR-IN-CHIEF



Dear Adventurers,

Welcome to the inaugural issue of "Dice and Dragons - The 5e Magazine," where the realms of imagination meet the precision of the d20. As the Editor-in-Chief, it is my distinct pleasure to introduce you to a publication dedicated to the vibrant world of Dungeons & Dragons 5th Edition.

In these pages, you will find a treasure trove of content crafted for Dungeon Masters and players alike. Whether you're a seasoned veteran or a novice seeking your first quest, "Dice and Dragons" is your guide to the limitless landscapes and enchanting stories that await within the realms of 5E.

Our team of contributors, each an ardent devotee of the game, has worked tirelessly to bring you a diverse array of articles, from in-depth campaign modules and character spotlights to strategic insights and magical lore. It is our fervent hope that this

magazine becomes a cherished companion on your tabletop adventures, sparking new ideas and fueling your imagination.

As we embark on this journey together, we invite you to share your tales of triumph and tribulation, your clever strategies, and your most memorable encounters. "Dice and Dragons" is not just a magazine; it's a community where storytellers unite, and every reader is a valued member.

So, gather your party, ready your dice, and delve into the pages of "Dice and Dragons - The 5e Magazine." May your quests be epic, your rolls fortuitous, and your adventures everlasting.

Sincerely,

A. B. Funing,

Editor-in-Chief, "Dice and Dragons - The 5e Magazine"

# SPRIT OF THE FESTIVAL OF LIGHTS



## The spirit of the Festival of Lights

Embark on a magical journey through the toy shop "Tingle Tangle Toys", where the Festival of Lights adventure takes place. This special Dungeons & Dragons adventure is perfect for level 2 to 4 groups and offers a festive mix of challenges, magic and a touch of Christmas wonder.

- **Easy to integrate:** The adventure can be integrated into any campaign in which the group passes through a village or town.
- **Festive atmosphere:** Feel the magic of the Christmas season as you navigate through the festively decorated toy shop and take on the challenges of the Festival of Lights adventure.

## Highlights of the adventure:

- **Unique storyline:** immerse yourself in the heart-warming tale of Lauren Brauer, who unwittingly summons a Festival of Lights spirit that fills the toy shop with life and traps her parents.
- **Magical creatures:** Encounter toys come to life, from gummy snakes to nutcracker soldiers that transform the shop into a magical adventure land.
- **Rewards and magic:** Defeat the Festival of Lights spirit, free Lauren's parents and secure fantastic rewards, from a toy of your choice to sweet chocolate bars from the Festival of Lights witch Santana Kringel.

Surprise your players with a unique and magical adventure as a special gift for the festive season.

[Spirit of the Festival of Lights - a Christmas Adventure - Dungeon Masters Guild | Dungeon Masters Guild \(dmsguild.com\)](#)



# MASTERS OF THE ROLL: UNVEILING THE BEST 5E RULE SYSTEM

In the vast and enchanting realm of Dungeons & Dragons 5th Edition, the heart of every campaign beats to the rhythm of its rule system. As Dungeon Masters and players, we strive to find the perfect balance between flexibility, simplicity, and depth. With countless homebrew and variant rules circulating the tabletop community, one question echoes through the taverns and guildhalls: What is the best 5E rule system?

## Embracing the Core: 5E Standard Rules

### Pros:

- **Accessibility:** The standard 5E rules are the gateway to the magical world of Dungeons & Dragons. Newcomers find them intuitive, making the game accessible to a broad audience.
- **Streamlined Gameplay:** The elegance of the core rules lies in their simplicity. They offer a balance that caters to both casual players and seasoned adventurers.
- **Consistency:** By adhering to the standard rule set, players ensure a consistent experience when joining different campaigns or groups.

### Cons:

- **Lack of Complexity:** For players seeking more intricate mechanics or deeper simulation, the standard rules might fall short of their expectations.
- **Limited Customization:** The standard rules prioritize simplicity, which can restrict the level of customization desired by some Dungeon Masters and players.

## Forging New Realms: Exploring Homebrew and Variant Rules

### Pros:

- **Tailored Experiences:** Homebrew and variant rules empower Dungeon Masters to craft unique worlds with custom mechanics, allowing for a tailored experience.
- **Depth of Simulation:** Players craving a more immersive and realistic gameplay experience can explore variant rules that add complexity to character creation, combat, or other aspects of the game.

