

Monthly Newsletter



SPARKLES_MANDY

Setting a Standard

Summer already, this year is going so fast. For our new readers! First let me say Welcome and thank you for joining. My name is Mandy, I am the editor of this newsletter, and I am so excited to have you with us.

In the world of TTRPGs we have so much to fall in love with. From the stories and the different rule books, minis, dice, and the art! In this newsletter we try to get a bit of everything. Bringing together all kinds of great minds in order to bring you the best and most honest content possible!

I am truly thankful for the chance to be able to work on this passion project. Getting the opportunity to bring great minds and voices together from all different places.

If you ever find yourself going "man you know what this newsletter needs" come join us and be the change you want to see! The World of TTRPGs has room for everyone!

This month is huge for us as a newsletter! we will be adding a bunch of new features to help our readers have more access. Our website has been such a great way to keep and hold all of the work we have done so I could not be happier with that!

A lot of the feats and different articles will be being added to the blog feature for the website making them easier to find and also making them all more searchable.

Wishing you all the best that June has to offer and I cannot wait to see you all in July!

Mandy xoxo



In this newsletter you can expect:

Fellowship/Cult
News

Drink

PC Stories

Monster
Knowledge

5.5 Edition

History

Game Review

Member
showcase

Random
Rants





Fellowship/Cult News

with June in full gear we have a whole bunch of new things going on with our campaigns. Some are starting up and some are just moving days (Magpies moving to Tuesdays)!

We will be journeying forth into the land of Chult this campaign of course is called Tales of Chult it includes some amazing characters including Cloud as our dm of dm's. For more information about this campaign please click the on the Tales of Chult icon below.



We also have returning from the depths we have the Tyranny of Dragons campaign this is a fantastic campaign is getting run by dm Ginga _Chris. This will be going into the second book of Tyranny of Dragons otherwise known as the Rise of Tiamat and we will be seeing how our party does against the mighty evil dragon queen herself. If you would like more information on this campaign, please click the Tyranny of Dragons icon below!



Stunned Condition

- 1 ½ oz Bourbon
- 1 tsp lemon juice
- ½ tsp sugar
- 1 orange slice
- 1 maraschino cherry

Instructions

1. Add Bulleit Bourbon, lemon juice, and sugar
2. Shake with ice and strain into chilled rocks glass
3. Garnish with orange slice and maraschino cherry



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Let's Talk About Combat in D&D from a Player's Perspective

By EndYourStreamTV

Combat is one of the core pillars of Dungeons & Dragons, giving us the chance to explore our characters, unleash powerful abilities, and test our skills in battle. It's thrilling, rewarding, and sometimes downright euphoric when we finally take down a tough enemy. But like any part of the game, combat has its highs and lows.

On the positive side, combat allows for deep strategy, teamwork, and those cinematic, high-stakes moments that turn into legendary stories. Some players, often the Master Wordsmiths, excel at making their turns engaging and tactical, keeping the encounter dynamic and exciting (And If we are being honest.. probably saving a TPK). A well-run combat session can be immersive and exhilarating.

However, combat can also be frustrating when it gets bogged down. Some players take an eternity on their turn, trying to convince the DM to let them pull off something completely outside their character's abilities.

And then there are the power players—if you've played long enough, you've probably encountered at least one (or, if you're unlucky, more). These players burn through their abilities and resources, trying to one-shot every encounter and often try to dictate how others should play, even when it clashes with their characters' established styles.

That said, in my experience, most DMs don't want to kill you. They aim to create combat that is fun, challenging, and carries a real sense of danger. More often than not, when a character dies, it's not because the DM is out to get them—it's because the player made a reckless choice, missed an important detail, or tried to be the hero at the wrong time.

At the end of the day, combat in D&D shines brightest when players respect the flow of the game, stay true to their characters, and embrace the challenges it brings. It's not just about winning—it's about crafting an unforgettable story together

DINKUM



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Evanora

Character Writing
By SexySlothh



Evanora, a skilled divination wizard, was born in the quaint village of Eldergrove, nestled between lush forests and towering mountains. From a young age, she exhibited an innate talent for sensing the unseen, often foretelling the fate of the villagers during seasonal festivals and personal milestones. Her grandmother, a renowned seer, mentored her in the art of divination, teaching her the sacred traditions of tarot reading and the deeper mysteries of the cosmos.

Evanora's journey truly began when she discovered an ancient deck of tarot cards hidden in the attic of her ancestral home. Each card resonated with a unique energy and seemed to whisper secrets of the past, present, and future. Captivated by their power, she dedicated herself to mastering their meanings and interpreting the guidance they offered.

