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REALMS

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Fellowship/Cult News

Greetings October!

This has been such a busy year so far! We have gained new friends, started working towards partnership on Twitch, and started giving back! I am so proud of all of you for the amazing things we have accomplished, so thank you!

This month we will be getting more into both The Shattered Obelisk and Curse of Strahd. These campaigns are brilliant, and I hope you get some time to give some support to the other parties! As always, we will have Mandurlorians on Sunday! One of the things I love about this game is how much one session can change everything.

Our Charity Table was a huge hit! Getting to do something good and enjoy the game we love! What more could you ask for! This month we will be having another charity table event. If you are interested in playing, please send Mandy a message.

One shots! They are back and I feel we have just the right mix of what we loved from one shots before and some nice additions. Cloud is the Friday DM and all session are recorded and aired on Youtube. One shots air on Tuesdays and Thursdays, so big thanks to Cloud for learning OBS!

Also, our Halloween emotes are out in both our channel and our discord!

Hex Blood

Ingredients

- 1 Fresh Lime
- 3 drops Purple Food Coloring
- 2 tablespoons Sugar
- ½ cup Vodka
- ⅓ cup Lime Juice
- ¼ cup Raspberry Liqueur

Instructions

Start by preparing the shot glasses.

- Cut the lime in half and squeeze the juice together into a saucer.
- Add the purple food coloring and mix with a cocktail stick.
- Place the sugar in a second saucer.
- Dip the shot glasses into the lime juice and then into the sugar.
- Set to one side.

To make the cocktail

- Pour the ingredients into a cocktail shaker. Add the ice.
- **½ cup vodka**
- **⅓ cup lime juice**
- **¼ cup raspberry liqueur**
- Shake well.
- Strain into the prepared shot glass.

Hey! are you looking for players?

Trying to promote your channel?

Just want to send a shout out to an amazing member of your group?

Getting an ad with us is easy and affordable!

send any questions to rpgsidebar@gmail.com

Xaretul: The Forgotten Flame

Chapter 4: The God of Kira and Arian

By EndYourStreamTV

The first light of dawn broke across the horizon, a soft golden hue spilling over the earth. I had not felt the sun in what felt like an eternity. Once, I had commanded its rise and fall, bending it to my will, watching as the skies themselves bowed to my strength. Now, I watched it quietly, a distant friend I had long forgotten.

I allowed myself a moment of silence, standing still in the morning's glow. My body,if you could call it that,lingered at the threshold between worlds, a wisp of power clinging to the fringes of existence. The air around me felt different, alive with possibility, but I could not yet reach it. Not fully.

Not until they awoke.

I turned toward the children. They slept, their faces soft in the quiet peace of a night unbroken by the chaos of the world. Arian's tiny fingers clutched the worn edge of the blanket, while Kira lay with her head on his shoulder, both unaware of the god standing above them.

As I waited, the day unfolded slowly, like the turning of a page. I felt the warmth of the sun on my ethereal form and closed my eyes, breathing in the air of this world I had forsaken for so long.

Then, as if the universe itself had whispered my name, I heard it.

Arian stirred, his voice bright and full of wonder, the remnants of his dream still fresh in his mind.

"I can't believe Xar was here! He was really here... I love him!"

The words, spoken with such joy and innocence, were like a spark to tinder. Power, raw and unrefined, surged through me,flickering at first, like a candle in a storm, but enough to awaken something I thought long dead. The air around me hummed, a new vibration in the world. I could feel it building.

Then Kira, still half-asleep but no less certain, chimed in with a soft laugh, her words carrying the weight of pure faith.

"I knew he was here. I could feel it. He's the best god!"

Her words hit me like a tide. The power that coursed through my form doubled in an instant,pure, untainted, and so very different from the divine force I once wielded. This was not power born from fear, ambition, or pride. It was the kind of belief that only children could possess: innocent, unwavering, and full of love.

It wasn't divinity, not in the way I had known it. It wasn't the strength of the celestial gods. But it was mine. And it was enough.

