

REALMS



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BAR



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Made With



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Fellowship/Cult News

June is here!

This month, we are getting our first look at two ongoing projects.

First, we will be jumping into a fresh new take on the Ravnica setting in 5E. This is being taken on by GrimmGrixis, and he has been working for months to bring something new and fun to the table.

Also, we will have the kickoff of Shadows in the Park, an Indie TTRPG made by Sparkles_Mandy. We are set for a 3-session run to see if we would like to keep this dark and gritty world in our play sessions.

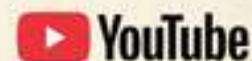
Our Charity Table

May, we had a guest, Nick from K9s for Warriors! It was so great having him with us, and together we raised \$503.00!

Charity Night this month is on June 17th at 8 pm CST. Slots have been filling up fast so plan and book with Mandy.

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

Want to see them? check out @rpgsidebar on





Bee's Knees

Ingredients

- Dry gin
- Lemon juice
- Honey Syrup

Directions

Step One:

- Add the gin, lemon juice, and honey syrup into a shaker with ice. Shake until well chilled and combined.

Step Two:

- Strain the drink into a chilled cocktail glass.



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?

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table that is looking for
someone just like you!

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From The Channel

In the channel, we have now finished out all of the sub badges and badge flair. It is a nice change and still gives a throwback to the channel's cozy stream start, so I do hope you enjoy them.

We will also see some new overlays for the two new game settings. One will have a vintage color theme, and the other will be done fully in black and white.

Also, all of our stream Layouts are set to our new camera system. This is great for our overall quality and making sure everyone looks great, and we are getting the most out of our cameras.

Card Packs:

The Collectors Series has been such a hit. In any stream once we reach 5 subs (any kind) we unlock a limited edition card, with higher level and power.

Emotes: With our first session of Shadows in the Park, we have 5 sweet noir bunnys for your emote swap out!



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Xaretul: The Forgotten Flame

Chapter II: Spreading the Light

By EndYourStreamTV

The road ahead was long, filled with uncertainty. As Kira, Arian, and the others walked from the small clearing where they had made camp, they could feel the weight of their mission bearing down on them. The children they had met so far were safe, but that safety was fragile. They couldn't hide away forever. They had to go out into the world, find others who needed them, who needed Xaretul's love and guidance.

It was time to spread the word.

Kira walked beside Arian, her thoughts heavy with the responsibility she had taken on. She glanced at the others, Nicholas, Caele, Garuth, Auriel, and Sandra, each of them walking with the same quiet determination. They had been through so much, each child carrying their own burdens, their own scars. But now, they carried something else, a light.

"We're doing the right thing, aren't we?"

Kira asked, her voice uncertain as they approached the edge of the forest. "I mean, what if they don't understand? What if they're too scared?"

Arian turned to her, his usual grin softened into a more serious expression. "We'll show them. We can't force them to believe, but we can show them what we have. What we've learned. All we need to do is be there for them, like Mr. Xar was for us."

Kira nodded, his words settling some of the doubt in her heart. They were right to keep moving forward. They weren't doing this alone. Not anymore.

The First Encounter

It didn't take long before they encountered their first challenge.

They had traveled a few miles into the next village when they found a group of children huddled together in a dilapidated barn. They were no older than ten, some younger. Their clothes were ragged, their faces hollow with hunger and fear.

One boy, his eyes wide and wild, stepped forward when he saw Kira and Arian approach. "Who are you?" he asked suspiciously, his voice trembling. "What do you want?"

"We're not here to hurt you," Kira said gently, taking a step closer, her hands open in a gesture of peace. "We're here to help."

Arian stepped forward, too, his posture firm but not threatening. "We're looking for children who need help. We know what it's like to struggle. But you don't have to be afraid anymore."

The boy eyed them warily. "Help? No one helps. They just take. They just leave us. The grown-ups. They say we're too weak, too small, that we're a burden. And they leave us here." His voice cracked with pain.

Kira felt her heart twist. She had seen it before, the brokenness of those who had been abandoned, the hopelessness that had driven them to distrust anyone who came offering help.

"I know it's hard," Kira said softly. "But we're different. We're not like the ones who left you. We've found something... someone, who can help. His name is Xaretul. He's a god, but he's not like the others. He doesn't want anything from you. He just wants you to be safe. To have hope."

(cont on pg 9)



PLATE
UP!



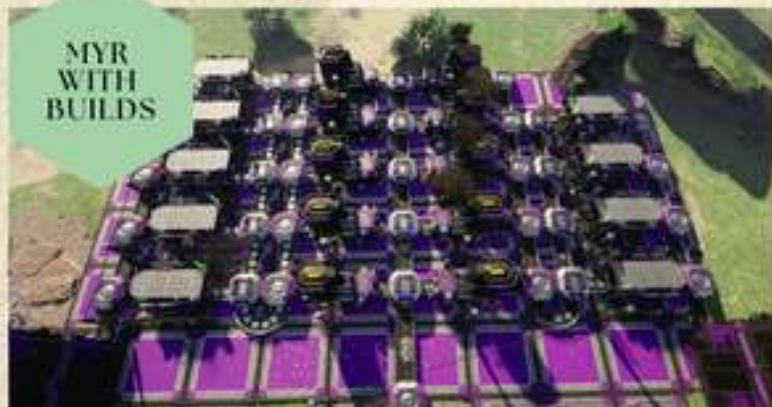
NEW
GAMES



ALL THE
WHEELS



MYR
WITH
BUILDS



DINO
GANG



A GRIM
FIRST



Tuldrim Hammerfall:
[ATTACK (M)] Warhammer [EFFECTS] [DIS]
[DROPPED 20]

r20+d20+6

20

20

26

POST YOUR PICTURES IN OUR
DISCORD GAME SCREENSHOTS
CHANNEL TO MAKE
THE NEXT ISSUE OF REALMS

Valyeth, The Flame of the Righteous Guard

New Gods of Ravnica

By GrimmGrixis

Summary:

Lawful Good - white/red/green

The guardian who first walked out of the sunrise to stand between survivors and the next wave of attackers. Valyeth is the quiet warmth that keeps protectors from becoming tyrants, strength measured by what it shields, not what it breaks. Favored by Boros Legionnaires, Selesnya protectors, and ordinary citizens who risk themselves for a neighbor.

Myth: The Bloodied Dawn

The histories that survived call it the Tenth Massacre, the original reason for it being long forgotten, only that two clans had reduced each other to fewer than a hundred souls each, and that the survivors had crawled into the same ruined granary on the last night of the bloody event. Simply because there was nowhere else to go. Both clans, weary and exhausted, expected to finish the killing at first light. Instead, when the sun rose, a woman walked out of the granary. She wore no clan colors and bore no allegiance to either. She set her shield down in the between the two clans and said only, "Not today. Not while I am here." As the third wave of fighting between the two clans began, they broke against her shield and fell back. The fourth never came. She was gone before evening, and the clans had found peace between themselves, but the granary had become a chapel by week's end. It still stands; it is now a Boros precinct house in the Tenth, and to this day, blood has not been spilt within its grounds.



Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

The boy, still skeptical, looked at the others behind Kira and Arian. They were watching closely, some with curiosity, others with caution. His eyes landed on Nicholas, who stood slightly behind them, his small hands clenched into fists.

"What makes you different?" the boy asked again, his voice low and suspicious.

Arian stepped forward, his ring glinting in the sunlight. "I'm Arian. And I'm the Warrior of Faith. I'm here to protect you. Kira is the High Priestess. She leads our faith, and we will always protect those who believe."

For a long moment, the boy stared at them, his fear still evident. But there was something in their words, something he hadn't heard before. He stepped back, casting a look at the others. Finally, he spoke.

"If you're not lying... then maybe you can help us. Maybe we can come with you."

Kira nodded, her heart swelling. "You can come with us. We'll take care of you. We'll teach you."

The boy hesitated but then nodded, his eyes filled with a mix of hope and fear. "Okay. But... what if... what if it doesn't work?"

Kira crouched down to meet his eyes. "It will work. Just trust us."

The Group Grows

The group grew as they traveled. Word spread, and other children began to find them. Some came cautiously, others desperate for a chance to escape their broken lives.

One by one, Kira and Arian guided them, sharing Xaretul's teachings, showing them what it meant to have faith in something beyond fear.

But not every child came willingly. Some were too frightened. Some had seen too much pain to believe in the promise of protection, even from someone as kind as Kira.

One evening, after a particularly difficult encounter with a group of older children who had mocked their faith, Kira sat alone by the fire, staring into the flames. Arian joined her silently, his presence a quiet comfort.

"Do you ever wonder if we're doing the right thing?" she asked, her voice barely a whisper.

Arian sat beside her, the crackling fire casting shadows over his face. "Yeah. But we can't stop. Not now. We've got people depending on us."

"I know. It's just... hard." Kira's voice faltered as she spoke, and she looked at Arian. "I'm afraid we won't reach everyone. That there will always be someone who won't believe, someone who will stay lost."

Arian placed his hand on her shoulder, his voice steady. "We can't save everyone, Kira. But we can save the ones who want to be saved. And they'll save others. That's how it works."

Kira took a deep breath and nodded, her resolve strengthening. "You're right. We just have to keep going. We have to keep spreading the light."

(cont on pg 11)

CAFFEINATED CHRONICLES

Looking for a 4th party member

Message Mandy for Details

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RAGNA DRAGONDELVER

Last month, I was asked to join in on a fun indie game. So far it has been a great time; we are just getting into it. I think our team is working great together, and I can't wait to see what happens as we dive deeper into this Mini Campaign. Here is a little breakdown of the PC I am playing on in these sessions.

Deep in the dwarven mines is where their actual skill really shines. Generations of tunnel support the future efforts in the caverns they dig. Needless to say, cave-ins are rare, but not unheard of. In one such event, I was found to be a small infant. Not at all what one looks for in a dwarf child: tiny, frail, and red.

I was lucky enough to be given a great dad. It isn't easy to raise a demon, and I will never be ready to look after myself. So, he found a way to cheat death and stay with me.

Becoming a Kilndred, they are crafted, and Dad did a great job. His ability to work with explosives is one of a kind.

Over time, I have gained a closer connection to what I am. I have worked to be better trained in fighting, getting to use a flame sword. When I was younger, I was told about demons being part of some dark prophecy. Do I wonder if I am this forever? If at some point, I will change and lose sight of who I am? Well, of course. Is that why my dad chose not to pass and guard me? I don't know, but maybe with time and learning, I will finally get to know more about who I am and why I am here.

If you are interested
in this campaign
check out Stoneburner
Sparkles_Mandy



Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

The Challenge of Leadership

As they continued to move from village to village, Kira and Arian found that leadership was not just about giving orders or leading with strength. It was about understanding, patience, and trust. It was about knowing when to stand firm and when to step back and listen.

In the next village they reached, they encountered an older child, around twelve, who was skeptical of their faith. He had seen too many people come through with promises of salvation, only to be abandoned when things got tough. His name was Ralen, and he was angry. He had lost his family, his home, and he didn't believe in promises. He confronted Kira one evening as they sat by the fire, his fists clenched at his sides.

"You're just like them," he spat, pointing a finger at Kira. "I've seen people like you before. You come with your stories, your false promises. But you're not here to help us. You're here to use us, to make us believe in your lies."

Kira stood, her posture calm but firm. She had seen this before. She knew the pain behind his words. She had felt it herself.

"I'm not here to lie to you, Ralen," Kira said quietly. "I'm here because I believe in you. And I believe in something bigger than us. Something that can change this world. I'm not asking you to believe in me. I'm asking you to believe in us, in all of us. Because when we believe, we can change everything. But we can't do it alone."

Ralen met her gaze, his anger wavering for just a moment. "And what if you fail?" he asked, his voice softer now.

Kira didn't flinch. "Then we'll pick ourselves up and try again. Because that's what we do. We don't give up. Not on each other. Not on ourselves."

Ralen stood silent for a long time, the weight of her words sinking in. Finally, he nodded, though the anger hadn't completely left his eyes. But something had shifted. He was no longer fighting them. Not entirely.

As a Whole: The Growing Faith

The children who had joined Kira and Arian on this journey had become a family, bound by more than just survival. They were bound by faith. They were learning that strength didn't come from being the loudest or the bravest. It came from believing in something greater than themselves. It came from helping one another, lifting each other up when the world tried to push them down.

Kira and Arian looked around at the growing group, their faces filled with hope and fear, with strength and doubt. They had come so far, but the journey was far from over. There would be more challenges ahead, more resistance, more moments of doubt. But they were ready. They had each other. And they had Xaretul's love to guide them.

Together, they would spread the light, one step at a time.



LIVE SESSION

Sundays 5pm CST

twitch.tv/sparkles_mandy



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Lirath, the Blooming Harmony

New Gods of Ravnica
By GrimmGrixis

Summary:

Neutral Good - green/white

As old as the first green shoot to pierce Ravnica's stone. Lirath sees the whole city as one vast garden and asks only that everything grow together rather than tear each other apart. Favored by community builders, healers, Selesnya initiates, and harmony minded Simic.

