



REALMS

SIDE
BAR

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REALMS

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The Joys of March!

This month brings some great highs and lows! We are going to see the end of the Tyranny of Dragons campaign that started in 2024. We will also be closing our first chapter in our Houses of Harby campaign.

We will also be doing all of the prep work for new campaigns coming out in April! So if you are interested in joining a campaign, let us know.


Please make sure you look over the house rules before you sign up and if you have any question contact Mandy.

Our Charity Table

February, We had a guest Nick from K9s for Warriors! It was so great having him with us and together we raised \$319.00

Charity Night this month is on March 24th at 8pm CST. Slots have been filling up fast so plan ahead and book with Mandy.

One shots! If you would like to join in the fun contact Mandy or Cloud! It is from one shots we pick most players for campaigns!

Want to see them? check out @rpgsidebar on  **YouTube**



Mandur

Ingredients

- 1.3 oz. Bourbon
- Rocks Glass

Directions

Step 1 Serve in rocks glass

Step 2 ENJOY



Want to learn D&D?

Join our One Shots!

If you are trying to find a table that meets your needs and works for you?

Reach out, We might know a table that is looking for someone just like you!

Email us at rpgsidebar@gmail.com





From The Channel

I am so excited to make my way to Gary Con this month and with that you will have a guest streamer taking my spot at the bar! Please be nice and show them a great time on 3-19-2026



The Greyhawk Mega stream Made:
\$36,131.00

Big thank you to all who donated and I hope we can do even better next year if they will have us!!

Also BIG thank you to GetOffMacCloud for all of the charity sessions he has taken on for us!

Card Packs:

The Streamloots Browser Extension- make playing cards even faster! It is free for everyone check it out!

More cards are on the way so keep an eye out!

Emotes: This month we will be adding little owls emotes! 5 change out every month!



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Xaretul: The Forgotten Flame

Chapter 9: Nicholas - The Weight of Strength

By EndYourStreamTV

Nicholas had always been the strong one, or at least, he had been the one who had tried to be. Growing up in a world full of pain and fear, strength had been something to rely on. Strength to protect himself, to protect his family, though he never truly had anything to protect. His parents had been taken from him when he was too young to remember, and since then, he had learned that the world didn't care for the weak. That was until he had met Xaretul, until he had met the children who had shown him something different.

Now, as part of a community, Nicholas felt the weight of his new title. Warrior of Faith. He had never been a warrior before. He didn't know the first thing about fighting, not really. And now,

there were other children looking up to him, children who, like him, were lost. They needed him to be strong, but how could he be when he didn't know what strength really meant?

It was early in the morning when he decided to go out into the woods. The others were still asleep, and the camp was quiet, the soft chirp of birds the only sound that greeted him. He needed to be alone. He needed to think.

As he ventured deeper into the trees, he came upon a small clearing, the sunlight filtering through the leaves above. He closed his eyes, his hand resting on the hilt of the wooden practice sword he had fashioned. It wasn't much, just a crude thing, but it was a start. He raised it, the weight unfamiliar in his hands, and began to practice.

He swung the sword with awkward motions at first, stumbling and clumsy. Sweat began to bead on his brow, and frustration mounted. Why wasn't he getting any better? Why couldn't he be like Arian, with his fire and his unshakable confidence?

Then, as if the forest itself was watching, a voice whispered in his ear.

"You are not alone."

Nicholas froze. The voice was not his own. It was Xaretul's, soft yet powerful. He dropped the sword, his breath catching in his throat.

"You will never be alone," the voice continued. "The strength you seek is already inside you. It has always been there. It is not in the sword. It is in your heart."

Tears welled in his eyes as the weight of those words sank in. He wasn't alone. He didn't have to carry everything on his shoulders.

"I will protect them," he whispered, his voice shaky but determined. "I will protect them. I won't let anyone hurt them. I swear it."

With renewed resolve, he picked up the sword again, this time with more confidence, the weight of it no longer a burden. He knew it wouldn't be easy, but he was no longer trying to be someone he wasn't. He was becoming someone better, someone who fought not just with his strength, but with his heart.

(cont on Pg 9)



NEW
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THE NEXT ISSUE OF REALMS

FROM OUR SERVERS

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One Shot Recap



By Dragon Teacup

Stepping off the rail, *Heals*, the warfored, lands in Salvation seeking purpose. He quickly finds it with a group called The Subs, who need a healer and a friend. Together they followed a lead up and met Belaluur in the scrap yard. She was missing her scout, Garunda. The party got along great with her, and bought a bunch - potions of healing, books and obsidian black arrows. She mentioned a discount for them of 5%, as well as a reward for finding Garunda alive or dead. The Subs set off into The Mourning struggling to find their way. Eventually they did, and quickly got caught up fighting Dust Mephits and Gem Drakes. They see an old wooden and metal building a head...maybe thats where Garunda is?

This recap is from one of our Friday one shot sessions! If you would like to roll into the fun?

*Join the SideBar
Discord!*



If you would like to follow Dragon_Teacup and keep up with the rest of of the Dump Stat check them out on Twitch!



Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

Calean - The Quiet Observer

Calean had always been the quiet one, the watcher. While the others played and fought, Calean observed. He studied them, the world around him, the way people moved and spoke. It was how he had learned to survive, how he had learned to read situations before they became problems.

But now, as he sat on the edge of their small camp, watching the others work and talk, he wondered if he was doing enough. Kira and Arian were so sure of their roles, Kira, the High Priestess, strong and gentle, guiding the others with wisdom far beyond her years. Arian, the Warrior of Faith, filled with a bravery Calean admired.

Calean felt like he didn't belong in their circle, like he was meant to be a quiet observer forever. But that wasn't why he was here. Xaretul had given him a place, had given him a purpose. But what was it?

His thoughts were interrupted when he heard a rustling in the bushes. Instinctively, his eyes narrowed, his body stiffening. He moved silently toward the sound, his steps light and calculated.

When he parted the bushes, he saw a small animal caught in a trap, its leg twisted and bleeding. It looked up at him with frightened eyes, and in that moment, Calean understood. He wasn't meant to stand back. He was meant to act.



Without hesitation, he crouched down and carefully freed the animal from the trap, using his sharp mind and steady hands to gently untangle the snare. It took time, but he didn't rush. In the end, the animal was free, its tiny body trembling but unharmed.

Calean watched it scamper off into the woods and stood up slowly, his heart lighter than it had been in days. He had done something good. He had acted. He had been useful.

He turned back toward the camp, knowing that his role would not be as loud as Arian's or as visible as Kira's. But that didn't matter. He would find his place in his own way. One quiet act at a time.