As she grew older, Evanora became known as the "Card Reader of Eldergrove," attracting travelers and adventurers seeking her insights before embarking on their quests. Her readings often included a vision of the challenges they would face, the allies they might encounter, and the paths they could take, empowering them to make informed choices.

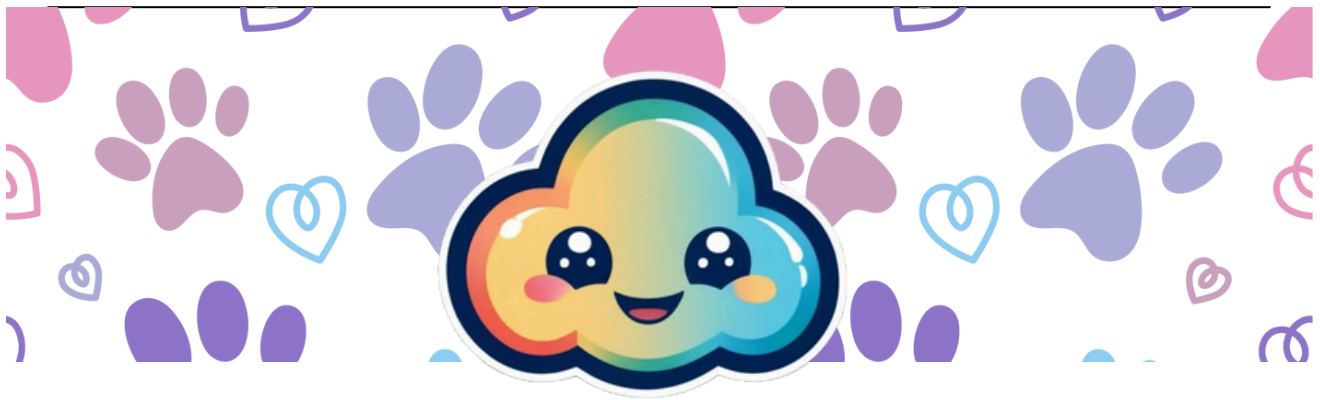
However, her life took an unexpected turn when a mysterious traveler named Kaelan arrived in town. He bore tales of a dark force threatening distant lands and sought her guidance on how to confront it. Intrigued by his story and feeling a strong connection to him, Evanora agreed to join him on his journey. Together, they traveled from village to village, using her tarot readings to help those in need and combat the encroaching darkness together when needed.

As they journeyed, Evanora found herself not only honing her skills but also confronting her fears and insecurities. The cards revealed hidden strengths within her, urging her to embrace her destiny as a protector of the realm. Along the way, she formed bonds with other adventurers, learning that true wisdom comes from both experience and collaboration.

[11:56 AM]

Today, Evanora stands at the crossroads of fate and fortune, her tarot deck a symbol of hope and guidance for all who seek her wisdom. Whether in the depths of a forest or atop a windswept mountain, she continues to read the cards for travelers, helping them navigate the uncertainties of their adventures while uncovering her own transformative journey.





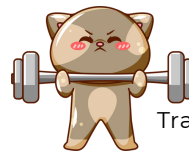
Some Cute Tips on How to Speak Cat!

By MiniCloud



learning everyday to
know them better

So, you want to learn about Cats and their distinguished language? Well let's dive in! Cat's eyes are open windows into his or her heart. By looking into our cat eyes, we can tell much about what your cats thinking and feeling. But the signals are subtle, so you need to know what you are looking for. One of the sweetest signs, yet one that's easily missed is the slow blink of one or both eyes. That's right. When a cat blinks at you, it actually means something. Between two people, a wink is a love gesture-a sign of affection or solidarity. It usually means that you share something in common- perhaps a goal or a happy secret. A slow blink from a cat is a lot like that. It means the cat feels relaxed and friendly and likes you



Training Tips number one:

Teaching your cat come. Cats can hear five times better than you and me. So, yours may already come when he or she hears the can opener whirring or kibble hitting his or her dish. Here's how to get your cat to come when you call.

1: Since cats are meat-eaters, take some ham or chicken, your hungry cat and an inexpensive clicker into a quiet room.

2: hold the clicker in one hand and some meat in the other. Waggle the meat under your cat's nose. Then hold it out to his or her. When your cat touches his or her nose to it, click and let her eat it remember you must clink at the exact moment your cat does what you want

3: Repeat several times but keep moving back a little. Say your cat's name and the word "come" over and over now you cat can come to you after two weeks! now you know some little tips to cat

bye

A note from the editor

For those who are new Mini-Cloud is the 9 year old daughter of our DM Cloud and she has been a wonderful working with her. Every month I get so excited to see what she will come up with next!