Myth: The Garden that Refused

When the first paruns walked the bones of what would become the inner precincts, they argued for nine days about how to lay the great avenues. On the tenth day, an ivy that had grown overnight up the side of their meeting tent gently, but firmly, pulled the survey stake out of the ground and laid it three paces to the west. The next morning, the same thing happened. By the seventh day of this same event, the chief surveyor sat down in the dirt and asked, aloud, "Who are you, and what do you want?" A voice from the ivy answered, "I am the one who already lives here. Move your road three paces. A child is sleeping under the original line." They moved the road. The child became the first speaker of the Conclave. The avenue, now called the Vine-Bend, still curves, and no one has ever successfully straightened it.



In Defense of Failure



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 challenge everyone, GM and player alike, to embrace a "higher risk, higher reward" element of storytelling in your games. I want to challenge you to embrace failure.

Now I hear you all thinking, "but we want our players to win!" and you're 100% right, and I agree with you. But if winning is the end goal... that means conflict and overcoming adversity is the middle act. If this is the case, there is no greater adversity than failure.

In the works of high fiction, you see this in the most heralded of heroes. Jaime Lannister loses a hand, then must go from being the greatest swordsman of the land to a first year student over again, and relearn his swordfighting technique. This path humbles him (to some extent), forcing character growth and making him a

more interesting character. This trope even occurs in real life. Did you know that by the time Micheal Jordan adopted the "Jumpman" icon, he was too old to even do the flying slam dunk anymore? He only



managed four of them the rest of his career. Instead, he relied on his cunning and reputation for it, and mastered the fadeaway sinker

This type of story requires the greatest trust between GM and Player, but can be the most rewarding. The character loses their fabled ancestral blade, only to gain it back after learning it's not their right to wield it, but their privilege. They suffer a wound that never heals completely, forcing them to change styles- maybe even classes. They set out to protect their village from Biggie McBaddie... and it gets burned to the ground. Then after a long arc of dealing with loss, they find another village Biggie McBaddie is threatening, and having learned their lessons, protect someone else's home. They feel duty to protect Monarch and Country, only to learn their sovereign was the villain all (cont on pg 00)

IamMyrddin
on
Twitch



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All times Eastern

Mon 7 PM TYRRANY OF DRAGONS
5E Campaign
DM: Jerriica

Tues 8PM NEONHEART
Daggerheart
GM: Adam

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

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





Send in yours by June 20th
in the SideBar pets channel!

In Defense of Failure

(cont.)

by W. Adam Clarke



along, and must undergo crises of faith and conscience to decide which side they're truly on, then return more steadfast than ever before.

You will sometimes see this arc played out with the "repentant paladin" trope, but there's no reason to limit this to a single class or concept. With great power comes great responsibility, but maybe your character can only truly come to terms with that after their uncle gets slaughtered by an orc warlord.

Anyway, there's your jumping off point for this month. Any thoughts or ideas on it? Come talk to me or Mandy in stream about it! Until next time, friends.



W. Adam Clarke
Can be found on
SingleStepGaming



Live session

Mondays 8pm CST

twitch.tv/sparkles_mandy



*Saturday
Squad
Night
8pm CST*

*GrimGrixis
on Twitch*



Roleplaying in 5.5



By Skyline

At this point, I am very familiar with the differences between 5.5 and 5E for D&D. However, while I have been discussing mostly game mechanics, mostly with combat and character building, I haven't focused on a great aspect of the game.

Roleplaying, or otherwise known as playing pretend, make-believe, or acting!

While not known to be extensively popular when the game was first released and played, with each edition released and new generation taking the helm, it has left room for more to the game besides dungeon diving and fighting dragons! Speaking from personal experience, I have had multiple conversations with older people where they have stated that then they played D&D when they were younger, it was all about fighting the bad guy, getting the gold, rinse and repeat.

I believe a huge part of playing the game, especially today, is roleplaying. Even if it's just playing your character in a way that not only serves the story but yourself and your party, that makes the game all the better. And it's not an exact science, there isn't a "correct" way to play a character, while there are things you probably shouldn't do, it all just relies on what you want out of the campaign or oneshot.

Roleplaying in 5.5 isn't that different from 5E, but here's what I've noticed!

With the new species and books that are being released with the recent edition, they do seem to focus a bit more on RP. Is that a bad thing, no! And any DM who is good with combat can easily throw in a fight whenever it seems appropriate. As someone who's currently playing in campaigns that are 5.5 and 5E, I can say that depending on what class you play, roleplaying in 5.5 has become a bit loose
(cont on pg 18)





Member Showcase!

Lindsay Lou

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

Favorite color?

Greens or blues, or blueish-greens. Bob Ross often used colors called Phthalo blue/Phthalo green, so I think those 2 are the favorites - very dreamy and tranquil colors.

Tell us about your hobbies?

There are a lot of hobbies I've accumulated and mostly abandoned over the years; painting, woodworking, weight training, paddle boarding, sewing, cooking, plant-hoarding, reading and collecting books, collecting pins, biking, hiking, birding... and now D&D! I love reading the most, and usually have about 20 books on deck that need to be read. I average about 60-90 books a year, depending on my mood and other real-world obligations (boo). There isn't a specific genre I stick to - authors with an engaging writing style and interesting world-building usually grab me. I grew up reading Stephen King with my dad (great for young, squishy brains - LOL), and I do have an affinity for spooky and otherworldly plots. But I will read anything!

Do you have any Pets?

Sadly, we recently had to say goodbye to our 15 year-old bestie, Oliver. I got him from the local animal shelter back in 2011 and my mom and I turned him into an absolute menace. He got to go everywhere with my husband and me - he loved a good adventure and anything that promised treats or byes in the car. It's still really fresh for us that he's not around anymore, and navigating life without him has proven to be most difficult.

Besides Ollie, we also have many fish and shrimp- they don't have names, except for a fat corydora who we affectionately call "Chumbo". Mr. Lindsay has plans to expand one of our tanks to accommodate some tetras or maybe a Honey Gourami.

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

Since I am still pretty new to D&D, I'll take it back a couple decades. Growing up, we had so many old board games and a beat-to-hell NES console. Since TV reception was spotty in my area, there were many nights and weekends spent playing Scattergories, Life, Candyland or Clue (if the NES wasn't working). My cousin got a SEGA when I was 6 or 7 years old, and that blew my mind - I played A LOT of Sonic and Golden Axe. So, as far as favorites go, I'd probably pick Dr. Mario, Tetris, and Mike Tyson's Punch-Out.

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

Those older arcade-style console games are so much fun, it's hard to pick. Something about the simplicity and pixelated animation just feels right...I'm also old, and I long for things of the past. I think Tetris

is always a good choice; it's challenging in a way that feels good for your brain.

Anything Else?