- **Flexibility:** Homebrew rules offer the freedom to adapt the game to specific playstyles, campaigns, or themes.

### Cons:

- **Learning Curve:** Introducing homebrew or variant rules may require additional time for players to grasp new mechanics, potentially slowing down the pace of the game.
- **Balance Challenges:** Striking a balance between customization and maintaining game balance can be a daunting task for Dungeon Masters, especially with complex rule additions.



## The Harmonious Blend: Best of Both Worlds

### Pros:

- **Customization without Overload:** Selectively incorporating homebrew or variant rules allows for a tailored experience without overwhelming players with complexity.
- **Consistent Foundation:** By starting with the standard rules as a foundation, Dungeon Masters can gradually introduce homebrew elements, ensuring a cohesive and enjoyable experience.
- **Player Feedback:** Engaging players in the discussion about rule systems can lead to a harmonious blend that caters to the preferences of the entire group.

### Cons:

- **Striking the Right Balance:** Achieving the perfect balance between standard rules and homebrew elements requires thoughtful consideration and communication within the gaming group.
- **Potential for Disagreement:** Different players may have varied preferences, leading to potential disagreements about the ideal level of complexity and customization.

### The Advanced Frontier: Level Up: Advanced 5E

#### Pros:

- **Deep Customization:** Level Up: Advanced 5E introduces a wealth of options for character customization, offering players a more intricate and personalized experience.
- **Expanded Mechanics:** With additional rules for crafting, downtime activities, and more, Level Up: Advanced 5E adds layers of complexity for players seeking a richer gameplay experience.
- **Modern Design Philosophy:** This rule system aims to address perceived gaps in the 5E ruleset, providing a modern and comprehensive approach to D&D gameplay.



#### Cons:

- **Learning Curve:** Adopting Level Up: Advanced 5E may pose a steeper learning curve for players accustomed to the standard rules, requiring time to familiarize themselves with the additional mechanics.
- **Potential for Overwhelm:** The depth of customization and expanded mechanics may be overwhelming for players who prefer a simpler and more streamlined gaming experience.

### Conclusion: Crafting Your Epic Tale

In the end, the best 5E rule system is a subjective journey, shaped by the preferences and desires of the gaming group. Whether you embrace the simplicity of the standard rules, delve into the depths of homebrew complexity, or explore the advanced frontiers of Level Up: Advanced 5E, the key lies in fostering open communication, collaboration, and a shared commitment to weaving an epic tale.

Remember, the magic of Dungeons & Dragons lies not only in the rules but in the shared moments of laughter, suspense, and triumph around the gaming table. So, adventurers, embark on your quest armed with the rule system that resonates with your party, and may your rolls be ever in your favor!





## THE WAY OF THE FIEND

A cool new subclass for the Monk!





## BEYOND GOLD COINS: Mastering the Art of Awarding Treasure in Dungeons & Dragons 5E

In the magical realms of Dungeons & Dragons 5th Edition, the allure of treasure is a beacon that guides adventurers through perilous dungeons and treacherous landscapes. Beyond the glittering gold coins lies an art — the delicate craft of rewarding players with treasures that not only enhance their characters but also weave tales of epic proportions. Join us as we delve into the art of awarding treasure, transforming mundane loot into artifacts of legend that leave lasting imprints on your campaign.

### Understanding the Role of Treasure:

Treasure in D&D is more than just a numerical reward; it's a narrative tool that propels the story forward. Whether it's a long-lost family heirloom, a magical artifact, or a trove of ancient scrolls, each piece of treasure has the potential to unlock new plotlines, deepen character backgrounds, and immerse players further into the world you've crafted.

### Building Anticipation:

Awarding treasure is an opportunity to create excitement and anticipation. Tease your players with legends of mythical artifacts, leaving tantalizing clues in the wake of their adventures. Uncover the history of a magical sword, revealing its past wielders and the great deeds accomplished with its edge. The prospect of such discoveries will have your players eagerly exploring every nook and cranny.