For the first time in a long, long while, I felt whole. I was not Xaretul, the forgotten god of shadows and secrets. I was not the god of memory, cast aside by time. No, now I was Xar,just Xar,and that was enough.

I would be their god. Their god alone. Kira and Arian would never need to fear the cold emptiness of the world again, because I would be here. I would be their protector, their guide. I would be their god.

I could feel the soft pulse of their belief, flowing through me, making my form stronger. I focused, gathering every bit of that power, and in a moment of pure instinct, I pulled at it. (cont on pg 7)

DINO DAD ON DUTY

SAINT_ANDREW WITH A COD WIN!

CROWDAD GETTING A COD WIN!

JAYBLURRS SESSION PREP

COZY VIBES CHONKERS

MYRDDIN GETTING SOME SOLOS!

FROM OUR SERVERS

WE HAVE 2 ONLINE SERVERS OFFERING BOTH ARK AND MINECRAFT!!

Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

The world shimmered at the edge of their vision, a flicker, delicate and beautiful. A butterfly, made entirely of light and magic, hovered just out of reach.

Arian gasped. "Look! A butterfly!" His small hands reached out, fingers trembling with excitement as he tried to catch it.

Kira laughed, her voice full of joy. "It's real! Xar made it real!"

I watched them, my heart swelling with a happiness I had long forgotten. This was what it meant to be loved for nothing but love itself, to exist, not for grand purpose, not for the weight of history, but for a simple, beautiful moment shared between two innocent souls.

I smiled, though I could not truly smile, not in the way mortals did, but it was a smile nonetheless, a feeling that transcended form.

"Perfect," I thought.

As they laughed and played, chasing the butterfly that I wove through the air, I turned and began to lead them toward the oak trees. My footsteps were light, my body barely more than a whisper of wind in the air, but they followed me without question, their eyes bright with wonder.

When we reached the trees, I stopped, feeling the weight of the moment settle over me. This place, this sacred ground, was where their parents had fallen. The two intertwined oak trees, twisted together in a bond that transcended death, stood before me, their branches stretching toward the sky in a quiet, eternal embrace.

I gathered every last bit of power I had left, still weak, still fragile, but I focused it all on a single, quiet act. With a soft breath, I conjured a ring of flowers around the base of the trees. They bloomed as if spring itself had willed them into existence, delicate petals of every color I could summon. The fragrance filled the air, sweet and pure.

Kira and Arian sat down beside me, their eyes wide. They didn't speak. They didn't need to. I was their god now, and they would listen to every word.

I gathered the power within me, pushing past the exhaustion that tugged at my form. My voice was soft, a low hum in the air, but it carried the weight of centuries of silence.

"The land you stand on," I said, my voice reverberating through the earth itself, "holds the memory of your parents. They fought for this land, for you. They gave their lives to protect what they loved. To protect this place, and the people in it."

The children didn't speak, but I could feel their grief, raw and open, pouring out from them. Kira's shoulders shook, and Arian's breath hitched, his small hands trembling. I could feel their hearts breaking in the silence.

But I was patient. I let them cry, let them mourn. I would not rush them. I was here, and I would stay here until they were ready to hear the truth.

When the sobs finally began to quiet, I spoke again, softer this time.

(cont on pg 9)

DIM CAFÉ

Chill Vibes for Campaign Prep

@TheCafeDM on YouTube

Lizette's Discovery
Chapter 3 - Ashes of Emberhearth

By OldManGeras

The road to Emberhearth cut through valleys abandoned to ash. Fields that once thrived under the sun lay gray and brittle, stalks frozen in time, their roots gnawed hollow by something unseen. My boots crunched across cinders that clung to leather like curses. For three days, I walked beneath skies the color of iron, and still the stench of burnt earth thickened in my throat. Every step carried me closer to a village no map marked anymore.

I crested the ridge at dawn and saw it.