I love meeting new people and learning new things, thus my foray into D&D. Challenging yourself and getting outside your comfort zone can sometimes be very rewarding! I was quite removed and solitary for most of my life, thanks to life and all the fun it can bring. But I recently made the choice to try things that maybe seemed out of reach for younger Lindsay. So far, I'm having a great time and am meeting so many rad people who have been very welcoming to a newcomer, and have been (patiently) helping me learn the ropes. So, my 2 cents would be for you to try that new thing; sure, it might not work out, but what if it does? You might end up writing for a magazine and making new memories with great people.



Roleplaying in 5.5 (Cont)



By Skyline



because of recent rule changes to classes, mostly the barbarian and other melee classes.

Now, I have discussed in previous newsletters the changes in barbarian and while I know it's a bit weird for barbarians to cast magic, I think it also opens the door for new possibilities.

It's been a well known thing to play barbarians as less intelligent because it's most likely their dump stat alongside wisdom. However, playing a character who can be all in one is possible, I think more so now with the recent edition. 5.5 allows people to reach out and test what a classic is really? Does a warlock always need to have an evil patron? Can a cleric not always heal? Or can a ranger balance between ranged and melee combat?

Overall, I think 5.5 has allowed some new elements for players of all kinds to experiment and have fun with! While I know and have experienced the changes of classes that not everyone may like, it's important that they are there so people can know their preferences to D&D and always revert to an older edition.

IamMyrddin
on
Twitch



**Chill Vibes
for
Campaign Prep**

**@TheCafeDM
on
YouTube**





Hello, So I recently started reading about the all famous realms of DnD! And yes, for me that's been an amazing time and also, I think it's an amazing way to open up your imagination in one of the most fun ways! If you don't agree with my opinions, sorry, but also tough. And also, thanks to the one and only @GetOffMacCloud for letting me play or I honestly would not really be interested or give it a chance, so thank you!

Luma

The Luma are very different from other Bird Folk. Their wisdom is amazing there cunning utterly to good! So they MUST be popular in the bird world right? Nope! They are ignored mocked shunned. Need I go on? But despite that Lumas remain resilient. Their ability to rise above negativity and continue to use their talents for the greater good is a testament to their strength of character. to me It's truly a puzzling situation when those with such admirable qualities find themselves on the fringes rather than celebrated.

Lumas are known for their magical abilities, which often manifest in the form of healing powers and protective spells. This makes them not only wise birds but, also trusty allies in times of a "I'm about to die". The origins of the Luma are a mystery, adding to their awesomeness. Legends speak of them coming from ancient, celestial beings, which goes to the awe and respect they truly deserve?

💛💙 Bye



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!

FOR SALE



ad space
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Welcome to a little info session for the future sessions of Ravnica and how they will be run, played and well live and breathe!

By GrimmGribbs

First and foremost, let's break down the concept of Mana. Mana is the lifeblood of all things magic in the world of Magic: The Gathering (MTG). It is how casting works; it is the core fundamental of the card game itself. Without mana you have no card game, so bringing that to life in a DND setting required a little, let's say, finesse. Go too far into the deep and you swamp an already working system. Take too little, and why try to add it in the first place? With that in mind, Ravnica will have the introduction of a new concept.

In the heat of combat, players build a well of mana. This pool is built with the following equation:

- Player makes three hits in a row, WITHOUT missing -> Point of mana added to bank.
- Player uses area effect spells to deal damage to 5 creatures, they get 5 added to their mana streak -> Point of mana added, two to the streak for the next point.
- Mana is stored across sessions. Got three mana points at session end? You start next session with three mana points, no limit, no expiration.
- Mana can be used on a successful hit, if used a couple things happen:
 - That hit doesn't count towards your streak, doesn't end it, doesn't add to it,
 - Add an elemental damage (type established by guild) die, equal to your renown, (this will be covered next month), starting at 1d6,
 - Want to use more mana? Well, if you burn 2, that's 2d6, so on and so forth.
- Mana can be stolen, but it's very rare and if you find something that steals your mana.... well... be ready for a fight!

Now that we have established the way players use mana, there are a couple other ways I have implemented it but, those will be discovered later!

Next... Magic! In Ravnica I want to get something clear out of the way for all my MTG fans out there. This is NOT a canon MTG world, what this will be is a precise and dedicated interpretation of MTG and how it would interact in a viable DND session. That being said the following is in play with this world of Ravnica.

- The weave and web exist, hence the addition of gods to the world of Ravnica,
- There is not attunement limit... so magic items are usable, no matter what... this is a magic rich world and as players you are magic familiar characters.
- Being that the world is magic rich, the fights can be more explosive both magically, and well... just in general... goblins and all!

This simple regulation and resolution to the life and breath of magic in the world of Ravnica helps to bring the world to life and believe me I have pondered the orb on this one... it's the only way for the world to work and make some sense for a DND campaign... fight me.



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By Lindsay_Lou



Down

1. Empty space, or to invalidate.
2. To give one a fright.
3. A dangerous, flowering weed.
4. The poison un-doer.
5. A large corvid.
6. A famous spooky filmmaker.
7. Famous literary brothers or Grixis.
8. The river of sorrow or woe.
9. ___ of healing, or invisibility, for example.
10. A plant with bell-shaped flowers that causes delirium if ingested.
11. A guard dog of antiquity.
12. Frankenstein or Seuss, for example.

13. A game-ender on the Oregon Trail.

14. Occupation or monster truck, or wrestler.
15. Don't say it thrice.
16. An unnatural, spooky thing.
17. A book Stephen King forgot he wrote.
18. An undead nuisance to some.
19. Abby something.
20. A natural production of light.
21. Occupation or monster truck.
22. A moon or wrench.
23. A muddy friend in folklore.



Dark Sun in 5E D&D: Can it Endure? Pt 1/4

By ChaseStreet



As our previous coverage explored, Dark Sun and the world of Athas were never meant to be comfortable. When the setting first arrived, it felt like a sandstorm, stripping away the high-fantasy safety nets players had come to rely on: benevolent gods, reliable steel, and clear lines between right and wrong. It was built as a crucible—a world of scarcity, tyranny, and brutal survival beneath a merciless sun.

More than thirty years later, the question is no longer what Dark Sun was originally intended to be; we've already examined that vision. The question now is whether that vision can find a home in a very different edition of Dungeons & Dragons, and at very different gaming tables. Some groups will embrace Athas in its original, unyielding severity, and that is perfectly valid. Others may find themselves intrigued but hesitant, wondering if the setting's thematic weight is simply too heavy for modern play.

This article does not attempt to declare Dark Sun flatly compatible or incompatible with Fifth Edition. Instead, it examines the specific design areas where friction is most likely to occur, offering thoughtful approaches for groups who want to explore Athas without losing the teeth that make it unique. Dark Sun was designed to let the tropes of high fantasy wither beneath a scorched sky. But can that uncompromising philosophy endure in the heroic age of 5E? More importantly, can it endure at your table?