### Diverse Rewards for Diverse Heroes:

Consider the unique strengths and weaknesses of each character when dispensing rewards. A wizard might covet a grimoire filled with forgotten spells, while a rogue dreams of a cloak that grants unparalleled stealth. Tailor your rewards to cater to the aspirations and personalities of each hero, ensuring that every treasure feels like a bespoke gift.

### Beware the Curse of Predictability:



While gold and gems are the bedrock of classic treasure, don't shy away from the unexpected. Introduce quirky and unconventional rewards that challenge your players' expectations. A singing sword with a penchant for bards or a cloak that grants the ability to communicate with animals can add delightful twists to your campaign.

### Weaving Treasures into the Narrative:

The best treasures are seamlessly integrated into the narrative, becoming more than just items on a character sheet. Explore the origins of each artifact, tying them to the lore of your world. Perhaps a magical amulet holds the key to unlocking an ancient prophecy, or a sentient weapon has a mission of its own that aligns with the party's quest.

### Evolving with the Story:

As your campaign progresses, let the treasures evolve alongside the characters. A once simple blade may awaken latent powers after absorbing the essence of a defeated archfiend. This not only provides a sense of continuity but also ensures that the treasures remain relevant and cherished throughout the adventurers' journey.

### Balancing Act:

Maintaining balance is crucial when awarding treasures. Strive for equilibrium between character progression and campaign challenges. Powerful artifacts should come with equal risks and responsibilities, ensuring that the acquisition of great power is not without its tribulations.

### Conclusion:

In the tapestry of Dungeons & Dragons, treasures are the threads that weave unforgettable sagas. By approaching the art of awarding treasure with creativity, anticipation, and an understanding of your players' aspirations, you transform mere loot into narrative gems that enrich your campaign. So, Dungeon Master, let your treasures be more than just numbers on a page — let them be the keys that unlock the doors to legendary adventures!



## KRAMPUS RETURNS!

A cool solo-Adventure ...





# MASTERING DUNGEON DYNAMICS: A GUIDE TO 5E LEVEL DESIGN

In the enchanting world of Dungeons & Dragons 5th Edition, the art of dungeon design is a pivotal skill for Dungeon Masters seeking to craft immersive and dynamic adventures. From hidden traps to ominous chambers, the design of a dungeon significantly influences the pacing, tension, and overall experience of a campaign. This guide aims to unravel the secrets of mastering dungeon dynamics in 5E, offering insights into creating memorable and engaging levels that captivate the imaginations of both Dungeon Masters and players.

## Understanding the Purpose of Dungeon Levels:

Dungeon levels serve as the canvas upon which epic tales unfold. They are more than a series of interconnected rooms; they are the stages where

heroes face challenges, make choices, and ultimately shape their destinies. Before delving into the specifics of design, it's crucial to grasp the fundamental purposes of dungeon levels:

1. **Challenge and Reward:** Each level should present a balance of challenges that test the abilities of the adventurers and rewarding moments that make the journey worthwhile.
2. **Storytelling:** The layout and contents of a dungeon level should tell a story, offering glimpses into the lore of the world and the motivations of its inhabitants.
3. **Player Agency:** Design levels that allow players to make meaningful decisions. Choices should have consequences, influencing the direction of the story and the difficulty of encounters.





## Key Elements of Dungeon Dynamics:

### 1. Flow and Connectivity:

- *Design Principle:* Create a logical flow within the dungeon, allowing players to navigate seamlessly from one area to another.
- *Implementation:* Use thematic elements such as secret passages, locked doors, or teleportation circles to connect different sections of the dungeon.

### 2. Encounter Variety:

- *Design Principle:* Keep players engaged by incorporating a diverse range of encounters, including combat, puzzles, and role-playing opportunities.
- *Implementation:* Introduce unique creatures, environmental hazards, and non-combat challenges to maintain a dynamic pace.

### 3. Environmental Storytelling:

- *Design Principle:* Convey the history and purpose of the dungeon through its architecture, decorations, and remnants of previous adventurers.
- *Implementation:* Scatter clues, journals, or inscriptions that hint at the dungeon's backstory and the challenges that lie ahead.