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Kara Thorne

Character Writing

By SexySlothh

Race: Human Merchant

Class: Alchemist



In the bustling market district of Sigil, where the threads of countless realities intertwine, stands a quaint alchemy stand run by a spirited young woman named Kara Thorne. A child of travelers, Kara grew up in a nomadic family that traversed the planes, collecting stories, ingredients, and knowledge from every corner of existence. Her parents, both skilled alchemists, nurtured her curiosity, teaching her the delicate balance of herbs and the art of potion-making before she could even walk.

Kara's stand is adorned with an array of handmade signboards, each depicting the magical concoctions within: from healing elixirs that shimmer like starlight to potions of strength that bubble with a fiery red hue. The flickering candles that illuminate her workspace create an ambiance of warmth that draws adventurers and wanderers alike.

With an infectious smile and a welcoming demeanor, Kara engages with her customers, eager to hear tales of their travels and adventures across the planes. She exchanges goods with other merchants, trading meticulously harvested ingredients she's gathered from her journeys for exotic items from other realms. This has made her stand a hidden gem among adventurers who seek unique potions not easily found elsewhere.

Kara believes that every potion or elixir she brews or soothing ointment she makes, each holds a piece of her, for these things would be used in the care of others so she must make them with the same amount of care. Along with the love she puts into her work, Kara has a special affinity for those who carry stories of their own. In return for their trade, she often asks her adventuring clients to share their tales, which inspire her next creations, always adapting and shifting to what's needed in the planes.

On quiet days, she can be found experimenting with new combinations, driven by her relentless passion for alchemy and her desire to forge connections with those who pass through. Sometimes nothing new comes of it... sometimes there are slight accidents, old char marks and odd colors stain some of the wooden floor around her home and even her at her alchemists stall. No matter how good you are, experimenting can be... risky.

In a city like Sigil, where chaos often reigns, Kara's small stand remains a beacon of hope and healing for herself and the few who choose to stop and make conversation. A place where the magical or mundane coexist harmoniously and stories are told to shine bright and keep memories alive. Through her craftsmanship and warmth, she has built a community that extends beyond mere transactions, uniting diverse beings in their shared pursuit of adventure and discovery. Maybe one day she will hear a story so exciting she too will head off to see it for herself for a time. Until then, she is at her stand... always a smile and always happy to meet the next stranger that will walk by..



Making a Throw-Away NPC Plot Relevant



By W. Adam Clarke

Good Afterwhenever, everyone. Your friendly neighborhood Game Dev, AP Runner, Streamer, and Author you've never read W. Adam Clarke again. This month, I want to give you a checklist for something every GM has to deal with: the PCs latching onto a throw away character.

We've all been there. You make an NPC on the spot, give them a jovial name and a humorous accent, and the next thing you know, the PCs are positive they're integral to the plot, or at least hellbent on carrying them along like a lucky charm. So, here's a couple tricks from a published author for fleshing them out before next week (Hint: this works on your intentional characters too!)

Know their GMC

GMC stands for Growth, Motivation, and Conflict. While this is a good litmus test to apply to your whole campaign, it's a very quick method for building a character. Ask yourself:

What is your their greatest goal or desire? Where does it come from? Why is attaining this non-

negotiable, and what is at stake if they fail? What is a secondary, smaller goal your character may have? (This is a great way to show personality quirks) What motivates your character to keep pursuing their goals through adversities? Who or what is their biggest obstacle? What can break them?

The Character Interview

Once you have the GMC for a character, give yourself a short (maybe 25 question) interview of the character, to flesh out their personality a little bit. You can find thousands of character questions with a quick google search, so you don't need to use these, and in fact it's better if you change them up a little from character to character- answering the same questions over and over will inevitably make your characters begin to feel similar.

How do they respond to a threat? What makes them happy? What makes them sad? Do they have any hobbies or interests? Are they well organized or cluttered? Laser focused, or scatterbrained?

(cont on pg 13)

Jam Myrddin
on
Twitch



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All times Eastern

Mon 7 PM TYRRANY OF DRAGONS
5E Campaign
GM: Jerrica

Tues 8PM NEONHEART
Daggerheart
GM: Adam

Wed 7PM CHILDREN OF ELYSIUM
Blades in the Dark
GM: Jerrica

Thur 8PM THROWBACK THURSDAY
Ghostbusters Int'l
GM: Adam

Fri 7PM Rust Belt Romp
Monster of the Week
GM: Jack

Sat OFF

Sun 7PM SPINESPUR SUNDAY
Blades in the Dark
GM: Adam



SERVER PETS



Send in yours by March 16th
in the SideBar pets channel!



Making a Throw-Away NPC Plot Relevant

(cont.)

by W. Adam Clarke

What's their favorite food? Which PC do they admire most? Which PC (if any) do they dislike? Do they have any secrets in their backstory? Do they have a specific word or catchphrase they overuse? Who do they trust (PCs or otherwise)? Who would they turn to for help? Do they have or desire a romantic partner or partners? How honest or truthful are they? How do they handle rejection or adversity? Do they make snap decisions or do they take their time before acting? Are they introverted, extroverted or (gasp!) balanced?

Once you give it a try, you can find that in 20 or 30 minutes you can take a paper-thin NPC and flesh them out into a substantial character for your players to enjoy. Have any other similar tricks? Drop in to either Mandy's or our shows and discords, and tell us about it! Until next month, good luck and happy storytelling.



W. Adam Clarke
Can be found on
SingleStepGaming



5E to 5.5: Back to Basics



By Skyline

In my first article in the newsletter, I discussed some of the simple changes that 5.5 offered instead of 5E, but some basic things and now that I've played it more, I have some more experience with it. Which is why I've decided to continue with more articles on this topic, and with each new month brings a new thing to talk about, and something more specific to dive into. But for this month's article I want to start off with some of the general topics to help new people, players and DMS, in their transition to playing 5.5 from 5.E or any previous edition!

Character Creation-

First off, let's start with the fact that Species (previously Race) has been refactored to be much more of a roleplaying choice than a mechanical one, which is great and will generate a lot less min-maxing or house ruling for those who want to play characters of different species. Species now grants only size and speed, as well as some specific abilities. Ability score upgrades now comes with Background, and there's a lot more choice in what abilities get that bonus. In addition, the latest addition offers up sixteen backgrounds and ten species for player characters, including the following new options- for backgrounds: Farmer, Guard, Guide, Merchant, Scribe and Wayfarer and a new language of Common Sign Language, which personally I love!

Perception and Investigation-

These aspects are more clearly explained, when enacted in gameplay. The "Study" and "Search" actions make it much more clear when to use Perception ("...discern something that isn't obvious") vs. Investigation ("...study your memory, a book, a clue, or another source of knowledge...traps, ciphers, riddles, and gadgetry"). I just like that this distinction has been made more obvious.