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Have Your History Hit Harder: WAIT.

By W. Adam Clarke



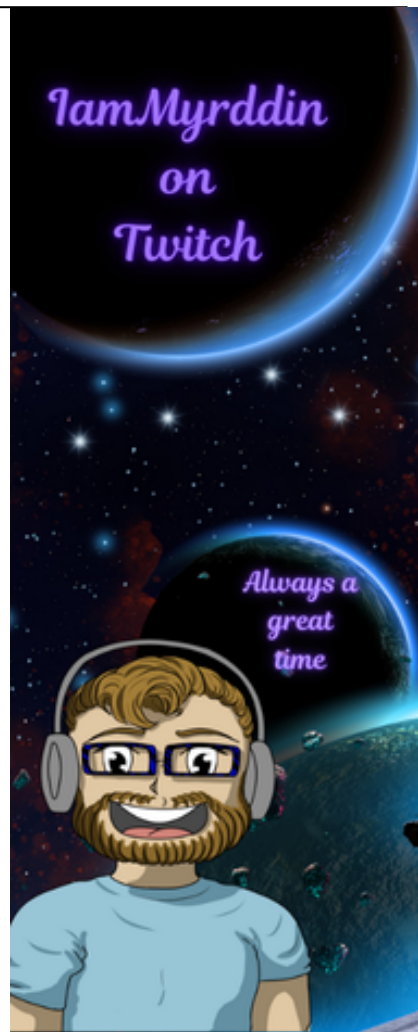
Good Afterwhenever, everyone. This month's offering from my slice of the internet involves a part of character design very near and dear to many gamers- and a point of nauseating chagrin to others. The exciting part is, regardless of which camp you fall into, this advice will improve your potential gameplay, help your GM do more for you, and make your characters more relevant in your campaigns.

Today's topic is: CHARACTER HISTORIES. Now, I know what you're thinking, because it's the only commentary you find on how to history your hero or heroine: Length. Well, I'm going to drop a bit of a bomb to start: I don't care how long your history is. Unless your GM is paying you by the word, there's no effective difference between 300 words and 300 pages (and yes, I've gotten one of those before). What I'm going to suggest is audacious, different, and dare I say... better.

First a caveat: Obviously this doesn't work for one-shots, or incredibly short campaigns. However, anything else, give this method a try. I want you to wait until six sessions in to write your history.

Don't hang up, let me explain. Are you familiar with "No plan survives contact with The Enemy?" Well, no history survives contact with a campaign, either. It's almost guaranteed that building your character, you'll have an idea in mind for who, or what, you want them to be. And that's good. However, meeting the party may change things, finding out the GM's style may change things, and learning details of the campaign may change things. For all these reasons, starting with only an outline is better.

Your history is a blank canvas, and no painter begins by drawing the details. Start with only broad strokes: 1) Fishing Village. 2) Village ransacked. 3) Saved by [NPC]. 4) Recovered health, joined [Group] to learn skills. 5) Set out to avenge family.





New Stickers are In!

So to show off the theme of this months stickers! They turned out so good showing off the who party of the Curse of Strahd as they stood till their final session!

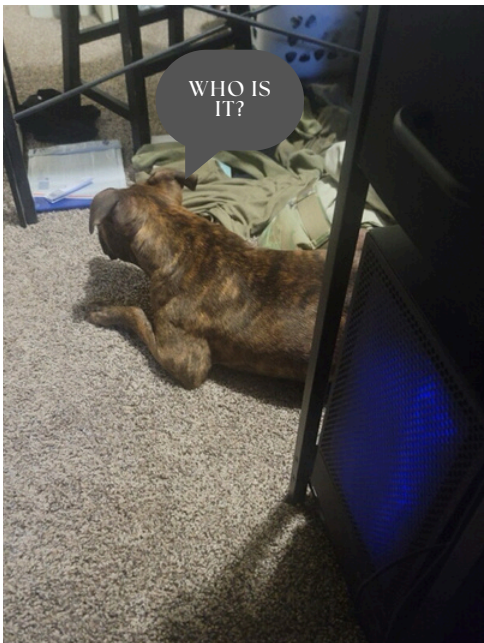
It was in the final session they lost two of their members in a tragic vampaire

spawn fight! What a hard and yet amazing season this group had! I one season they lost 5 pcs!

See you in September Curse of Strahd group!!