### 4. Dynamic Elements:

- *Design Principle:* Infuse levels with dynamic elements that respond to player actions, creating a living, breathing environment.
- *Implementation:* Triggers, such as collapsing bridges, shifting walls, or altering lighting conditions, can add an extra layer of excitement.

### 5. Non-Linear Design:

- *Design Principle:* Allow for non-linear exploration, providing players with the freedom to choose their path through the dungeon.
- *Implementation:* Use branching paths, optional side quests, or interconnected loops to offer diverse routes for exploration.

## Tips for Effective Level Design:

1. **Theme Consistency:** Maintain a consistent theme or motif throughout the level to enhance immersion. Whether it's an ancient crypt, a magical academy, or a treacherous cavern, thematic consistency reinforces the narrative.
2. **Scale and Proportion:** Consider the scale of the dungeon in relation to the party's abilities. Gradually increase the complexity and difficulty to ensure a satisfying progression.
3. **Interactive Elements:** Integrate interactive elements that encourage player engagement. Levers, pressure plates, and interactive objects can add depth to puzzles and encounters.
4. **Sensory Details:** Appeal to the senses by describing the sights, sounds, and smells within the dungeon. This not only enhances immersion but also provides valuable cues for players.
5. **Varying Challenges:** Offer a mix of challenges that cater to different character abilities. This ensures that all party members contribute meaningfully to the exploration and success of the dungeon.

## Conclusion: Crafting Unforgettable Adventures:

Mastering dungeon dynamics in 5E level design is an ongoing journey of creativity, adaptability, and a deep understanding of your players. By infusing levels with purpose, variety, and opportunities for player agency, Dungeon Masters can transport their players into worlds where every corridor, chamber, and encounter contributes to the epic tapestry of their D&D adventure.

In the realm of dungeon design, remember that each level is not just a space for encounters; it's a canvas awaiting the strokes of your storytelling prowess. So, Dungeon Master, embrace the challenge, experiment with design elements, and let the dungeons you create become legends in the tales of your gaming group. May your adventurers find both peril and glory within the depths of your crafted realms!

# EPIC ORIGINS: CRAFTING COMPELLING BACKSTORIES FOR YOUR CHARACTERS



In the vast realms of Dungeons & Dragons, where dragons soar, wizards cast spells, and heroes rise, the heart of any epic tale lies in the characters who breathe life into the narrative. Crafting a compelling character backstory is more than a mere exercise in creativity; it is the foundation upon which the entire adventure is built. This guide aims to unlock the secrets of crafting epic origins for your characters, offering insights and techniques to infuse depth, emotion, and purpose into every hero's past.

## Understanding the Importance of Backstories:

A character's backstory is the key that unlocks the door to their soul. It shapes their beliefs, motivations, and the very essence of who they are. The importance of a well-crafted backstory extends beyond mere role-playing; it provides the Dungeon Master with rich narrative hooks and offers fellow players avenues for meaningful interactions. Before delving into the crafting process, let's explore why epic origins matter:

1. **Player Engagement:** A compelling backstory invests players emotionally in their characters, fostering a deeper connection to the unfolding narrative.
2. **Story Integration:** A well-crafted backstory seamlessly integrates a character into the

campaign's overarching story, creating a tapestry where personal and epic narratives intertwine.

3. **Campaign Hooks:** Dungeon Masters can use elements from character backstories to weave personalized plot hooks, ensuring that every hero has a stake in the unfolding adventure.

## Steps to Crafting Epic Origins:

### \*\*1. Know Your Setting:

- **Research the Campaign Setting:** Familiarize yourself with the campaign's world. Understanding its history, cultures, and major events will inform your character's place in the grand tapestry.

### \*\*2. Define Key Elements:

- **Birthplace and Upbringing:** Where was your character born, and how were they raised? Consider the impact of their upbringing on their values and skills.
- **Significant Events:** Identify key events that shaped your character's early life. These can be moments of triumph, tragedy, or profound discovery.
- **Motivations and Goals:** What drives your character forward? Define their aspirations, whether it's seeking revenge, attaining glory, or protecting loved ones.

### \*\*3. Develop Relationships:

- **Family and Friends:** Outline your character's relationships with family and friends. These connections add depth and provide potential story hooks.
- **Allies and Enemies:** Introduce allies who share your character's goals and adversaries who stand in their way. These relationships can evolve throughout the campaign.