Exhaustion-

This aspect is also much simpler! Arguably, the 2014 version of Exhaustion was not complicated: each level had a row on a table and told you what bad things happened. But now there's no table needed: it just reduces all d20 rolls by 2 x your Exhaustion level and reduces your speed by 5 x your Exhaustion level. One less thing to look up. Stealth checks made for the Hide action are simpler. You now just have to beat a DC 15, assuming you can leave your enemy's line of sight, rather than the opposed roll needed by the 2014 edition. As a newly appointed DM I appreciate anything that makes the game faster and this will do that by reducing die rolls, especially in combat (and of course it's possible to change the DC or even do an opposed roll if that feels better for the circumstances).

Summon Spells-

Finally, Summon spells are back and their stat blocks are included. In 3e D&D and earlier, the popular Summon Monster spells could create all sorts of monsters as a temporary ally. These were removed in 5e and replaced with the "Conjure" spells which were limited to animals, celestials, and elementals. In the 2024 PHB, we get both. The main difference is that Conjure spells now create pseudo-creatures (see above) that are really just spell effects in disguise, where Summon spells actually bring in autonomous creatures. And there are a lot! You can summon Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, or Undead. "The DM has the creature's statistics" is gone though and replaced with a stat block right there with the spell. Beautiful.

Overall, I have been playing 5.5 for a good while now, almost a couple months and my experience overall has been great. I know it can be tricky at first to change from one edition to another, especially for veteran players, but I think it is something everyone should try at least once! Everyone is allowed to play and like their favorite edition, but what's the harm in trying whatever new one comes along! Until next time...



Braska Mull



Overview

Braska Mull is the owner and operator of The Net and Root. Gruff, broad-shouldered, and impossible to fool, Braska has seen everything this lakeside village has to offer and then some. Despite his gruff exterior, Braska is a dependable fixture in village life. He knows everyone's business, even if he rarely comments on it. His tavern is the heart of Shatar's social life—part meeting hall, part safe haven, and always warm on cold nights by the lake.

Appearance

Braska is a barrel-chested man in his early fifties, with a weathered face, salt-and-pepper beard, and one missing ear, a remnant of a brawl he won't talk about. He wears a stained apron over simple clothes with sleeves rolled to his elbows, revealing forearms like cured oak. He leans heavily on the tavern bar, always watching, always listening. Behind him, shelves of homemade pickles, bottles of lake whiskey, and smoked fish hang from hooks, adding to the rustic charm of the Net and Root.

Personality

- **Gruff but Fair.** Braska doesn't mince words and has no time for nonsense—but he treats regulars with a quiet kindness.
- **Discreet.** He knows every secret in Shatar but

NPC Build

by Brad Harris



keeps

them all to himself

- **Protective.** He won't hesitate to toss out troublemakers or intervene if someone's in danger.

Duties & Influence

- **Owner of The Net and Root.** Provides food, drink, gossip, and a place to rest.
- **Local Authority Figure.** Though not an official, Braska's word carries weight—especially when it comes to keeping the peace.
- **Village Informant (Unofficially).** For those who know how to ask, Braska can offer valuable insights, names, and leads.

Plot Hooks

- **Missing Patron.** A regular traveler hasn't returned from a trip; Braska is the last one who saw them.
- **Protects the Young.** If a villager's child is threatened, Braska steps in—and might need help keeping them safe.
- **Old Wound, Old Story.** The missing ear came from more than a brawl. Perhaps it ties into a larger mystery.

BRASKA MULL

Medium humanoid (human), neutral good

Armor Class 11

Hit Points 27 (4d8 +4)

Speed 30 ft.

STR 15 (+2)	DEX 11 (+0)	CON 13 (+1)
INT 10 (+0)	WIS 12 (+1)	CHA 14 (+2)

Saving Throws STR +4, CON +3, WIS +3

Skills Insight +3, Persuasion +4, Athletics +4, Intimidation +4

Challenge 1/4 (50 XP)

ACTIONS

Improvised Strike (Mug, Stool, or Fist). Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Cask Shield. (reaction). When Braska is targeted by a melee attack while adjacent to tavern furniture or barrels, he can use his reaction to gain +2 AC until the start of his next turn.





Member Showcase!

EndYourStreamTV

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

Favorite color?

Blue

Tell us about your hobbies?

Building and Collecting firearms (usually historic), working on classic cars, creating homebrew DnD worlds and magic items, Baseball and being outdoors

Do you have any Pets?

A Dog named Koda, A bearded dragon name Leroy. A soon to be chickens.

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

I love survival and extractions type games. I've played games all the way back to the NES/SNES gens. I started really playing on the computer in late 2012. I was purely a console player before that with HALO 3 MLG teams.



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

I would recommend the following games. Escape from Tarkov (high learning curve), Arc Raiders (fun community gameplay), Valheim, and COD:Warzone (fun with friends).

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

I was drafted into Major League Baseball. However I completely tore my rotator cuff and ended my career.

Anything Else?

I am a father to 3 wonderful young men who are growing up and becoming well rounded . They are all part of my homebrew game I host for family on Sundays. Being a father is the most fulfilling experiences of my life. I was blessed to see small babies grow into amazing people filled with hope and dreams.



Cool Greek Myths



Prometheus: 'Since you have nothing left down here, I'll go up to Mount Olympus, where the gods live. I will see what I find there.'

Prometheus climbed to the top of Mount Olympus. He carried an unlit torch with him, for he knew exactly which gift he hoped to bring back. When no one was looking, he lit the torch on the wheel of the sun chariot that Apollo, (the god of the sun) drove across the sky each day.

Prometheus hurried down the mountain. He presented the torch to the humans.

"You will always be weak and naked, He said 'You will never possess the Elephants strength or the horses speed, the snakes cunning or the eagles majesty. But with this gift you will become there master. This is fire. Use it wisely, use it unwisely and... you shall bring ruin upon yourselves the choice is yours."

The humans took the fire. At first they used it to be warm. Later they learned to make clothes and tools. They learned to hunt and grow fruits and vegetables. Villages arose then towns then cities.

Humans became masters of Earth. They ruled over the other animals as they do to this day.

And yet have they proved worthy of Prometheus gift?

not always. Yet humans still have the right to choose

Zeus became enraged when he found out what Prometheus had done. He never intended for humans to have fire . With fire they can become wise and powerful and one day might challenge the gods .

Zeus decreed a terrible punishment for Prometheus. He chained him to a rock at the top of a high mountain where he still is today.