If you are in need of a sticker let Mandy know! Our stickers \$3.00 each and that covers shipping!

SERVER PETS



Send in yours by June 23rd
to Mandy in the server!

Have Your History Hit Harder cont.

by W. Adam Clarke

Yes, super cliché, but I wanted to work from a format we've all seen a million times. This will fit into any campaign that's not told in a desert, right? Now, in session 3 you meet a kindly old NPC. Rather than Retconning, you can ask the GM "Is it okay if that's the person that rescued me?" The GM will know if that fits into their plans or not, and won't require a rewrite of either their plans or yours to give you that bond. Your GM may even give you suggestions, allowing you to integrate yourself easier into their expectations as well.

By waiting until you get to know your party, and playing the character a few times first, you'll have a far better understanding of your party role, the temperament that you play for the character, and what the expected threats are. You may be expecting to play a serious, dour character, only to find out you're surprisingly the wisecracker of the group



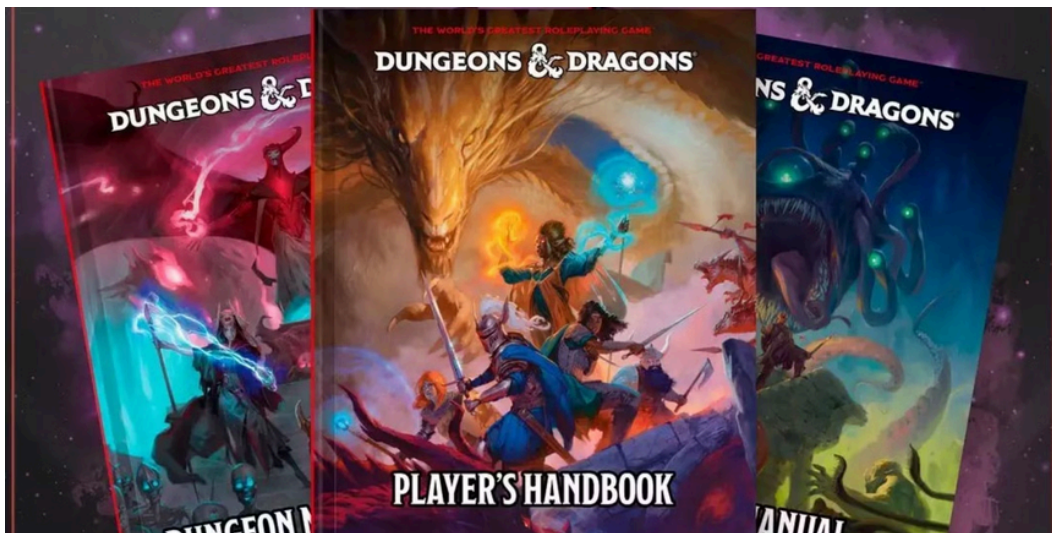
. Rather than revising your history, you can now easily insert your unexpected personality into it. You may on a whim decide your character loves baking. Well, now you can write in that loving elder relative who first taught you how. By beginning with only an outline, and waiting until you have a stronger idea of the character's true identity, it's far easier to tailor the history to the experience, and allows you to bypass dissonance that may otherwise occur.

Give outlining a try. You may be surprised by where it leads.



W. Adam Clarke
Can be found on
SingleStepGaming





A (not as) new player's thoughts on dnd 5.5!

By Skyline

As a "newer" player, it took me a while to understand the differences between past and recent editions of Dungeons and Dragons. Of course many people have different opinions and experiences with certain editions, but it's important to know what has changed and what is similar. Whilst this amazing group of people hasn't done 5.5 yet, I think it's worth our time to note what's new and review my personal pros and cons of it!

Pros:

- Monks- The Bonus Action attack no longer requires you to take the Attack action in order to use it. The damage die starts at 1d6, and is 1 step higher than the 2014 version through the full level range. You can use your Dexterity modifier for your Grapple DC, making the Monk an absolutely stellar grappler. I have seen this first hand, and it is insane, Monk players you win with this one!
- Drawing/stowing weapons- You can now draw or stow one weapon as part of an attack during the Attack action. Now depending on the build & character you have, this might drive your DM crazy with this, but it can also be amazing depending on the situation, battle or RP!
- Movement- You can now move through an ally's space freely. In the 2014 rules, another creature's space was always difficult terrain. Very nice for me personally and I'm sure for fellow cleric players this will be huge!
- Druid- Your list of Circle Spells tied to a specific biome can now be changed on a Long Rest (Circle of Land specifically). Very good for early druids to test out what spells will work best for you and your party!