### \*\*4. Consider Character Growth:

- **Flaws and Virtues:** Define your character's strengths and weaknesses. Flaws add complexity, while virtues showcase the heroic potential within.



- **Arcs and Transformations:** Envision potential character arcs and transformations. How might the events of the campaign shape your character's evolution?

#### **\*\*5. Leave Room for Mystery:**

- **Unanswered Questions:** Introduce elements of mystery or unanswered questions in your character's past. This invites collaboration with the Dungeon Master, allowing for surprises and revelations.

#### **Tips for an Engaging Backstory:**

1. **Balance Detail and Flexibility:** Provide enough detail to ground your character in the world, but leave room for growth and adaptation as the campaign unfolds.
2. **Collaborate with the Dungeon Master:** Share your character's backstory with the Dungeon Master and discuss potential tie-ins with the campaign. This collaboration ensures a seamless integration of your character into the narrative.
3. **Embrace Imperfection:** Characters with flaws and imperfections are often more relatable and compelling. Embrace the nuances that make your hero human.
4. **Weave in Campaign Themes:** Align elements of your character's backstory with the overarching themes of the campaign. This creates a harmonious narrative that resonates with the entire party.

#### **Conclusion: Unleashing the Power of Epic Origins:**

Crafting a compelling character backstory is an art that transforms your hero from a collection of stats into a living, breathing entity. Epic origins bring depth to your character, enriching the narrative tapestry of the campaign. So, fellow adventurers, dive into the realms of creativity, unearth the tales that define your characters, and embark on a journey where the echoes of epic origins resonate through the corridors of Dungeons & Dragons history. May your characters' stories be as legendary as the quests they undertake!



## BEYOND ALIGNMENT: CRAFTING COMPLEX MORAL DILEMMAS IN 5E



In the multifaceted world of Dungeons & Dragons 5th Edition, where dragons soar and magic weaves through the fabric of reality, the true essence of heroism often lies in the choices characters make when faced with moral dilemmas. Moving beyond the traditional alignment system, Dungeon Masters can elevate their campaigns by introducing nuanced and complex moral challenges that push players to contemplate the shades of gray in their characters' convictions. This guide explores the art of crafting intricate moral dilemmas that transcend alignment, fostering meaningful character development and challenging the very essence of heroism.

### Rethinking Alignment:

While alignment provides a basic framework for character morality, it often oversimplifies the richness of a character's ethical compass. True moral dilemmas

arise when characters confront situations that defy easy categorization into alignment labels. Instead of relying solely on alignments, Dungeon Masters can delve into the complexities of characters' beliefs, values, and personal histories to shape dilemmas that resonate with the unique identities of each adventurer.

### Elements of Complex Moral Dilemmas:

#### 1. Ambiguous Right and Wrong:

- **Design Principle:** Challenge players by presenting situations where there is no clear-cut right or wrong choice.

- **Implementation:** Introduce conflicting perspectives, cultural differences, or situations where both choices have morally gray consequences.

#### 2. Personal Sacrifice vs. Greater Good:

- **Design Principle:** Force characters to weigh the well-being of the individual against the needs of the many.
- **Implementation:** Create scenarios where saving one person may jeopardize the safety of a larger group, or vice versa.

#### 3. Consequences of Actions:

- **Design Principle:** Emphasize that every action has far-reaching consequences, often unforeseen.



- **Implementation:** Introduce dilemmas where characters must make choices without knowing the full extent of the outcomes, leading to unintended repercussions.

#### 4. Questionable Allies and Enemies:

- **Design Principle:** Blur the lines between allies and enemies, challenging characters to reevaluate their alliances.
- **Implementation:** Introduce allies with questionable motives or enemies who might have redeeming qualities, forcing characters to reassess their loyalties.

#### 5. Personal Beliefs vs. Group Morality:

- **Design Principle:** Pit characters' individual beliefs against the moral standards of the group.
- **Implementation:** Create scenarios where characters must choose between adhering to their personal convictions or conforming to the group's moral code.