There, a hungry vulture tears at his flesh which grows back as soon as swallowed and its unending

☐☐ Thank you for reading my article! ☐☐



A note from the editor

For those who are new, Mini-Cloud is the 10-year-old daughter of our DM Cloud and she has been wonderful to work with. Every month I get so excited to see what she will come up with next!

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SO YOU WANNA FIGHT A MONSTER

By GrimGris

Let's dive into discussing the fallen knights of DND, the Narzugon. These malevolent beings are the passed souls of corrupted paladins, ones that made deals with devils and carry a twisted sense of their duty and oath into the afterlife, binding them in an eternal hellish servitude. These creatures are a deadly force to be reckoned with, boasting abilities far beyond what they could accomplish in life. Each Narzugon is given a loyal and subservant nightmare, a mount that follows the commands of it's master with precision. Narzugon dominate the battlefield, offering boosts to monsters that fight with it and a terrifying alternative to those against it. These creatures of course being a fiend, have immunity to not only fire, but poison as well. They resist non magical weapons and they hit hard, and I do mean HARD. Imposing themselves upon a battlefield, Narzugon are found doing the bidding of whatever Archduke they server with a cold and just fury. These monsters have an ability to shrug of spells, attacks, and even repair the damage a party has pushed onto them, all while giving back damage to the unlucky adventurers fighting against it. Pulling in at a CR 13 monster, Narzugon are no walk in the park for any level party, put multiple on the field of battle for a higher level party, with a couple demonic servants, and you can have an all out brawl that has the party limping for a rest afterwards. Push one of these against a lower level party of adventurers, say level 7-8 party and they have a challenging mini boss fight ahead of them. All in all I would advise any party coming into a fight with one of these creatures to be prepared, understand that this creature was once a devout paladin, bent to corruption. It is a smart creature, it understands tactics, and it knows who to target first and how best to tear a party to shreds. So keep that in mind when you fight these creatures, have a battle plan and stick to it, if you were to get ambushed, keep the squishies safe and pray you roll well! This is not a battle of how much damage can be put out, rather a battle of withstanding an onslaught of the Nine Hells. Bring you best battle tactics and you'll come out alive!

From one DM to the players,



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on Twitch

DMGeezerJim & DM GetOffMacCloud

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"Come learn some shit"
-DM Cloud



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TheBurlyEarl	



Lindsay Lou's Book Review |

Dungeon Crawler Carl by Matt Dinniman

Genre: Sci-Fi/Fantasy/LitRPG

Page Count: 446

Publication Date: October 2020

ISBN: 979-8688591507



Book Overview:

Dungeon Crawler Carl is book 1 of an 8-book series (so far) by Matt Dinniman. In book 1, we meet Carl, a Coast Guard vet, and his ex-girlfriend's cat, Princess Donut, who are forced to survive a deadly, intergalactic game show. Together, they must navigate a series of manufactured subterranean dungeons filled with monsters, guild masters, traps, and prizes – all for the entertainment of alien viewers.

Topics or potential triggers to know before reading:

RPG enthusiasts won't be startled to read mentions of kills (whether intentional or not). The book starts with a massive 'elimination' of most people on Earth – so if human extinction makes you twitchy, I'd avoid this book. Otherwise, the story revolves around boss-battles and combat of varying creatures, so expect a fair amount of gore. There are brief mentions of dead bodies, nudity, and bodily functions. Also, be warned gentle readers, of NSFW language galore.

Lindsay Lou's Review:

General Thoughts: As a D&D newbie, I found this story to be entertaining as hell. Though, anyone could pick this up and enjoy, no prior game-play experience needed. I particularly liked the nonchalant attitude of the protagonist; he doesn't get too caught up in the circumstance, he just handles what needs to be done. Some call that trauma response, I call it life.

- **Un-put-down-able-ness:** It's a quick-paced read, so you really could knock it out in a couple of days if you were motivated. I wasn't captivated to the point of forcing myself to put it down, but I found myself reading it faster than expected.
- **Character and plot likability:** I think I'm in love. This is a great author with a twisted sense of humor (à la Christopher Moore), and I found myself giggling a few times while reading this first book. Carl and Donut are quite a pair, and all supporting characters just add to the chaos and silliness.
- **Final Judgement:** If you like unserious stories about televised battle royale-style, D&D-inspired combat, talking cats, and llamas who sell meth and spit lava...well darlings, this book just might be for you!

Other Notes: Continue the Dungeon Crawler series? Hell yeah. There are 7 more available now, with 1 yet to be released later this summer. Though, Dinniman has mentioned that the series could stretch up to 11 books.





DREVNAR SOULREAPER

Medium humanoid, lawful evil

Armor Class 20 (plate)

Hit Points 162 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Str +11, Con +10, Cha +9

Skills Athletics +11, Intimidation +9, Perception +8

Damage Resistances radiant

Damage Immunities necrotic, poison

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages Common

Challenge 16 (15,000 XP)

Aura of Obliteration. While Drevnar isn't incapacitated, all living creatures within 30 feet of him must make a DC 17 Constitution saving throw, or take 14 (3d8) necrotic damage.

Aura of Malignance. While Drevnar isn't incapacitated, all living creatures within 30 feet of him have disadvantage on Charisma and Wisdom saving throws.

Magic Resistance. Drevnar has advantage on saving throws against spells and other magical effects.

Paladin Corrupted. Drevnar is a twisted form of a once glorious paladin, under the effects of this curse, his pool of lay on hands can now deal necrotic damage.

Innate Spellcasting. Drevnar's spellcasting ability is Charisma (spell save DC 17). He can cast the following spells, requiring no material components:

3/day each: bless, bane, healing word (at 2nd level)

2/day each: inflict wounds (at 4th level), searing smite (at 3rd level)

1/day each: banishing smite, destructive wave.

ACTIONS

Multiattack. Drevnar makes three weapon attacks.

Sword of the Soulreaver. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) slashing damage plus 11 (3d6) necrotic damage. Drevnar regains hitpoints equal to the amount of necrotic damage dealt.

Lay on Hands. Drevnar has a pool of 80 lay on hands; this can be used to heal or harm another, if used to deal damage it deals necrotic damage equal to the amount of lay on hands used, additionally if used as an attack it automatically hits.

REACTIONS

Parry. Drevnar adds 6 to his AC against one melee weapon attack that would hit him. To do so he must see the attacker and be wielding a melee weapon.



A Guide to Streaming Session 0.5

By Tora @
CoffeeAndDragonsRPG

Well, I am doing something crazy once again.

I am starting another stream where I am the DM and the Streamer. I have learned from my past mistakes and using that knowledge to make a better experience for the viewers, players and myself. If you have played any TTPRG you have been in a Session Zero, where the house rules are explained, expectations, character creation and everything else.