- Paladin- Lay on Hands is a bonus action now! Very helpful.

Cons:

- Bards- My favorite class! But the weapon proficiencies are now reduced to simple weapons, boooooo
- Action Surge- Now prohibits the Magic action, so you can no longer use Action Surge to cast spells. This can be sucky depending on who likes to play action surge and your class, specifically for fighters. Most of the time, fighters (unless it's eldritch knight maybe) aren't good spell casters though so this can also be a pro technically.
- Ranger- Nerfing Dread Ambusher took a lot of the power out of Gloom Stalker, and Hunter is now weaker even though they tried to buff it! As someone who's currently playing a hunter ranger in another campaign, this is very unfortunate. For example, Giant Killer has been removed and Horde Breaker is nerfed, so you can no longer target a secondary target which you've already attacked this turn. It's not clear why this changed! Rangers only get two attacks, and they're incentivized to focus on single targets.

I feel as if this is a good start to see the changes in the latest edition! While some classes got buffed, some were nerfed and depending on whether you're a DM or a player, you can decide whether or not you agree with these changes! What do you think of these specific pros and cons?



Member Showcase!

IamMyrddin

We asked a few questions to get to know Myrddin just a little better!

Favorite color?

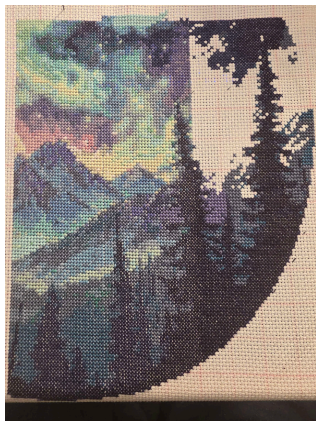
Purple

Tell us about your hobbies?

Video Games

What is your favorite style of game, and what got you into it?

I have a bunch I guess, but if I had to pick I think I would pick first person shooters, although I more prefer the campaigns to the multiplayer. What got me into shooters was the Halo franchise when I was like 6 I think I was. I was obsessed with Halo 2 and played it constantly



If you would recommend a game to someone in that style, what would you recommend?

There is a few first person shooters I could recommend, Halo series being one, another game that's a shooter but it's more a third person action RPG is the Mass Effect series the original three trilogy is another game that I've played for over 10 years on the Xbox 360 and the PS3, and now I'm able to play it again via the Legendary Edition on the PC

What's something interesting that people wouldn't guess about you?

When I'm not gaming and I'm chilling watching shows, I occasionally cross stitch. I'm currently working on the biggest piece I've ever done and it's the Northern Lights, its over 60k stitches and I'm not even 50% the way through it yet and I've been working on it on and off for a couple of months now.

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So you want to fight a monster?



By GrimGrixis

Last month we discussed the first of the dynamic moonlight duo, the great insult of the glittering and the abuse that the sparkley fantasy we all loathe has put these monsters through. This month of June we will be discussing the blood feasting, life draining, and perpetually overly sexualized..... VAMPIRES! These monsters are you cult classic Transylvannian monster. Hailing from the odes of the literary universe with it's spotlight being the tale of Dracula. These creatures swoop into the dnd lore as pretty high tier monsters. They have a slew of abilities and are more than capable of draining your party dry of its life fluids. Now with that in mind, how would you fight one of these dastardly creatures? Well do you want to bring out the garlic? Not exactly.... some of the traits found within the pages of your vampire novels do pull through, but unfortunately no garlic will save you here. But these monsters have a classical fear of the light, more specifically SUNLIGHT.

So don't try casting that damn cantrip on them.... it won't work. Another interesting weakness is that of Forbiddance What this specifically states, is that our dnd friends, er long toothed human juice box enjoyers, are not allowed entry into a residence WITHOUT permission. Now of course that doesn't apply to all vampires, like our good Count Strahd.... he's just a big ole bastard of a vampire. BUT there are still other flaws I could cover.... but some things are better left to be discovered as you play. Now on to the slew of abilities these nasties have. They can fly through the night nigh undetectable as a bat, they can bite, claw, scratch and charm. Now you may think these are easy enough to counter, but face one of these baddies down and test it yourself. Boasting the ability to wear armor, wield weapons, and think quite intelligently for a monster, these vampires provide a challenge for any level party. Highly customisable and very deadly any encounter with a vampire is sure to have a ripple effect across the party. My suggestion when you want to take one of these fiendish creatures down? Bring your magic, bring your holyness, and bring some damn good dice rolls, and may they roll in your favor. That about wraps up the ideas that I wanted to touch with vampires. Next month we are going to cover..... HAGS!!!! Best of luck in your future session!