#### Guidelines for Presenting Moral Dilemmas:

##### 1. Contextualize Dilemmas:

- **Set the Scene:** Establish the setting and context of the moral dilemma to help players understand the stakes and potential consequences.

##### 2. Avoid Binary Choices:

- **Provide Nuanced Options:** Steer away from presenting choices as purely good or evil. Instead, offer options with varying degrees of moral complexity.

##### 3. Incorporate Character Histories:

- **Personalize Dilemmas:** Weave dilemmas into the characters' personal histories, drawing on their backstories to make the challenges more resonant.

##### 4. Allow for Player Agency:

- **Consequence Management:** Ensure that players' choices have tangible consequences, reinforcing the impact of their decisions on the unfolding narrative.

#### 5. Encourage Role-Playing:

- **Invoke In-Character Debate:** Prompt players to engage in in-character discussions, allowing their characters to grapple with the moral intricacies of the situation.

#### Examples of Complex Moral Dilemmas:

##### 1. The Lesser Evil:

- **Scenario:** Characters must choose between two morally questionable factions, each with its own motivations, to ally with in a conflict.

##### 2. Ends Justify the Means:

- **Scenario:** To prevent an impending catastrophe, characters must resort to ethically dubious methods, potentially compromising their own moral integrity.

##### 3. Sacrificing the Innocent:

- **Scenario:** In order to save a larger group of people, characters are faced with the choice of sacrificing a single innocent life.

##### 4. The Betrayal Dilemma:

- **Scenario:** A trusted ally is revealed to have hidden agendas. Characters must decide whether to expose the ally, risking conflict within the group, or maintain the status quo.

#### Conclusion: Navigating the Gray Areas:

Beyond the rigid boundaries of alignment, complex moral dilemmas pave the way for rich storytelling and character development. In the realms of Dungeons & Dragons, where heroes grapple with shades of gray, the true test of character lies in navigating the moral intricacies that define their journey. Dungeon Masters, embark on the quest to challenge your players' convictions, provoke introspection, and sculpt narratives where the answers aren't neatly aligned but painted in the myriad hues of ethical complexity. May your campaigns be filled with moral quandaries that inspire unforgettable tales of heroism in the face of uncertainty!

## CAMPAIGN CHRONICLES: The Tale Of The Fallen Paladin



In the heart of the fantasy realm, where magic weaves through the air and ancient evils stir, the latest chapter of our Dungeons & Dragons 5th Edition campaign unfolded. This session, titled "The Tale of the Fallen Paladin," revealed a gripping narrative that explored the complexities of morality and the relentless tug-of-war between duty and personal conviction.

The party, a diverse group of adventurers bound by fate, found themselves in the city of Eldoria. The city, once a beacon of hope, had fallen under the ominous shadow of a cult that worshipped a malevolent deity. The stakes were high, and the party's quest to thwart the cult's plans led them to the enigmatic Paladin, Sir Aldric Brightblade.

### Act 1: Shadows of the Past

The session opened with the party delving into the archives of Eldoria's ancient library, seeking clues about the cult's origins. Amidst dusty tomes and forgotten scrolls, they unearthed a dark secret: Sir Aldric, a revered Paladin who had once defended the

city, had been excommunicated for a forbidden romance with a sorceress.

### Act 2: The Unearthed Truth

As the party ventured deeper into Eldoria's underbelly, they discovered an underground network of resistance fighters. Here, they encountered a mysterious figure named Elara, who unveiled the shocking truth: Sir Aldric's excommunication was orchestrated by corrupt leaders within the Paladin order, fearing the power of his unwavering convictions.

### Act 3: Confrontation and Redemption

The climax of the session unfolded in the depths of an abandoned cathedral, now tainted by the cult's dark rituals. The party confronted Sir Aldric, now clad in black armor and wielding a corrupted blade. Torn between his duty to protect Eldoria and his desire for redemption, Sir Aldric battled the party in a morally charged encounter.

The turning point came when the party, through impassioned pleas and unwavering resolve, convinced Sir Aldric to question the lies that had haunted him. In a stunning revelation, the corrupt leaders within the Paladin order were exposed, and Sir Aldric embraced a path of redemption, denouncing the cult and vowing to restore Eldoria to its former glory.