I tried to stream Session Zero before, and it went over like a lead balloon. It was not engaging for viewers, players dropped out because of disagreements, or it was not the right fit for them. This new game is a group of streamers, and I want to give them a chance to give input on the overlay, music, and other feedback about the stream.

This is why I came up with the Session 0.5 idea. There is still a Session Zero three weeks before the first stream where they choose characters, learn rules, house rules, stream and game etiquette. The following weeks before the game, we can get together to answer any questions that may come up, test out the overlay, and work out any bugs that may happen before the first stream.

Since this is a 101 stream, I am taking the time to teach new players as well as the viewers how to play D&D. Session 0.5 is where everyone gets to learn the technical side of the game. Starting with learning the VTT,



locating and reading a character sheet, and how to customize the VTT options. This is when I load the arena so we can teach combat, targeting, movement, and how to set up the combat HUD.

Session 0.5 is the only time where the viewers get to see behind the curtain and see the DM's view of the VTT. This allows them not only to ask questions about being a player but also someone who may have questions about the DM settings and views. Once the technical side is done, we take time to introduce the characters and their appearance. Then I describe the setting of the campaign for the viewers. I also take this time to go over channel rewards and their impact on the game. We do a final review of the house rules: Critical damage is max damage plus roll, some skill checks that are hidden from view, and death saving throws are hidden, and the Rule of Cool! Have any suggestions for improving Session 0.5? Let me know! I love the feedback. You can always find me in RPG Sidebar Discord as Tora - Coffee and Dragons.

-May your rolls be legendary and the coffee never end!



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Here are some of our past winners!

Best of Luck!



The Cosmic Wheel and Alignments

By DMGeezer Jim

The vast amounts of worlds and settings that have been created for D&D are connected in a couple different systems, Spelljammer and Planescape. We will be focusing on the Planescape Multiverse in the next few articles, starting with the base layout of the cosmic wheel, and its direct connection and representation of alignments.

Every edition of D&D has connected to extraplanar locations - from Mount Celestia to the Nine Hells, Mechanus opposite Limbo, and the Shadowfell considered an opposite of the Feywild. Each of these is a home to myth and legends, and provides great locations and encounters for parties to enjoy. Each of the planar locations in the Planescape multiverse serve another purpose; a "physical" manifestation of the alignments represented in D&D. I believe in order to really understand the machinations of the outer planes that are represented in Planescape, we first really need to understand alignments in D&D.

Alignments are explained in 5th edition D&D by the following quote, "A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, neutral) and the other describes the attitudes towards society and order (lawful, chaotic or

neutral). Thus, nine distinct alignments must define the possible combinations". Chapter 4 in the PHB continues on to describe a broad definition of each of those alignments.

A trend that has shown up in most 5th edition games is a minimization of alignments and their impact on the behavior of PC's. Oftentimes alignment discussions at tables can devolve into philosophical, moralistic discussions of "good vs evil" and "right and wrong"; sometimes this becomes a personal discussion, rather than game-focused. I believe that hesitancy to risk those confrontations has led many tables to abandon alignments. I think this challenge can be mitigated when the GM/DM discusses alignment in the very beginning and makes sure that the discussion is simplified and focused. Certain settings are absolutely dependent on alignments, so the players will NEED to understand the workings of alignment if the DM intends to make them paramount to the story and setting.

Alignments should be used to define the "good", "evil", "lawful", "chaotic" for the SETTING and WORLD, and absolute effort needs to be made by the DM to assure the players that this is not an indictment or reflection of real world morality. The idea of good and evil in a Setting should be seen as a baseline and understanding for the intelligent people of that (Cont on pg 26)



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The Anti-Tolkien view...

By ChaseStreet

The "Anti-Tolkien" movement within the Dark Sun design team was essentially an act of creative rebellion. At the time, TSR was leaning heavily into Dragonlance and Forgotten Realms, both of which were rooted in high-fantasy tropes: noble elves in forests, grumpy but gold-loving dwarves in mountains, and clear lines between good and evil.

Timothy Brown and Troy Denning wanted to shatter the "comfortable" fantasy experience. They didn't just want a new world; they wanted to traumatize the players' expectations.

1. The Cannibal Halflings (The Jagged Cliffs)

In Tolkien's world, Halflings (Hobbits) represent the pinnacle of domestic comfort—tea, pipes, and six meals a day. Dark Sun inverted this by making them the oldest and most savage race on Athas.

The Logic: If the world is dying and there is no food, the smallest, most agile hunters would survive by eating the only abundant protein available: other sentient beings.

The Twist: They aren't "evil" in the traditional sense; they are intensely cultured and have a deep connection to the life force of the planet. They just happen to view a human fighter as a "slow-moving steak." It turned the "cute" race into the most feared encounter in the wilderness.

2. The Muls: The Brutal Utility of Biology

The Mul (pronounced mull) was a direct answer to the question: "What would a Sorcerer-King do to create the perfect slave?"

The Design: Dwarves were already tough, but humans had more reach and versatility. The Mul was a sterile crossbreed designed for the gladiator pits and construction projects.

The Anti-Tolkien Angle: Instead of dwarves being defined by their "clans" or "honor," Muls were defined by their utility and suffering. They were born in slave pens and often outlived their owners simply because their "Incredible Vigor" meant they didn't need to sleep for days. It took the "hearty dwarf" trope and made it a tragic, biological weapon.

3. The "Mafia" Elves of the Wastes

Standard D&D elves are graceful protectors of nature. Athasian Elves were designed to be scavengers and long-distance runners.

The Culture: They were portrayed as deceptive, xenophobic, and tribal. If an elf stood still, they were dying. They lived "The Elven Market" lifestyle—if it wasn't nailed down, they stole it; if it was nailed down, they stole the nails.

The Vibe: They replaced the "ethereal beauty" of Tolkien with a "desert-rat" grit. They were the ones you'd find in the back alleys of Tyr selling "water" that was actually diluted kank-honey.

(cont on pg 28)



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The Cosmic Wheel and Alignments

(cont)

By DMGeezerJim



world. Likewise, law and chaos should be described accordingly. The DM needs to set out the parameters of the world, treated with the same attention and consistency as any other part of the setting. These are the functions of the world, not necessarily the PC's. Once the players understand how alignments function in the settings, they can select an alignment that matches their ideals of play to the world, and enjoy alignments as an element of play, rather than a restriction of behavior.