Dungeon Delver: The Feat for People Who Trust Nothing, Not Even the Floor

By GetOffMacCloud

Have you ever looked at a hallway and thought, "This corridor is up to something"? Do you long for the sweet dopamine hit of spotting a hidden pressure plate before it skewers the rogue? Then Dungeon Delver might be for you—the feat that says, "I refuse to die stupidly."

What It Does (Officially):

Advantage on Perception checks to find hidden doors. Finally, the paranoid tapping on brick walls pays off!,

Advantage on saving throws against traps. So when you inevitably trip one, you can roll twice before you get mangled. Ahem LEX, Resistance to trap damage. Great news: you'll only lose one leg, not both!, Auto-detect traps with Investigation. Because you knew that suspiciously ornate tile was a fireball dispenser.

When It's Great:

Dungeon-heavy campaigns such as: Tomb of Annihilation, Out of the Abyss, Mad Mage's Funhouse of Endless Falling Rocks). If your party doesn't have a rogue or if you're rogue with a charisma build and life goals, this might be a smart feat to take early on in the game. When your DM is an Old School sadist raised on AD&D modules with names like "The Lich's Razor Room" and "The Temple of Elemental Evil" this feat become damn near required.

When It's Useless:

Your campaign is entirely above ground and 90% tavern intrigue: Curse of Strahd (Except for the part where you explore Castle Ravenloft, but lets face it there's way scarier things coming at you in that campaign, than rocks), Princes of the Apocalypse, and Storm King's Thunder, to name a few. If you're DM is a wuss and doesn't believe in traps ("I find it slows the game down".....WRONG) or if you're the wizard. You have Mage Hand, a 10-foot pole, and trust issues, you can pretty confidently forgo this feat.

Real Talk:

Dungeon Delver is a highly situational feat. In the right hands and the right campaign, it can make you feel like a fantasy MacGyver. But in many games, you'll feel like a conspiracy theorist with a 10-foot pole and nothing to poke. The good news? It's fun to roleplay. You become the player who checks every doorknob (Shel), inspects every rug (Ron), and never sits down without a thorough investigation. In a campaign where exploration and caution are core mechanics, you're the MVP. In a city-based mystery campaign? Well... maybe take Observant instead.

Final Rating:

Dungeon Delver: 3 out of 5 Bear Traps - Great in dungeons. Slightly less great in your average political intrigue campaign where the deadliest trap is a poisoned glass of wine and a noble with a grudge.



Lunar New Year: Year of the Dragon Forever Stamp (2024)

By Papa Sparkles

Introduction

On January 25, 2024, the United States Postal Service (USPS) unveiled the Lunar New Year: Year of the Dragon Forever Stamp in Seattle, Washington, marking the fifth issuance in its third Lunar stamp series. This commemorative stamp celebrates the Year of the Dragon, a significant period in the Chinese zodiac cycle that began on February 10, 2024, and ended on January 28, 2025. As a Forever stamp, it holds perpetual value equivalent to the current First-Class Mail one-ounce rate (today \$.73 cents), ensuring its utility beyond its ceremonial release.

Historical Context

The USPS has a storied history of issuing Lunar New Year stamps, beginning in 1992 with a series that ran through 2004, followed by a second series from 2008 to 2019. The current series, launched in 2020, is designed to span 12 years, with each stamp representing one of the animals in the Chinese zodiac: Rat (2020), Ox (2021), Tiger (2022), Rabbit (2023), Dragon (2024), and the

forthcoming Snake, Horse, Ram, Monkey, Rooster, Dog, and Boar through 2031. The 2024 Year of the Dragon stamp continues this tradition, recognizing the approximately 2 billion people worldwide who celebrate Lunar New Year, particularly those of Chinese, Korean, Vietnamese, Tibetan, and Mongolian descent.

The Year of the Dragon is the fifth in the 12-year zodiac cycle and is considered the most auspicious sign, symbolizing power, nobility, honor, and success. The 2024 iteration is specifically the Year of the Wood Dragon, associated with quieter, more introspective qualities alongside strong leadership and dedication. This cultural significance is amplified by the dragon's unique status as the only mythical creature in the zodiac, often leading to baby booms in Asian communities due to its favorable connotations.

Design and Artistic Vision

The Year of the Dragon stamp features a vibrant, three-dimensional mask depicting a dragon, crafted by artist Camille Chew.

Mandurlorians

Sunday 5pm CST

www.twitch.tv/sparkles_mandy

ESTD 2022
RPG
SIDE BAR

Writers Guild

Thanks for all of
your work to bring
this newsletter
alive!