Emberhearth crouched in the valley, half-buried beneath layers of soot. Roofs sagged inward, chimneys stood like blackened teeth, and a haze of smoke drifted without fire to birth it. No birds. No livestock. Only silence broken by the groan of timber too stubborn to collapse. My grip tightened on my staff as the weight of the whisper returned, that ember-coal voice: You will remember.

I descended.

The village greeted me with a shrine. Not to Sirrion. This brazier burned in the square, its flame spiraled black and crimson. Children's toys, wooden horses, dolls, chipped marbles, littered its base like offerings. The air buzzed, not with heat but with something parasitic. The hairs on my arms stood straight.

"Traveler," a voice rasped. An old man hobbled from the shadow of a collapsed smithy. His beard was matted with soot, his skin cracked like clay left too long in a drought. His eyes darted between me and the brazier as though afraid it might notice his gaze.

"You should not be here." His voice shook. "The fire doesn't welcome strangers."

I bowed slightly, gripping my holy symbol. "I serve Sirrion. I've come seeking answers. Children vanish, even the flames themselves rebel. I was led here."

The man spat a black clot into the ash. "Led? No one comes here unless the fire calls them. If it called you, then it wants something." He shuffled closer, whispering, "Leave before you hear its voice. Too late otherwise."

I swallowed. Too late otherwise. But already I had heard it. The silence between us lengthened until my heart pounded loud enough to fill it. "Where are the children?" I asked.

The man's face collapsed into grief. "Gone. All gone. Their laughter burned first, then their flesh. The fire eats what it wants. We cannot stop it." He turned away, retreating into the ruins, leaving me alone with the brazier.

I should have walked away. I should have carried his warning back to the nearest temple. But my feet betrayed me, carrying me forward until the brazier's heat licked my face. Only—it wasn't heat. It was hunger.

"Do you remember me?" the flame whispered, low as breath. I stiffened, clutching the spiral etched on my pendant. "Show yourself," I demanded. My voice cracked. "I'm not afraid."

The fire surged upward, black threads running through its core. A shape unfolded—a towering figure wrought of embers and soot, a crown of spirals burning bright on its head. Its eyes seared into mine, molten and endless.

(cont on pg 11)

Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

I faltered then, the power within me beginning to wane, slipping from my grasp like sand through fingers. But I pushed, just one last time, gathering the last of my strength.

Two golden coins, a small fortune to children who had known nothing but hunger and loss, appeared before them. They glowed softly in the fading light.

Kira's eyes went wide, and Arian gasped. Their hands reached out for the coins, their fingers trembling as they picked them up, staring at them in awe.

But I was already slipping away. My form grew thinner, weaker, as the power faded from me, pushed back into the ethereal plane. One final push, and I was gone.

But not entirely.

I would be with them. Always.

Lilith

Character Writing
By SexyySlothh

Race: Dark Elf

Class: Warlock

Deep within the labyrinth of the Underdark, where sunlight dares not penetrate and the air is thick with ancient malice, a Dark Elf named Lilith was born into a world that thrived on treachery and ambition. From the moment she took her first breath, she was marked by darkness, a harbinger of shadows destined to walk a perilous path. Her family, a lineage steeped in sorcery and power, revered the sinister deities of the Underdark, and their predilection for chaos manifested in Lilith's very essence.

As a child, Lilith displayed an unsettling affinity for the macabre. While other children reveled in games of deceit and cruelty, she found solace in the whispers of the shadows, conversing with phantoms that seemed to beckon her into the depths. When her peers shared tales of glory and conquest, she was captivated by the stories of vengeance and despair, drawn to the tales of ancient spirits and their unquenchable thirst for justice.

One fateful evening, during a ritual meant to invoke the favor of the dark gods, a catastrophic event unfolded. A miscalculation during an incantation drew forth a powerful spirit, a vengeful wraith that had been trapped between realms for centuries. As the energy surged, Lilith was engulfed in a blinding darkness. The spirit fused with her, bestowing upon her a fraction of its malevolence but also revealing a glimpse of the horrors it had witnessed throughout the ages. In that moment, she understood that she was now both a vessel for darkness and a target of its insatiable hunger.