Above all else, it is very important for the DM to make sure that there is no personification of alignments or parallels to real-world beliefs. Some players may feel that requiring alignments and alignment-based decisions is restrictive, and a DM is forcing their "moral code" upon the party through gameplay; this should be avoided at all costs. As long as the DM has described the baselines for behavior in a given world and setting - and more importantly - applies the ideals, behaviors and consequences consistently for the NPCs as well as the players, the PC's will be more confident and comfortable with play. Once comfortable with play, they will be able to roleplay and inhabit their characters within the more alignment-driven settings.

Planescape is a grand collection of content and materials, initially penned by Monte Cook, and published by TSR in 2nd edition D&D. This is one of my personal favorite settings, but it is thick and heavy; the entire basis for the cosmic wheel, for the conflicts between gods, for the rise and fall of entire worlds and planes, is the eternal conflict between the physical manifestations of unwavering, immobile beings of alignment. The players are unique, as they are mortal, growing, learning, and flexible in their alignments. In order to resolve conflicts within Planescape, the PC's (or planeswalkers as they are known in that setting) will have to be agile and flexible in their gameplay, behavior, and decisions against a backdrop of monolithic belief and physical manifestations of pure law and chaos. Planescape is a shell of itself without alignments; the eternal battle between law and chaos, good and evil means very little if there is no law, no evil, nor good, nor chaos; in order for these conflicts to be turned into grand adventures, the DM and Players have to be on the same page regarding alignments.

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So you want to try Pathfinder? What D&D 5e Players Should Know Before Making the Leap

By Crit

If you've been rolling d20s for a while, chances are Dungeons & Dragons 5th Edition has been your home base. It's accessible, cinematic, and wildly popular. But every so often, a familiar question starts circulating at tables and online forums alike: "Should we try Pathfinder?". You've heard whispers about deeper customization, tighter rules, or "crunchier" combat, and are wondering if Pathfinder is for you? Here's your primer on what Pathfinder 2nd Edition is, where it came from, and how it really differs from D&D 5e.

What Is Pathfinder, Anyway?

Pathfinder was created by Paizo Publishing in 2009, born directly from the DNA of D&D 3.5. When Wizards of the Coast released D&D 4th Edition in 2008 and moved away from the Open Game License that supported third-party publishers, Paizo stepped in. They took the 3.5 rules, refined them, expanded them, and released Pathfinder Roleplaying Game, what we now call Pathfinder 1st Edition.

Fast forward a decade, and Paizo did something bold: they rebuilt the system from the ground up. Pathfinder Second Edition launched in 2019, not as a patch or revision, but as a full reimagining designed to be

cleaner, more balanced, and more future-proof. It even went one step further in 2024 with the second edition remaster, reorganizing its content to completely move away from D&D terminology.

Structure vs. Simplicity

D&D 5e, released in 2014, is famously rules-light by modern standards. It embraces "rulings over rules," bounded accuracy, and broad character archetypes. It wants you playing quickly, even if that means hand-waving edge cases.

Pathfinder 2e takes the opposite approach *by design*. It aims for clarity, consistency, and balance. Almost everything has a defined rule, and those rules tend to interact cleanly with one another. If 5e trusts the Dungeon Master to smooth over gaps, PF2e tries very hard not to leave gaps in the first place.

Neither approach is "better," but they do create very different play experiences.

Choices on Choices

This is where many 5e players first feel the culture shock. In D&D 5e, most character decisions happen between levels 1 and 3. After that, advancement is fairly linear, with an occasional feat or subclass feature.

(cont on page 30)



The Anti-Tolkien view...

(cont)

By ChaseStreet

4. Thri-Kreen and Half-Giants: Breaking the "Humanoid" Mold
To truly kill the Tolkien vibe, the team needed races that didn't even look like humans with different ears.

Thri-Kreen: This was the ultimate "alien" PC. They were insectoids who didn't sleep, ate elves, and viewed the world through a cold, hive-mind logic of "The Hunt." They had no concept of "Good" or "Evil," only "Pack" or "Prey."

Half-Giants: In most settings, giants are monsters. In Dark Sun, they were a playable race with a shifting alignment. Because they were "magically bred" from humans and giants, they lacked a strong sense of self. They would often mimic the personality of the most charismatic person nearby. This made them dangerous "wild cards" in a party.

5. The "No Gods" Policy

This was perhaps the most radical "Anti-Tolkien" move. In almost every other D&D setting, the gods are active players. In Dark Sun, the gods are dead or gone. This removed the "Divine Right" of kings and the "Holy Quest" trope. If you wanted healing, you didn't pray to a god of light; you made a pact with the Element of Earth or Water, essentially bargaining with the planet itself. It shifted the tone from "Faith" to "Survivalism."

By stripping away the "comfort" of the Shire or the "majesty" of Rivendell, Brown and Denning forced players to focus on the now. You couldn't rely on the tropes you knew from The Lord of the Rings. You couldn't trust a Halfling, you couldn't outrun an Elf, and you couldn't expect a god to save you from the sun.



From My Forge to Yours

by EndYourStreamTV

Setting is the first and most important balancing tool in magic item design, because it defines what "normal" looks like in your world. Before you decide on a bonus, a charge count, or a once-per-day ability, you need to know what kind of story your campaign is telling and what place magic holds in it. A magic item is never just a bundle of mechanics, it's a piece of your setting made tangible. When the setting is clear, balance becomes easier, because you're no longer asking "Is this strong?" in a vacuum. You're asking, "Is this strong for this world?"

Start with the world's baseline: **how common is magic, and who has access to it?** In a low-magic frontier, enchanted items are rare enough that people gossip about them, fear them, or worship them. A +1 weapon might be the pride of a family line, traded with ceremony and guarded like a crown jewel. In that kind of setting, even small mechanical benefits should feel significant, because scarcity itself is part of the power.

Conversely, in a high-fantasy metropolis where enchanters run legitimate shops and guilds regulate spellcraft, magic items function more like equipment upgrades. Scarcity shifts from "Does this exist?" to "Can you afford it, and can you access the right circles to buy it?"

That distinction matters because it changes what players expect. If your setting implies magic is scarce, then handing out several combat-boosting items early will quietly undermine the tone and make the world feel inconsistent. If your setting implies magic is common, then overly restrictive items can feel frustrating, like you're artificially holding back tools the world should logically provide. The item's existence should make sense in context, not just at the encounter level.

Next, consider **tone and theme**, because they shape the "feel" of an item as much as its rules. A grim, war-torn setting creates items that reflect desperation: cracked talismans that protect at a cost, blades that hunger for blood, relics built for last stands. A whimsical fey wood creates items that bend expectations: compasses that point toward secrets, rings that trade your shadow for a favor, cloaks that smell like spring rain and let you step between trees. Two items might grant the same mechanical benefit, but their tone changes how they're perceived and how often they should appear. In a serious setting, high-impact items may be rarer and heavier with consequences. In a pulpy, heroic setting, flashy items may be more frequent, but designed to drive action rather than solve everything.