(cont on page 27)



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A Humblewood Adventure for a Young Hero

A YouTube Exclusive



VESPERA PIXIECOIL, THE PRISM-COILED



An ancient faerie dragon of the deep Feywild, chaotic good, mischievous to her bones, and far more dangerous than her size suggests.

Canon faerie dragons cycle through the spectrum of colors as they age, topping out at Violet at fifty-one years. Vespera is centuries past that. Her scales have run the full prism so many times they now refract every hue at once, and the locals of her glade simply call her color Prismatic.



VESPERA PIXIECOIL, THE PRISM-COILED

Small dragon (fey), chaotic good

Armor Class 20 (glamourweave scales)

Hit Points 333 (37d6 + 222)

Speed 40 ft., fly 80 ft., (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	22 (+6)	20 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +13, Con +13, Wis +12, Cha +15

Skills Arcana +12, Deception +15, Perception +12, Performance +15, Stealth +20

Senses passive Perception 22

Languages Common, Draconic, Elvish, Sylvan, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If Vespera fails a saving throw, she can choose to succeed instead.

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

Whimsical Presence. Each creature of Vespera's choice that is within 120 feet of her and aware of her must succeed on a DC 23 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature is overcome with giddy delight at the sight of her and is affected as follows:

- The creature regards Vespera as a wondrous and beloved friend, and has disadvantage on attack rolls against her and her allies.

- At the start of each of its turns, roll a d4 to determine the creature's behavior on that turn:

- 1 - The creature is dazzled by Vespera's beauty. It uses its action to do nothing but stare, smile, and laugh.

- 2 - The creature feels compelled to compliment Vespera. It uses its action to shout praise in whatever language it speaks. (Movement and bonus action are unaffected.)

- 3 - The creature is moved to dance. It uses all of its movement to caper, twirl, or skip in place or in a circle, then acts normally for its action and bonus action.

- 4 - The creature shakes off the worst of the haze and acts normally this turn, though it remains charmed.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature whose save succeeds is immune to Vespera's Whimsical Presence for the next 24 hours. If a charmed creature takes damage from Vespera or her allies, it can



repeat the save immediately with advantage.

Superior Invisibility (3/Day). As a bonus action, Vespera turns invisible without concentration without using a spell slot. Anything she wears or carries is invisible with her. She has advantage on attack rolls while invisible, and attacks against her have disadvantage.

Telepathic Shroud. Vespera is immune to scrying and to any effect that would sense her emotions, read her thoughts, or detect her location.

Fey Step . As a bonus action, Vespera can teleport up to 60 feet to an unoccupied space she can see.

Innate Spellcasting. Vespera's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, druidcraft, mage hand, minor illusion, prestidigitation, vicious mockery (4d4)*

5/day each: *faerie fire, hypnotic pattern, major image, suggestion*

3/day each: *confusion, dispel magic, greater invisibility, polymorph*

2/day each: *dominate monster, mass suggestion, mirage arcane, mislead*

1/day each: *feeblemind, prismatic spray, project image*

ACTIONS

Multiattack. Vespera can use her Whimsical Presence. She then makes three attacks: one with her Bite and two with her Claws, or three Cantrip Bolts. She can replace one attack with a use of innate spellcasting that takes an action and is of 3rd level or lower.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 6) piercing damage plus 18 (4d8) psychic damage.



Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Cantrip Bolt. Ranged Spell Attack: +15 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage. The bolt

shimmers in a different color with each cast.

Faerie Breath (Recharge 5–6). Vespera exhales sparkling, rainbow-tinted breath in a 60-foot cone. She chooses one of the following effects:

Iridescent Cascade.

Each creature in the area makes a DC 21 Dexterity saving throw, taking 88 (16d10) damage on a failure or half as much on a success.

Roll a d8 to determine the damage type:

1-acid, 2-cold, 3-fire, 4-lightning, 5-poison, 6-psychic, 7-radiant, 8-thunder.

Euphoric Mist. Each creature in the area must succeed on a DC 21 Wisdom saving throw or be charmed for 1 minute. While charmed this way, the creature is incapacitated and giggles helplessly, can't take reactions, and at the start of each of its turns rolls a d6:

1-4 it takes no action or bonus action and uses all its movement to wander in a random direction.

5-6 it stands still and does nothing. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Slumbering Pollen. Each creature in the area must succeed on a DC 21 Constitution saving throw or fall unconscious for 1 minute. The effect ends on a creature if it takes damage or another creature uses an action to shake it awake. Creatures immune to being charmed are immune to this effect.

LEGENDARY ACTIONS

You can take 3 legendary action(s), choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Cantrip. Vespera casts a cantrip.

Tail Lash. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 6) bludgeoning damage, and the target must succeed on a DC 21 Strength saving throw or be pushed 10 feet.

Pixie Step (Costs 2 Actions). Vespera teleports up to 60 feet and can turn invisible as if she used her Superior Invisibility.

Cast a Spell (Costs 3 Actions). Vespera casts a spell from her innate spellcasting list, expending a daily use as normal.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), you may take a lair action to trigger one of the following effects. You can't use the same effect two rounds in a row.

Living Vines. Flowering vines erupt from a 20-foot-radius point Vespera can see within 120 feet. Each creature in the area must succeed on a DC 21 Strength saving throw or be restrained until initiative count 20 of the next round.

Wonderland Shift. Vespera chooses a 30-foot cube within 120 feet. Until initiative count 20 of the next round, the area is whimsically transformed: the ground becomes thick with petals (difficult terrain), gravity shifts sideways for a moment, or distances stretch. A creature that ends its turn in the area must make a DC 21 Wisdom save or be pushed 15 feet in a random direction.

Pixie Tricks. A swarm of unseen pixies harasses up to three creatures Vespera can see within 120 feet. Each target must succeed on a DC 21 Wisdom saving throw or have disadvantage on attack rolls, ability checks, and saving throws until initiative count 20 of the next round.

NOTES

Regional Effects

The region within 6 miles of Vespera's lair is warped by her presence, creating one or more of the following effects:

- Flowers bloom in impossible colors and wild patterns. Plants outside the lair sometimes whisper riddles in Sylvan when no one is looking directly at them.
- Beasts in the region behave as if fey-touched – speaking in their own tongues to those who listen carefully, leading travelers helpfully or mischievously.
- Time slips. Visitors who spend a day in the region commonly find they have lost or gained 1d4 days when they leave.

If Vespera dies, the riddles and time-slippage fade over 1d10 days, but the flowers remain unnaturally vivid for years.