### Act 4: Reflections and New Horizons

As the session concluded, the party stood amidst the ruins of the tainted cathedral, the echoes of their triumph reverberating in the air. The fallen Paladin, now on a path of redemption, joined forces with the adventurers. Together, they pledged to expose the corruption that plagued the Paladin order and cleanse Eldoria of the looming darkness.

"The Tale of the Fallen Paladin" became a pivotal chapter in the campaign, blending intricate moral dilemmas, unexpected revelations, and the triumph of redemption. The party, now more united than ever, set their sights on the challenges that awaited them in the unfolding saga of their Dungeons & Dragons adventure.



## MYTHIC INTERVIEW: A Brand new Interview with the creator of ...

A cool interview with a 5E content creator!





## ASK THE DUNGEON MASTER

*Greetings, adventurers, and welcome to "Ask the Dungeon Master," the column where your burning questions about the realms of Dungeons & Dragons find answers! I am your guide through the multiverse, the weaver of tales, and the one who knows where all the hidden traps are hidden. Let's dive into the arcane depths of your inquiries.*

**Q1: "Dear Dungeon Master, my party keeps splitting up. How do I corral them back together without feeling too restrictive?"**

*Ah, the age-old conundrum of party divergence! Fret not, brave soul. Employ the art of intrigue. Tantalize them with rumors of a legendary artifact that requires the combined prowess of the entire party to uncover. They may stray, but the allure of untold treasures has a magnetic pull.*

**Q2: "Dear DM, my players keep trying to tame every creature they encounter, from goblins to gelatinous cubes. Help!"**

*Ah, the aspiring beastmasters! Encourage their creativity but remind them that not every creature is meant to be a loyal companion. Introduce a mischievous imp that pretends to be tamed, leading to chaotic consequences. A lesson in creature discernment, if you will.*

**Q3: "Dear Master of Dungeons, my players want to open a bakery in the campaign. How do I incorporate this into the storyline?"**

*Ah, a culinary twist to the grand adventure! Allow them to stumble upon a magical cookbook rumored to hold the secrets of the legendary Bread of Ineffable Deliciousness. To acquire the rare ingredients, they must embark on a gastronomic quest across the land.*

**Q4: "Dear Wise Dungeon Keeper, one of my players insists on speaking in rhyme. It's driving us all mad! What do I do?"**

*Ah, the bards and their poetic inclinations! Embrace the madness, my friend. Transform their rhyming into a mystical curse bestowed by a mischievous deity. To break it, they must compose an epic ballad that recounts the party's adventures. Beware, for the rhyme must be true!*

**Q5: "Dear Dungeon Sage, my players keep forgetting to check for traps. How can I remind them without giving away the surprises?"**

*Ah, the subtle dance of peril! Introduce a helpful NPC rogue who accompanies the party for a short while, demonstrating the art of trap detection with finesse. Once the NPC bids farewell, the party will be more attuned to the hidden dangers that lurk.*

**Q6: "Dear Mastermind of Dungeons, how can I introduce a surprise twist without leaving my players feeling betrayed?"**

*Ah, the delicate dance of narrative twists! Plant subtle hints along the way, whispers of intrigue that, when unveiled, make the players exclaim, "It was there all along!" A well-crafted twist is a tapestry, not a sledgehammer.*

That concludes this edition of "Ask the Dungeon Master." Until next time, may your dice be ever in your favor, and may your adventures be filled with wonder, challenge, and just the right amount of chaos. Until we meet again on the rolling plains of imagination!

Send your questions at [@AskTheDungeonMaster@...](#)





## ROGUE'S GALLERY



# **MYSTICAL REVIEWS: THE BOOK OF MANY THINGS**

An objective review of a 5E Product.



## A BARD'S SONG: CHRONICLES OF THE STORM



In the remote village of Eldrane, nestled between ancient forests and rolling hills, a storm was brewing. A storm not of wind and rain, but of magic and destiny. The village had long been a haven for those attuned to the arcane, and whispers of a prophecy had permeated the air for generations.

Amidst this mystical atmosphere lived Lirelle, a young sorceress with a wild mane of silver hair that seemed to dance with an unseen breeze. She had grown up hearing the tales of the Stormcaller, a figure prophesied to harness the power of a celestial storm to either bring salvation or destruction to Eldrane.