(cont on pg 32)



So you want to try Pathfinder? What D&D 5e Players Should Know Before Making the Leap (cont)

By Crit

In Pathfinder 2e, every level matters. You choose feats constantly: ancestry feats, class feats, skill feats, general feats. Want to be a sword-and-board fighter who also intimidates enemies into surrender and crafts their own gear? The system not only allows it—it expects it.

Importantly, these choices are balanced. Pathfinder 2e was built with mathematical rigor, meaning wildly overpowered or useless builds are rare compared to older editions of either game.

Tactical and Intentional

Combat is where Pathfinder 2e really announces itself. The three-action economy is elegant and impactful: every turn, you get three actions to spend however you like: move, attack, raise a shield, cast a spell, interact with the environment. No action, bonus action and movement silos.

By contrast, D&D 5e combat is faster and looser, often leaning toward cinematic moments over tactical precision. Pathfinder 2e rewards positioning, teamwork, and smart use of conditions. It's less forgiving, but deeply satisfying if you enjoy tactical play.

Accessibility and Learning Curve

Let's be honest: Pathfinder 2e has a steeper learning curve than 5e. There are more keywords, more conditions, and more subsystems. However, Paizo offsets this by making *all core rules legally free online*, and by writing rules that are consistent once learned.

If 5e feels like a welcoming tavern where anything can happen, Pathfinder 2e feels like a well-run guildhall: structured, reliable, and ready for long-term campaigns.

Final Roll

So, should you try Pathfinder 2e? If you love character depth, tactical combat, and a system that rewards mastery, the answer is a confident yes. It doesn't replace D&D 5e and in truth was never meant to, but it offers a compelling alternative for groups ready to explore a more deliberate, finely tuned style of fantasy roleplaying.

Sometimes, trying a new system isn't about abandoning the old one. It's about discovering a new way to tell heroic stories, and for Pathfinder, with just a bit more precision behind the dice.



Ah, my belly's full. Nice guy, my brother. I didn't tell you my brother was in charge here? Everything. Like the Pope, almost. He's in charge in Rome. Yeah, yeah, my brother, he say to me, "Stay, brother, don't go home. We never see each other. Here, there's plenty to eat and drink. Bring your friend, too." Whenever we see each other, he never lets me go. That's so even a tramp like me, no matter what happens, I know there's a brother somewhere who'll never refuse me a bowl of soup.



By OldManGeras



Title: 12 is Better Than 6

Publisher: HypeTrain Digital

Released: 2015

Amount of time played thus far: 6 hours

Estimated time to finish: 7-8hours

tl/dr: -= [6/10]=-Move, shoot, die, rinse and repeat. But not Souls-like.

From the publisher: It is 1873. An escaped slave is slowly walking through the desert, making his way from Mexico to Texas. He keeps a revolver close and is wearing the sombrero stolen from a dead man. 12 is Better Than 6 is a dynamic top-down shooter with stealth elements, presented in a Wild West theme. The story puts you in the shoes of escaped slave fleeing to the United States in 1873.

Story: Tell me if you've heard this before.. you're an escaped slave fighting your way to freedom. Except you're in Mexico and are trying to, for some unknown reason, escape to the US killing everything and everyone. You see, in this world there's two kinds of people, my friend: Those with loaded guns and those who dig. You dig. Anyways, we're not here for a history lesson. So escape to the US and get your freedom. Yeah, there's your story. I mean, there's a sub-plot of not having memories of why you have a bounty on your head (other than you're an escaped slave and have killed people, obviously) but let's be honest, no one is playing this game for the story.

Art Style: When you think of Westerns, you usually think of Texas desert, lots of tan and beige in the background. Towns are full of wooden buildings, with a horse or two in front of the local saloon. Now remember that image and take a minimalist approach to present it in a hand-drawn style on a tan background. Black ink wonderfully done with the only splash of color being red (I bet you can guess what would

show up in that color). Give it a top-down view in the game, and you have a surprisingly solid looking game.

Gameplay: HYou ever play a game where if you make a single mistake, you die and have to go at it again? Or one where you have to try to be sneaky and get past enemies quietly? How about one where you never have enough ammo, and your weapon is incredibly slow to reload? No? Never heard of any of these styles? Well, do I have a bridge to sell you! Here they've combined them all, and while it almost sounds like a Souls-like style game with some stealth thrown in, it's not. Put your drawers on, and take your gun off. It's really just about making sure you have the right angle for the shot to take out the enemy before they do the same. 1 hit, 1 down. Run out of ammo (you will, believe me), just pick up the gun of the enemy that you dropped. Or better yet, pick up that knife and go to town!

Steam Deck: Runs perfectly, you'll want to drop TDP to save that battery as this won't take much power. As with most games, text can be small to read on the screen, but it doesn't really impact the story. Default controls work great. Wanted in 14 counties of this state, the condemned is found guilty of the crimes of murder, armed robbery of citizens, state banks and post offices, the theft of sacred objects, arson in a state prison, perjury, bigamy, deserting his wife and children, inciting prostitution, kidnapping, extortion, receiving stolen goods, selling stolen goods, passing counterfeit money, and, contrary to the laws of this state, the condemned is guilty of using marked cards...

(cont on pg 33)



From My Forge to Yours (cont) By EndYourStreamTV

Setting also defines **sources of magic**, which is a powerful balancing lever. Ask: where do magic items come from in your world?

- **Guild craft** creates standardized items with predictable effects and market value.
- **Divine relics** often carry oaths, restrictions, or moral expectations.
- **Ancient artifacts** may be stronger, but unstable, cursed, or tied to old wars.
- **Monster-made items** (dragonbone armor, hag charms) can be potent but socially risky.

When you know the source, you gain natural guardrails. A mass-produced wand might use charges and require maintenance. A god-gifted shield might only awaken for someone who upholds a creed. An artifact from a fallen empire might be powerful, but it attracts attention, and the world reacts to it.



That world reaction is another key point: **items change how people treat the party**. In many campaigns, balance problems aren't purely mechanical, they're narrative. If the players carry a relic that could topple a barony, it shouldn't be invisible to the setting. People should want it, fear it, bargain for it, or attempt to control it. Not every item needs a bounty attached, but powerful items should create ripples. Those ripples help "balance" the item by adding story weight, complications, and meaningful decisions, without resorting to nerfing the mechanics midstream.