Interested in being
part of the Guild?
ask Mandy!

ESTD 2022
SIDE BAR
PRODUCTIONS



New friends always welcome

Thank you to all of our Guild members!

Our writers guild has been doing amazing, and it feels like it just keeps growing! This is something I could not be happier about. If you would like to add something to our newsletter you are more than welcome to join us. It is so nice to see all of these amazing minds working together to make something different. So if you are in a different group and just want to partner up and share what your group has been up to we would love to have you!

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SexyySlothh
GetOffMacCloud
Papa Sparkles
Mini Cloud
Gosuqt
Skyline
SingleStepGaming
OldManGeras



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Why is this game so hard to describe.. is it a Visual Novel? is it an narrative game? Is there anything to do over than walking and talking? So a walking simulator? The answer is.. yes. It's all of the above. Let's break it down.



By OldManGeras



Title: 1000xResist (pronounced 1000 Times Resist)

Publisher: Fellow Traveller

Released: 2024

Amount of time played thus far: 9 hours

How long to finish: 15-20 hours

tl/dr: =[7/10]=- for story and artwork. Needs help with camera angles and some lighting, though. Also fairly short with under 20 hours to complete.

From the publisher: The year is unknown, and a disease spread by an alien invasion keeps you underground. You are Watcher. You dutifully fulfil your purpose in serving the ALLMOTHER, until the day you discover a shocking secret that changes everything.

Story: From what I can tell, you are living underground, and appear to be a.. well.. something.. maybe an android, maybe a human that has been conditioned to remove all emotions, maybe something else.. No idea. An alien virus has infected Earth and forced you and others to live underground. But as part of a ceremony, you have to relive memories of the Allmother.. but it gets hacked while you're in it and, well, no spoilers so let's just say stuff happens. But after the first 2 hours, after talking to a lot of NPC's (hint: talk to them all), you can see where the story is starting to go and it's going to pull you in pretty hard.

Art Style: The art looks great, except that you can't really enjoy it. Why? Camera angles are hard coded and do not let you actually look around for one thing in certain parts of the game. For another, let's add dark shadows or bright lights or 'fog' or.. you get the message. There is no first-person view, nor is there a way to look around your character to enjoy the art around you. And that's a shame because there are parts where I just want to look and enjoy it. First person view would have been awesome, and given you the full immersion (which you will really want).

Gameplay: I already mentioned the camera angles above under art style, so I won't repeat it. Controls are WASD and mouse buttons. Pretty simple controls, and that's really all you'll need. There are some interesting mechanics in play (time variance, 'fast travel', etc.) and they're used intelligently so far. For the Steam Deck, the standard controls work for it, and you won't have an issue.

Steam Deck: Speaking of Steam Deck, this game is listed as Playable in the Steam Store calling out that it has small text and may be difficult to read. ProtonDB though has this listed as Platinum, and after running most of my time on the deck, it works perfect. The text is clearly readable, and most of the audio has subtitles so you can even follow along if you want. It can run without tweaking, but I found that locking the FPS at 40 just makes it overall nice and smooth.

Audio: I typically turn off music as I want to be able to focus on the game and let the story/gameplay drive the emotions, not let audio impact it. Don't do that for this game. Trust me, it's some beautiful music. You want it on. And the VA? Good, some emotion at the right time, but as normal, some emotionless reading mainly (disclaimer: audio was all in English in the playthrough, maybe other languages are better).

Achievements: Oh, you lucky achievement hunters. We've got a lot of easy achievements waiting for you. There are some missable ones (go to a certain place and look at something specific), but Steam has a 2 solid walkthroughs that will talk you through how to get those locations. It'll only take a little while out of the main story, but for you hunters, you'll want it. There are multiple endings, and you do have the ability to have multiple save slots, so make sure you check out the best way to complete those.

I played this and had some of the viewers provide some comments, so that you're not only hearing it from a single side. So let's look at some comments from chat:

grue2u: This game is a victim of a bad start. People would not normally spend the time to get to the better parts. I'm not sure the journey is worth the time it takes, but there seems to be an original story here.

Lunar New Year: Year of the Dragon Forever Stamp (2024) cont.

By Papa Sparkles

This design aligns with the series' thematic focus on paper-cut folk-art masks, inspired by the elaborately decorated masks used in dragon and lion dances during Lunar New Year parades.

The stamp's color palette emphasizes gold and red, colors deeply symbolic in Lunar New Year traditions. Gold signifies prosperity for the coming year, while red represents good fortune, aligning with the dragon's auspicious reputation.