One fateful night, the celestial storm manifested on the horizon, a swirling maelstrom of ethereal lightning and spectral winds. The village elders, recognizing the fulfillment of the prophecy, called upon Lirelle to embark on a quest to decipher its meaning and decide the fate of Eldrane.

Guided by the cryptic verses of an ancient tome, Lirelle set forth into the heart of the storm, accompanied by a mismatched group of companions. There was Thorne, a brooding elven ranger with a connection to the spirits of the forest; Bran, a grizzled dwarven blacksmith with a penchant for crafting enchanted weapons; and Lyria, a rogue with silver eyes and a mysterious past.

Their journey led them through enchanted glades, treacherous mountain passes, and ancient ruins,

where they encountered both allies and adversaries drawn by the magical currents of the storm. Each encounter revealed a fragment of the prophecy, hinting at the Stormcaller's ability to reshape reality itself.

As they delved deeper, the storm intensified, becoming a living entity with a will of its own. Lirelle, feeling the surge of power within her, grappled with the responsibility that came with being the Stormcaller. The companions faced trials that tested their resolve, from ethereal guardians that guarded ancient secrets to illusions that blurred the line between reality and nightmare.

In a hidden chamber beneath the roots of an ancient tree, they discovered the heart of the storm—a pulsating crystal imbued with the essence of creation and destruction. The prophecy spoke of a choice: to harness the storm's power to bring forth a new era of prosperity or to dispel it and protect the village from the looming calamity.

As Lirelle touched the crystal, she felt the weight of the decision, the echoes of countless generations urging her to choose wisely. With the combined strength of her companions, each representing a facet of Eldrane's essence, she made her choice.

In a blinding flash, the storm subsided. Eldrane stood in the calm aftermath, bathed in the soft light of dawn. The prophecy fulfilled, Lirelle and her companions returned as heroes, their names etched into the Chronicles of the Storm.

The village prospered, but the mystical aura lingered, a reminder of the storm that had shaped their destiny. As the years passed, bards sang of Lirelle, the Stormcaller, who had guided Eldrane through the tempest and into a new era. The village, once a mere haven, now stood as a testament to the enduring power of magic and the courage of those who dared to face the storm.

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## COMING NEXT ...

Brace yourselves, adventurers, for the next issue of "Dice and Dragons - The 5E Magazine" is on the horizon, ready to transport you to realms uncharted and adventures untold! Our scribes and scholars have been tirelessly delving into the arcane mysteries of Dungeons & Dragons, crafting tales and insights to enrich your gaming experience.

In the upcoming issue:

1. **Mystic Marvels:** Uncover the secrets of forgotten artifacts and mystical wonders that await discovery in your next campaign. From legendary swords to enchanted tomes, prepare to be enchanted by the lore of the Mystic Marvels!
2. **Mastering the Art of Role-Playing:** Dive into the immersive realm of role-playing with expert tips and tricks. Whether you're a seasoned veteran or a fresh-faced recruit, learn how to breathe life into your characters and captivate your fellow adventurers.
3. **Campaign Chronicles:** Embark on a thrilling journey as we recount the sagas of brave parties who faced the unknown. From epic battles to heart-wrenching choices, the Chronicles continue, weaving tales that will inspire and awe.
4. **Building Better Encounters:** Sharpen your Dungeon Master skills with in-depth guidance on creating encounters that challenge, engage, and leave a lasting impact on your players. The art of encounter-building unfolds in the next issue!
5. **Featured Module Review:** Explore a new 5E module through the discerning eyes of our seasoned reviewers. Discover hidden gems, unravel plot twists, and decide which module will be the next epic addition to your gaming table.

6. **Artifacts of Imagination:** Immerse yourself in the stunning visual world of Dungeons & Dragons with our showcase of breathtaking artwork. From character portraits to fantastical landscapes, let the Artifacts of Imagination ignite your creativity.

Prepare your quills and ready your spell components, for the next issue of "Dice and Dragons - The 5E Magazine" promises to be a treasure trove of knowledge and inspiration. Stay tuned, and may your dice always roll in your favor!