Finally, setting helps you decide **distribution and pacing**. What does a level 5 hero look like in your world? Are they celebrated veterans, or still untested? Is a signature magic item something you earn after proving yourself, or something you can buy if you have the coin? If you answer those questions, you can place items with confidence. Your pacing will feel intentional, and your players will feel like their power matches the story.

When designers skip setting, they end up balancing against guesswork. When designers embrace setting, balance becomes storytelling. The best magic items don't just fit a character sheet, they fit a world.



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12 is Better Than 6

(cont)

By OldManGaras

Audio: Audio is all about the atmosphere, which I can appreciate. You'll hear some acoustic guitar, fitting the Western motif, and lots of silent areas that add to the stress. Every gun makes its own tune. Seriously, more games should take this approach.

Achievements: 46 achievements await you, and they are all easily done in the game. Even a filthy beggar like that has got a protecting angel. 'Kill x with weapon y' style of achievements, you'll get through them without any issues.

Value: SRP on this is \$10/USD, and honestly, it's not a bad price for it. I mean, you can get it on the secondary market for under \$1/USD, and when it goes on sale on Steam, it's typically at \$1/USD, that said, the developer did do some good work here and I'm ok with the full price on it. You never had a rope around your neck. Well, I'm going to tell you something. When that rope starts to pull tight, you can feel the Devil bite your ass. There is 1 DLC for it (I don't count soundtracks) that adds new enemies, new mechanics (horse chase!!) and is worth the price. Just get a bundle on sale for less than \$5/USD.

Movie: Today's movie quotes come from the classic 'The Good, the Bad and the Ugly', directed by Sergio Leone and released in 1966. Considered one of the best Spaghetti Westerns ever made, this movie stars Clint Eastwood and Lee Van Cleef.

(cont on page 35)



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Homemade Cheesy Beefaroni Recipe

By Leigh Harris



This incredibly homemade beefaroni recipe is guaranteed to be a hit with the whole family. It's perfect for those busy weeknights.

The best part? You probably have all the ingredients right in your kitchen as we speak.

Ingredients Needed

Forget the canned stuff. This easy beefaroni recipe does not call for difficult ingredients to get. Plus, they're very affordable and makes a perfect recipe for feeding the whole family.

- **Ground Beef**
- **Elbow pasta**
- **Onion and Garlic**
- **Butter**
- **Dried Parsley, Oregano and Crushed Red Pepper**
- **Crushed Tomatoes and Tomato Sauce**
- **Sharp Cheddar Cheese and Mozzarella Cheese**
- **Kosher Salt and Black Pepper**



These ingredients work together to create a flavorful, hearty, and satisfying beefaroni dish.

Why This Recipe Works

Prepare to be amazed by this remarkably simple recipe. No need for any exotic ingredients here. And the taste? Absolutely incredible. It's the ideal choice for a quick weekday meal since it comes together in no time.



How To Make Homemade Cheesy Beefaroni

Preheat the oven to 350 degrees.

Boil the elbow macaroni noodles in salted water according to the box instructions to al dente. In a large skillet over medium heat, add the butter and diced onions. Saute the onions for about 5 minutes or until mostly translucent.



(cont on pg 36)



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12 is Better Than 6

Game Review CONT.

START

Let's break it down:

--{6/10}--

--{ Gameplay }--

- My name.. is Neo
- Good
- Decent
- Get an etch-a-sketch

--{ Story }--

- There is no life other than this game
- Great
- Decent, I guess
- Tetris has more story

--{ Graphics }--

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

--{ Audio }--

- Is it live or Memorex
- Good
- Decent
- What? I can't hear you

--{ PC Requirements }--

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

--{ Audience }--

- Everyone
- Adults
- Teens and above
- Nappy time!

--{ Difficulty }--

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

--{ Replayability }--

- And nothing else matters
- Every 6'ish months, I play it again
- I played, I conquered, I uninstalled
- There can be only 1

--{ 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
- It's annoying but playable
- Early Access game-level bugs
- Starship Trooper has less bugs



Homemade Cheesy Beefaroni Recipe

By Leigh Harris

Increase the heat to medium high and add the ground beef to the onions and butter. Brown it until it's cooked through (drain if there is too much fat). If you use lean ground beef, you probably won't need to drain it. Add garlic, parsley, oregano, and red pepper flakes, and cook for about 2 minutes.



Add the tomato sauce and diced tomatoes, and cook to warm through. Pour the tomato meat sauce over the pasta and stir to combine.



Continue to cook for a few minutes allowing the mixture to heat up and combine together. The longer you let it cook, the more the flavors can meld. Mix the sharp cheddar cheese and mozzarella cheese together in a bowl, then pour the beefaroni mixture into a 9x13 baking dish.

Top the beefaroni with the cheddar cheese and mozzarella, covering completely. Place the dish in the oven and bake for 35-45 minutes.



Let rest for about 10 minutes, and then serve. Optionally, garnish with some chopped flat leaf parsley.



This classic recipe for easy homemade beefaroni has it all. Hearty ground beef, rich tomato sauce, and light Italian seasoning, all topped with a cheesy goodness. The layers of flavors will please any picky eaters you may have in your home. An easy homemade beefaroni that is so much better (and healthier) than a canned version. So take a trip down memory lane with this easy recipe. Fresh ingredients always lead to the best results. You'll love it!



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Random Rants w/Mandur

Lets Talk Missing Sessions!

I think at this point, you all look forward to my honest take of things and straightforward approach to conveying my thoughts.

With that being said lets talk about missing sessions. Now, of course, everyone understands when someone has an emergency. That is a fact. Still, when I play in a party, one of the biggest signs of a failing campaign is attendance. If showing up quits being a priority for party members, things will fall apart.

- It isn't to be mean, I see it all the time, and I understand it completely. I work really hard to build the platform we stream on, and it hurts my feelings when playing feels
- like "Yes, I'll be there! Unless something better comes along". See, no one wants to be a fallback, and that isn't how we should make our friends feel. The sad fact is that
 - one person can make others enjoy sessions less, and then they stop prioritizing sessions themselves, and boom, the party crumbles.

I have been making content and putting together campaigns for years now and the best advice I can give is simple. The first way to kill a party is not making what you signed up for a priority. No one made you join the party and if something happens and you cant make sessions anymore, kindly step down from the table for a bit. Most DMs can always work you back into the story later. Keeping the gaining XP starts with everyone showing up! So do your part.

For one of our sessions, our DMs do hours of prep work, to make sure you have a great time. You can't expect a DM to take you to level 20 when you won't even show up? I do hours of prep work MONTHS ahead of time, in over-lay prep, promotions, and Ad work. This all comes together for the session we share together.

Wishing you all some great rolls and stories told!

See y'all next month!

Mandy



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