Cultural Significance

The Year of the Dragon stamp serves as more than postage; The Lunar New Year, is celebrated globally on the second new moon following the winter solstice, marks the arrival of spring and a time of renewal.



Festivities include parades, firecrackers to ward off evil spirits, traditional meals, and the exchange of red envelopes, all of which the stamp symbolically evokes.

Production and Distribution

The Year of the Dragon stamp was issued in panes of 20, with a total print run of 22 million stamps, reflecting the USPS's confidence in its popularity.

1000xResist Game Review cont.

By OldManGeras

banetbc: Piano inception achieved!

notreallyme: it seems sort of like it could use a bit more money to polish it up, but the ideas work just fine

So let's break it down:

--[07/10]--

--[Graphics]--

- ☐ You are in heaven
- ☒ Good
- ☐ Decent
- ☐ A 2 year old made them 30 years ago

--[Gameplay]--

- ☒ Is it live or memorex
- ☐ Good
- ☐ Decent
- ☐ Get an etch-a-sketch

--[Audio]--

- ☒ Eargasm
- ☐ Good
- ☐ Decent
- ☐ What? I can't hear you..

--[Audience]--

- ☐ Everyone
- ☒ Adults
- ☐ Teens
- ☐ Nappy time!

--[PC Requirements]--

- ☐ Frontier or Fugaku are needed
- ☐ Expensive
- ☒ Decent
- ☐ Potato Potatoe

--[Difficulty]--

- ☐ 3X + 1
- ☐ Challenging
- ☒ Moderate
- ☐ Can you color within the lines?

--[Grind]--

- ☐ 400 hours in and almost through the tutorial
- ☐ Average grinding needed
- ☐ Only if you care about leaderboards
- ☒ No grinding needed

--[Story]--

- ☐ There is no life other than this game
- ☒ Great
- ☐ Decent
- ☐ Tetris has more story

--[Game Time]--

- ☐ Time has no meaning, only this game exists
- ☐ 40+ hours
- ☐ 20-40 hours
- ☒ Press start and you're almost finished

--[Price]--

- ☐ Worth the price
- ☒ If it's on sale
- ☐ If you have extra money
- ☐ Just throw your money in the trash

--[Bugs]--

- ☒ Smooth as silk
- ☐ Early Access game-level bugs
- ☐ It's annoying but playable
- ☐ Starship Trooper has less bugs



Random Rants w/Mandur

Lets Talk Lore!



By Mandy

Alright! I got lots to say on this subject so we are going to get right into it. Lore in Dungeons & Dragons (D&D) is crucial because it provides the narrative foundation that enriches gameplay, fosters immersion, and drives meaningful player engagement. Here's why it matters:

World-Building and Immersion: Lore creates a believable, vibrant world with history, cultures, factions, and conflicts. It transforms a game board into a living setting—like the Forgotten Realms or Eberron—where players feel their characters belong. For example, knowing the ancient rivalry between orcs and elves adds depth to role-playing interactions.

Context for Choices: Lore gives players a framework to make informed decisions. Understanding a city's political struggles or a deity's influence helps players align their actions with their character's motivations, whether they're negotiating with a dragon or choosing sides in a war.

Narrative Cohesion: Lore ties the campaign's story together. It provides backstory for NPCs, quests, and locations, making events feel interconnected. A dungeon isn't just a trap-filled maze; it's the lost tomb of a fallen empire, with clues to its downfall.

Player Investment: Rich lore encourages players to care about the world and their characters' place in it. When players learn about a looming threat like the Mind Flayers' elder brain, they're motivated to act, creating memorable stories.

Role-Playing Opportunities: Lore fuels character development. A fighter's backstory tied to a war-torn kingdom's lore or a wizard's quest for a legendary spell gives players material to role-play authentically, enhancing group dynamics.



DM Creativity: For Dungeon Masters, lore is a toolkit. It offers inspiration for crafting quests, villains, and plot twists while providing consistency. Established lore, like the cosmology of the Great Wheel, lets DMs build on a shared framework or tweak it for homebrew campaigns.

Community and Continuity: D&D's shared lore connects players across tables and editions. Iconic elements—like Mordenkainen or the Drow city of Menzoberranzan—create a common language, letting players discuss and explore the multiverse together.

Without lore, D&D risks feeling like a series of disconnected dice rolls. It's the glue that binds mechanics to storytelling, turning a game into an epic adventure. If you're curious about specific D&D settings or how to weave lore into a campaign, let me know!

Thank you for reading!