As Lilith grew, so did the darkness within her. She became a master of the arts that delved into the forbidden, the magic that twisted life, death, and fate. The whispers of the past haunted her dreams, echoing tales of enemies wronged and blood spilt in the name of revenge. With her newfound abilities, she could harness the shadows, transforming her pain into power, but this came at a cost. Each incantation came with the price of a memory, a fragment of her humanity slipping away, replaced by whispers that gnawed at her soul.

Her journey led her to the surface world, a place of blinding light that repulsed her very being yet beckoned with promises of deeper shadows and greater knowledge. In the realm of mortals, she became a figure shrouded in fear, an enigmatic Dark Elf who lingered in alleys, her presence signified by the chill of the night. Those who crossed her path found themselves ensnared in a web of darkness and despair, their fears laid bare before her.

Now, Lilith wanders through the realms, constantly battling the duality of her existence. She is both an avenger and a phantom, trapped between the desires of the living and the insatiable hunger of the wraith within her. As she walks the line between light and shadow, the echoes of her past reverberate with every step, reminding her that the darkness she embodies is both a curse and a gift, forever intertwined with her fate. In her wake, she leaves behind a trail of chilling silence, a haunting reminder that not all who embrace the shadows seek redemption—some merely seek to immerse themselves in the dark.

Lizette's Discovery (cont.)

by OldManGaras

"You came," it said. The words pulsed directly into my skull. "You carried the spark here, though you deny it."

My mouth dried. "You are not Sirrion. You are corruption."

The figure laughed, the sound cracking like burning timber. "Corruption? I was first flame. I was servant, herald, breath of fire in the world's first forge. Sirrion abandoned me when the world learned to kindle light without prayer. I was buried here, forgotten. But you—" Its voice coiled around me, hot and cold at once. "You remember."

"I don't." My grip on my staff whitened my knuckles. "I only remember children being taken. You did this."

The brazier roared, sparks spiraling upward like lost souls. Images seared across my vision: children's faces wreathed in smoke, mouths open in screams swallowed by flame. But their eyes.. their eyes glowed with ember-red light, the same I saw in the figure before me.

"They are not lost," it said. "They are fuel. Fire consumes, yes, but it also transforms. Do you call the log cursed because it becomes ash? Do you curse the spark that reshapes metal? I make them more."

My stomach lurched. "You murdered them."

"I renew them," it whispered. "And I will renew you."

I staggered back, nearly falling into the ash. The old man's words rattled in my head: Too late otherwise. My hand hovered at my holy symbol. Sirrion's flame had always answered before, but I felt only a hollow wick inside me now, waiting but refusing to catch.

The figure bent low, its ember-eyes level with mine. "Choose. Bind me again, bury me deeper, and I will keep taking until the ash itself is empty. Or remember me. Take me into your fire. Carry me back to your temple, and I will make you whole."

"I don't want you," I hissed.

The flame shivered, almost amused. "Want is irrelevant. Fire doesn't ask if you desire warmth. It burns because it must."

A scream echoed across the ruins. Thin, high-pitched. A child's.

I spun. The sound tore from a half-collapsed house at the square's edge. Without thinking, I sprinted, kicking through the ash. The door splintered under my shoulder, choking me with soot. Inside, the air swirled with black smoke that writhed like something alive.

"Help!" The voice coughed, faint, from the upper floor. My lungs shrieked as I climbed, stumbling up the warped stairs. The room above glowed with faint ember light. In the corner huddled a girl - too small, too pale, her eyes too wide.

"Brinna?" My heart slammed against my ribs.

Her face lifted, and my breath caught. Brinna's smile stretched too far, too sharp. Her eyes burned ember-red.

"The fire remembers you," she whispered in the same voice I'd heard in the flames. Then she vanished in a burst of smoke, leaving only charred footprints scorched into the wood.

I collapsed to my knees, gagging on the stench, my tears cutting tracks in the soot on my face. Behind me, the flame's laughter filled the house, booming in every beam, every board.