Dark Sun in 5E D&D: Can it Endure? Pt 1/4 (cont.) By ChaseStreet



When Athas Meets 5E: Why Dark Sun Is a Hard Sell Today

Dark Sun was never designed to be comfortable; it was engineered to test players morally, mechanically, and narratively. When it launched in 1991, it deliberately pushed against the safer, high-fantasy norms of the era. Today, that same design philosophy is precisely what makes it both fascinating and difficult to reintroduce. To understand the tension, we have to look at where the systemic friction actually lies across five main areas.

Slavery as Central Villainy

There's no way around it: slavery is foundational to the setting of Dark Sun. It fuels the global economy, defines the absolute power of the Sorcerer-Kings, and serves as the literal starting point for the setting's first published adventure.

That framework makes some modern players understandably uneasy. Slavery is not an abstract, stylized fantasy evil; it is directly tied to real-world history and trauma. In Dark Sun, however, the institution wasn't included for mere shock value. It functioned as a vital narrative engine, creating absolute moral clarity in a world entirely stripped of gods or traditional cosmic alignments. By taking away divine good and evil, the setting replaced them with a tangible, systemic oppression for characters to fight against.

In older editions of D&D, villains were often unambiguously monstrous. Tyrants were tyrants, slavers were slavers, and the fantasy allowed players to confront that evil directly. There was a raw, cathartic satisfaction in toppling a despot who genuinely deserved it.

While modern storytelling trends often favor nuance, corrupted heroes, and morally gray conflicts, Dark Sun wasn't interested in the gray. It was interested in chains—and more importantly, in breaking them. The challenge for a modern table isn't deciding whether slavery is evil; it clearly is. The true question is whether a group is prepared to engage with that theme intentionally, respectfully, and with open, mature discussion.

Mandelver

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What Is Greyhawk University?

By GetoffMacCloud



"The University Sent Us"

Greyhawk University is a fictional academic institution situated in the city of Ritterstadt, positioned on the edge of the Sepia Uplands within the classic 576 CY World of Greyhawk setting. In this campaign framework, adventurers roll up their sleeves as students undertaking sanctioned university fieldwork. Instead of chasing standard dungeon gold, your party pursues academic standing, declares a Major, joins extracurricular organizations, and completes narrative-altering Capstone Quests.

Here is your essential orientation guide before the first session.

Credits, Loadouts, & Advancement

Quests do not pay in coin; they award **University Credits**. These credits dictate your academic standing and unlock specialized gear from the University Exchange.

Every expedition begins at the Requisition Office with a **Loadout Package** containing borrowed field gear, scrolls, and healing potions. Unused resources must be returned during debriefing. Additionally, a formal Field Report is due within three days of your return; submitting a satisfactory report grants a 5-10% Credit bonus. Academic advancement follows a strict credit threshold:



Academic Year	Credits to Advance
Freshman to Sophomore	1,000 Credits
Sophomore to Junior	2,000 Credits
Junior to Senior	3,000 Credits
Senior to Fellow	4,000 Credits

Declared Majors & Minors

At Level 4, you declare a Major, granting a permanent 10% Credit bonus on relevant quests and three distinct boons unlocked via fieldwork. At Level 5, you can declare a Minor for a secondary field's initial boon (excluding your Major).

- **Boon 1 (Declaration):** Granted immediately at Level 2.
 - **Boon 2 (Field Certification):** Earned at Level 3 by submitting three satisfactory Field Reports within your Major's domain.
 - **Boon 3 (Advanced Study):** Earned at Level 4 by completing a specialized Research Grant.
- (cont on pg 31)



The Astromundi Cluster Player Lore and Information Part 2

By DMGeezer Jim

Next to "find" the cluster were the Goblinoids - not so much looking for anything, but following the Elves. The Elves of the Astromundi had found themselves stumbling out of the ruins of the cataclysmic end of their home into the Unhuman Wars - a millennia long conflict that consumes most of the known space. Over the history of the Wars, each of the spacefaring races (save humans) have "won", only to eventually fall to a coalition of the "losing" races. The Astromundi Elves had departed the field as the Goblinoid Alliance began to dominate the conflict; the Goblinoids followed, and a small-scale continuance of the Unhuman Wars began in the Cluster.

The Neogi were the next to "discover" the cluster; most of their fleets were lost or destroyed entering the crystal sphere, so the few that survived the trip haunted asteroid belts, kidnapping humanoids from isolated communities. Their planned invasion never materialized, and the Neogi drifted from conquerors to illicit traders.

Eventually, Illithid, Lizardfolk, Beholderkin, Autognomes, and other races began finding their way into the Astromundi Cluster. Astronomers posit that the Second Cataclysm "distorted" the ancient crystal sphere, allowing outsiders to find it (they suggest that the Astromundi, as the first, was always hidden, in a sense). No

matter why the Cluster was now "found", over the next centuries, every spacefaring race could be found among the major ports and settlements. By the first millennium, the Cluster itself had stabilized into fixed orbits.

The races began exploring this new cosmic anomaly, and the Goblinoids were the first race credited with finding out an unsettling fact - there was no known way for anyone to leave the Cluster. Goblinoid scout ships, confirmed by the Neogi traders, found that they couldn't leave the sphere - on the few times they could navigate the nebula to find the sphere. Eventually each race settled into homes, hiring Dwarven engineers to create livable spaces, or settling onto the scattered livable planetoids.

The Neogi traders inevitably helped Humans return to the spacelanes. Trading technology for slaves, the Neogi saw to it (intentionally or otherwise) that the worst, most corrupt humans were the first to take to the stars, again. The Illithids, content with the idea of an inescapable hunting grounds, have replaced the Unbidden as a patron of the darker, more ambitious humans. After a few Centuries, Humans, known as the Sun Mages, established their own empire among the splintered worlds, and challenged the Illithid for control.

cont on pg 33



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What Is Greyhawk University? (cont)

ByGetOffMacCloud

Available disciplines include Archaeology, Natural Philosophy, Theology & Religion, Military Theory, Arcane Research, Cartography, Linguistics & Philology, Alchemy & Material Sciences, Political Philosophy & Diplomacy, Anthropology & Cultural Studies, Necrology, Zoology & Beastmastery, Architecture & Engineering, Medicine & Herbalism, Astrology & Divination Studies, Subterranean Studies, Economics & Trade, and Thaumaturgy.

Capstone Quests & Academic Probation

At the end of each academic year, the general quest board is bypassed for a **Capstone Quest** assigned directly by a Department Head or the Chancellor. These high-stakes narrative milestones shape Ritterstadt and the surrounding region. Capstones are the sole missions that may offer an external monetary stipend, though it functions strictly as a story resource rather than a personal shopping budget.

Failing or abandoning a standard quest lands a student on **Academic Probation**, which freezes credit advancement. Probation is immediately cleared upon completing your next standard quest in good standing. Failing a Capstone Quest delays your year-end advancement entirely.

Extracurricular Organizations

Students in good standing can join one campus organization to secure practical field benefits. Most require no formal application, simply show up and participate. Options include the **Cartographer's Society** (map archive access), **Duelist's Circle** (combat bonuses after a sparring initiation), **Archaeological Society** (early dig permits), **Arcane Fellowship** (shared spell components), **Naturalist's Club** (creature identification utility), **Historical Society** (primary source archives), **Polyglot Circle** (linguistic aids), **Alchemist's Bench** (half-price item crafting), **Medics' Circle** (free healer's kits), **Scouts & Surveyors** (tracking and stealth boons), **Debater's Society** (persuasion boons after a panel initiation), and the **Antiquarians** (appraisal benefits and network contacts).



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Power Scaling

by EndYourStreamTV



Power scaling is the part of magic item design that separates "cool loot" from "campaign-warping problem." It's not just about making numbers bigger or smaller; it's about how an item's value changes as characters gain levels, new features, and new ways to exploit the rules. An item that feels fair at level 3 can become absurd at level 9, not because it changed, but because the character did. Understanding scaling lets you keep items exciting over time without letting them replace class identity or flatten challenge.

The first scaling question is **when** the item enters play. A low-level party has fewer resources, fewer answers, and fewer movement options. That means certain abilities hit much harder early: flight, invisibility, reliable advantage, extra reactions, and broad "solve the problem" utility. At higher levels, those same effects may be common through spells or class features, so the item becomes less disruptive. This is why timing is balance. If you want to introduce a powerful concept early, gate it behind limits: short duration, charges, specific triggers, or a drawback that forces real choices.

Next, understand the difference between **burst power** and **always-on power**. Burst power creates memorable moments: a once-per-day nova strike, a defensive shield that saves the party from a lethal hit, a teleport that turns defeat into escape. Always-on power is where scaling sneaks up on you. A small, constant bonus, especially to accuracy, AC, saves, or action economy, compounds across every encounter. It doesn't create one big story moment; it quietly shifts the entire campaign's difficulty. When you're worried an item may scale too well, convert some of its strength into burst: limited uses, recharge conditions, or "you can do this, but not constantly."

Another scaling trap is **consistency mechanics**: advantage, rerolls, and "treat a roll as X." These are often stronger than raw damage because they reduce variance and make outcomes reliable. A weapon that adds 1d6 damage is noticeable. A feature that grants advantage on every attack can be devastating, because it improves hit chance, increases criticals, and synergizes with anything that triggers on hit. If you want to give consistency, aim it at a narrow lane: advantage against a specific creature type, reroll once per short rest, or a bonus that applies only after a clear cost.

(cont on page 35)



The Astromundi Cluster Player Lore and Information (Cont Part 2)

By DMGeezerJim

In its current form, the Astromundi Cluster is a microcosm of known space, trapped in its own Crystal Sphere. Spelljammers of every spacefaring race can be found, with every species having strongholds and bases scattered through the Cluster. Currently the Cluster is a tense place; the humanoid races involved in the Unhuman Wars continue their skirmishes, while Sun Mage and Illithid forces battle each other. Beholderkin and Neogi ships lurk asteroid belts, looking for easy prey. Lesser Human empires try to expand, while the Dwarves continue to profit from everything. The Elves continue to fight "the good fight" - themselves and Dwarves being the "good guys".

During the last two centuries, several other races have founded communities. Thri Kreen, Plasmid, Hadozee, Giff and Autognomes tend to have their own isolated settlements, but mix readily with all the spacefaring races. Gith - both the 'yanki and the 'zerai - have followed the Illithid into the sphere, establishing creche where they can. Typically the two members of the Gith species will place their enmity on hold long enough to fight the Illithid threat, but they are no more friends here than anywhere else.

The Cluster's many planetoids and moons contain representations of so many species that to catalog them here would be pointless. Sages and astrologists theorize that there are connections to the extraplanar multiverse within the cluster; the appearance of Genasi and Eladrin, Fairy and Tieflings, and a milieu of other beings and creatures supports this theory. Members of every intelligent species (and many unintelligent) can be found across the Cluster - indeed the two cataclysms have destabilized the integrity of the Astromundi Cluster, drawing beings into it that were never native, and not allowing any to leave. No matter the person, one thing is common for everyone (save the Astral Elf Military) - you can't leave the Astromundi Cluster.

TL:DR in metagaming terms: The Astromundi Cluster was once a "game world" that only had Elves, Dwarves, and Humans as playable races. Over thousands of years of game history, these three races developed Spelljamming capabilities and explored most of the Astromundi System. Humans at war with each other called on dark powers, creating "mutant" races, and bad stuff continued to happen. Eventually - 2 cataclysms later the system shattered and the Crystal Sphere that surrounded Astromundi (now a cluster) allowed other travellers and explorers in, but never out. The System has developed into a miniature galaxy, with all kinds of races now present and in conflict (and cooperation) with each other to survive and thrive.



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Coconut Cream Lush

By Leigh Harris



This Coconut Cream Lush recipe is a light and creamy no bake dessert full of delicious coconut flavor. It has a graham cracker crust, a whipped cream cheese layer, a thick creamy coconut pudding, and topped with a pillowy whipped cream.

How to Make Coconut Cream Lush

- Spray a 9x13 baking dish with non-stick spray. Combine the graham crackers, granulated sugar, and melted butter in a medium bowl. Press the crumb mixture firmly and evenly into the prepared pan. Place it in the freezer while you prepare the next layer.
- In a 350°F oven toast 1 cup shredded coconut spread in a single layer on a small baking sheet for about 10 minutes stirring halfway through. Watch closely as the coconut can burn quickly.
- In a large bowl beat the cream cheese, powdered sugar, and coconut extract with an electric hand mixer until smooth and well combined. Fold in the whipped cream topping until thoroughly combined. Spread the coconut cheesecake over the graham cracker crust, taking it to the edges. Freeze while you prepare the next layer.
- In another large mixing bowl whisk the instant coconut cream pudding mix with the half-and-half for 2 minutes or until the pudding starts to thicken. Spread the coconut pudding layer over the top of the cheesecake layer, all the way to the edges.





*Sundays:
12pm-2pm CST
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(cont on pg 36)





Age of Trax and beginning of the Poleis (City-States)

So, in this segment, I will be telling another bit of lore of the MTG/D&D Plane of Theros. Next, I will be telling the story of the Age of Trax and the beginnings of the Poleis (City-States). The "Age of Trax" is a semi-mythical, historical era, which took place several centuries prior to modern human civilization. This era was marked by the oppressive rule of supernatural tyrants known as archons; an ancient, powerful race of celestial warlords who ruled vast, tyrannical empires led by the archon Agnomakhos.