"Choose, Lizette," it said. "Or the fire will choose for you."

Battling Burnout: Part 2 DM what you know

Single Step Gaming
The journey of a thousand miles begins with a single step

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 week we're going to keep battling burnout by applying a writing technique to GM'ing. Also, this is a technique I've used many times myself when I'm running low on time, ideas, spoons, or just about any other personal economic metric.

Write what you know.

Most GMs (and I'll raise my hand here too) will try to run something so far out of their comfort zone, that every element of the GM'ing experience becomes a chore, a massive, epic story involving hundreds of NPCs and a world-shattering story on a grandiose scale. And don't get me wrong, expanding your range is definitely something you want to do, just not all at once. As soon as you feel something is more effort than you or your players are getting from it... it's a detriment to the story, not an asset. So cut it and "check down" to something you've used before. Familiar NPCs, familiar locations, familiar subplots and secondary story arcs are easier to run, because you're not inventing them on the fly, just adjusting them due to what your players do.

Just because you know the material, doesn't mean the players do. Odds are, if you have any length of GM'ing time under your belt, you have encounters, arcs, etc. that you know players enjoyed before, and you're on a brand new table. Not only will those ideas feel just as exciting to the new group, they're tested so you have it all prepared, less risk of failure while doing less work? Yes please!

But what if one or two players played that arc/encounter before? Well, guess what, if they're playing a different character, they'll internally smile at how the difference in characters, in the same situation, leads to different results. If they're playing the same character? They'll get a fun fourth-wall break about how things seem to have happened before.

cont on pf 14

Join the Quest

The beacon has been lit! On November 1st I will be doing a drawing for a shot of Quest's End Paladin

It will come with the booklet and stickers seen in the image

All you need to do is take a clip to be entered in our give away!

Best of Luck!

SERVER PETS

Send in yours by October 20th

in the SideBar server!

Battling Burnout: Part 2 DM what you know (cont.)

by W. Adam Clarke

After all David Eddings wrote an entire successful book series off simply retelling the same story from his former series, with just new characters, and it was exciting to see how the cast change altered the setting.

Finally, when you're really stuck for ideas... pull from your own favorite media. Many times when I've needed an NPC, I've pulled a character from a movie, given them a fantasy spin, and a different voice claim on the spot, and now you know who the character is, but most of your players won't. And again, if one picks it up, they'll be happy to be in on the joke.

In short... keep pushing, keep testing yourself, but when you know that burnout is approaching, keep a stockpile of familiar stories, characters, and places in your toolbox. Fall back to them when you need a break. It's like visiting old friends. Not only do you keep your burnout from increasing, going back to old favorites can even help you reduce your burnout and enjoy the session yourself as well.

That's it for this month! Have fun, and see you all at the table again next month!

W. Adam Clarke
Can be found on
SingleStepGaming

Fictional Characters As DnD Classes! Part 2

By Skyline

Ah yes, we continue with the question I asked last time, "Who would care about what fictional characters would be in D&D?". The answer is still me, and it's very fun to go to all sorts of fiction and think about what they would be! I believe this also helps give some insight into what subclasses offer depending on the class, and how you might play your character. Having an example of a well-known character from a piece of media could help play into your RP or at least give you an idea of how it can be played!

Now, some of you may not know or recognize these characters, but that is okay! I tried experimenting some more with modern versus older characters to get a broad range and read into the different classes (at least for 5E). What could also be interesting for this topic is what could you do, depending on how you build a character, is what the class and subclass offer, and what could be used to your advantage and disadvantage? Of course it depends on the campaign or one-shot you are playing, but I believe that while this topic may seem a little silly at first, it could actually help newer players.

Iron Man - Artificer: Armorer

This class, but subclass specifically, is well known to be the magical equivalent of Iron-Man in D&D. But it's known as that for a reason! Tony Stark is not magically inclined, and the closest way to become one without being a class of worship for example, (Cleric, Druid, Paladin) is to be an artificer! And while I haven't played an artificer yet, in my new campaign I have a player who's an artificer with this class, and it's going to effect combat in ways I don't think I'll expect. Additionally, I have heard and seen throughout other players and groups that Artificers have the most fun with homebrewed items, which could explain Iron Man's constant upgrades to his future suits which could easily pass as a homebrewed item.