Millennia ago, archons marched from the north and conquered much of Theros. They used armies of other races, most notably the leonine, to enforce and establish their heavy-handed, oppressive reign over the mortals of Theros. They viewed themselves as champions of a "merciless justice" and ruled with an iron fist, believing that their strict order was the only thing protecting weaker humanoids, centaurs, humans, leonin, minotaur, and satyrs from the dangers of far more powerful beings. Giants, demons, and medusae are said to have ruled kingdoms of their own in those days, and tales tell of Agnomakhos leading his leonin soldiers to repel an invading army of giants. Dragons, krakens, and hydras are also said to have grown to even greater size in those days than they do now, annihilating whole nations and carving untold catastrophes across the land.

Then finally the humans began to rebel with the aid of the goddess. The end of the age of Trax corresponds roughly with the rise of the fourth and latest generation of the gods: Ephara - Child of Heliod (Sun) and Thassa (Sea), protector of cities and human

potential; Karametra - Child of Heliod (Sun) and Nylea (Earth), goddess of war and protection; Pharika - Child of Nylea (Earth) and Erebus (Death), goddess of the underworld and the dead; Iroas - War god, possibly a creation of Purphoros (Forge); Mogis - War god, also linked to Purphoros' forge; Athreos - Mortal who ascended to godhood, ferryman of the dead; Phenax - Mortal who ascended to godhood, storm and chaos deity; Xenagos - Mortal who ascended to godhood, god of the forge and war.

The goddess Ephara inspired and equipped two human heroes, Kynaïos and Tiro, to overthrow the archon Agnomakhos. Together, joined by their love for one another and for freedom, rose to challenge him. The people rallied to their cause, and with the help of Ephara granting humans magic capable of overthrowing the Archon Tyrant, defeated Agnomakhos and cast out his leonin guard. After the fall of the Archons, Kynaïos and Tiro founded the poleis Meletis, established its legal code, and defended it for decades.

After the fall of Agnomakhos and the other archons of Trax, humans and minotaurs waged a bloody war in the highlands. The poleis of Akros and Skophos were born from that bloodshed, inspired by the martial doctrines of Iroas and Mogis rather than the legal code of Ephara. Eventually, the years of war settled into an uneasy peace with the badlands of Phoberos as a barrier separating the poleis from each other.

Meletis, Akros, and Skophos perpetuated the stark division between civilization and nature that was inherent in the archons' rule. While most humans (and minotaurs) embraced that division, the god Karametra tried to teach people a new way of living in harmony with nature, leading to the founding of Setessa. Thanks again for reading guys. I will be writing more lore next month.



Power Scaling (cont) By EndYourStreamTV



You also need to account for **multipliers**, mechanics that scale with extra attacks, multi-target spells, or common optimization loops. Anything that triggers "on every hit," "whenever you deal damage," or "when you cast a spell" can explode when a character gains Extra Attack, bonus-action attacks, summoned allies, or area effects. The fix is often simple: cap it at once per turn, once per round, or a limited number of times per rest. That one line can save a campaign.

Power scaling is also about **scope**. Some items are "vertical" upgrades (more damage, higher AC). Others are "horizontal" upgrades (new options: movement, information, problem-solving). Horizontal power is usually safer, because options create choices rather than flat superiority, provided the option doesn't erase an entire pillar of play. A grappling hook that works even in magical winds is fun. A ring that auto-solves every lock, lie, and language is not. When you design utility, ask what parts of your campaign you want to remain challenging, and keep those intact through limits, risk, or imperfect results.



One of the best tools for controlled scaling is the **tiered or awakening item**. Instead of dropping a fully realized artifact at level 4, give the party a dormant relic that grows. Early, it offers flavor and a modest benefit. Later, it unlocks new features after story milestones, quests, sacrifices, or attunement trials. This approach preserves the fantasy of powerful items while matching the party's progression. It also creates built-in pacing: you decide when the next "power bump" is earned.

Finally, keep the spotlight in mind. An item that scales too well doesn't just challenge monsters; it challenges your table's fun. If one character's item becomes the default answer, other players lose their moments. Strong scaling should create opportunities for the group, not replace them.

Power scaling is the art of making an item feel better over time without making the game worse. When you control timing, frequency, triggers, and growth, you get magic items that remain thrilling at every level, and a campaign that stays balanced, surprising, and alive.



Live session

Every Other
Thursday 8pm CST
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TRENDING
IN TOP

New items ...



Coconut Cream Lush

By Leigh Harris

- Spread the remaining container of Cool Whip over the top, sprinkle the toasted coconut flakes over the top, cover, and refrigerate for at least 6 hours up to overnight before serving.



Tips

- Be sure the cream cheese is softened to avoid lumps. Leave at room temperature for at least 2 hours.
- If using sheets of graham cracker cookies, place them in the food processor and pulse on high until they are fine crumbs.
- Use an offset spatula for even layers that spread to the edges of the pan.
- Lush desserts are perfect make-ahead desserts! They are best when chilled overnight. So plan to allow for the refrigeration time.
- To achieve clean slices, run a sharp knife under warm water slice and wipe clean after each cut.

Variations

- You can substitute full-fat coconut milk and whole milk in this coconut cream lush dessert. They both work well.
- You can replace the Cool Whip with homemade whipped cream. Using an electric mixer beat 3 cups of heavy cream and 3/4 cup of powdered sugar until it forms stiff peaks. Use half of this in the cheesecake layer and the remaining half for the topping.
- Replace the graham cracker crumbs with Golden Oreo cookies or vanilla wafers.



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"I had to get it out of my head"

By Haavok_RPG

Some amazing art from our amazing friend



Random Rants w/Mandur

Lets Talk Indie Games!

So, for those who don't know, I have been making a TTRGP! This has been something I have wanted to get going for years now. I have finally gotten to the actual play testing and so we get to take our first steps into this world June 9th.

The system is getting a 3-session run, and after that the wonderful people that are our Patreon members will vote if we keep the series going. As I have often said no ONE person has the right to hurt what we have built and I am not above that.

Let's talk some more about this TTRPG, this is not my first time writing for the channel. I have actually been behind many of the great arcs we have had in our campaigns. This new system is set in a world without magic; it will be dark a gritty. The dice system isn't too hard to pick up and we will have a group initiative style for the first time on our channel. I hope you all enjoy the new world I taking you into. We will get to build PCs with real lives and jobs. Playing in a dark city full of crimes and stories.

I am so thankful for all the support I have received in this project so far. When I started at this, I had no idea it was going to turn into an entire Game system. I just wanted to play something a bit different.





Charity Night

Every 3rd Wednesday
of the month

8pm CST

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