Mr. Satan - Fighter: Champion

I mean, come on. It's so incredibly fitting for Mr. Satan, a highly praised and recognized figure on Earth in Dragon Ball, to be known as a champion fighter! And while of course he doesn't compare to the powers of others such as Goku, Vegeta, Piccolo, etc. he among normal people would be seen as powerful. And while, depending on who, champion is commonly not seen as the best class for fighter, it actually can be! The stuff you get for champion including: Improved & Superior Crit, Survivor, more proficiency in skills with Remarkable athlete is pretty damn effective. And for those who have seen Dragon Ball, you know at a certain point in the story that Mr. Satan comes in clutch and is arguably the MVP of the Majin Buu Saga.

Beast Boy - Druid: Circle of the Moon

We love our circle of the moon druids! They are the best circle for wildshaping druids and that fits Beast Boy to a T. Now whether or not he would be someone who worships Silvanus, Selene or a similar god I think is up to interpretation. But the class itself and what it offers I believe feel fits the character and his powers. Moon druids have the most opportunity for wild shape out of all other circles, and while I did consider land druid first, there's just not a comparison between the two for animal forms.

Rumi - Bard: College of Swords

Arguably to people one of the weaker subclasses of Bard, depending on if you subclass or not. However, I feel that the character of Rumi and her whole mission in her story (K-Pop Demon Hunters) would be perfect for her, especially if hypothetically she multi-classed into Rouge.

Member Showcase!

TiggerHappyGinger

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

Favorite color?

Black

Tell us about your hobbies?

Video games, D&D, Rock Climbing, Hiking.

Do you have any Pets?

Yes, too many! I had one cat before I started dating my now fiance and she had 3. We then found a stray kitten that we were planning on fostering and got too attached to the spicy little shit.

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

FPS games. I grew up playing games with my older brother and neighbors. Played a lot of Star Wars Battlefront, Call of Duty, and Halo.

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

Lately I've mostly been playing Splitgate 2! I would recommend people try it because its a pretty small player base and a lot of fun. Its like Halo with portals!

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

I love helping people. I grew up pretty involved in different food pantries and disaster relief. In 2019, I went on a trip to India with my dad and helped out our family friends that live there and run an orphanage. It helped guide me to my career as a Paramedic where I have had the amazing opportunity to help a lot of people and get deployed for hurricane relief!

Anything Else?

I am so happy and grateful to have found this group of amazing people! I was just bored one night scrolling on Twitch and found a fellow ginger, Ginga_Chris. He introduced me to the group and when you started streaming D&D I fell in love with it. I look forward to many more years of laughs and adventures with my friends❤️

Fictional Characters As DnD Classes! (cont)

By Skyline

But the fact is that she is a bard without question because her powers rely solely on her singing and her ability to use it to ward off demons and protect the innocents of the world.

Hermione Granger - Wizard: School of Enchantment

This one was a bit tricky for me personally, not because of the character itself, I know her but what I wanted to identify her as. Originally, I was going to do sorcerer because I haven't assigned a character as a sorcerer yet. (Next part will have a sorcerer!) But the more I thought about it, it doesn't make sense for her to be a sorcerer and the subclasses do not align with her story and powers in the Harry Potter universe. I chose specifically school of enchantment because at least at first, the students of Hogwarts learn spells that are simple and affect items or people around them. Enchantment has room for spells that have similar effects as the character levels up and becomes more powerful. This is perfect for Hermione because she is known in the future to be the brightest witch of Hogwarts.

Alastor - Warlock: The Fiend

For those who know the character and Hazbin Hotel, you will know how obvious it is that Alastor is a warlock. The sole source of his power is because someone is keeping him in line and he gives his source souls from the deals he makes as an overlord of Hell. And while he is powerful and full of ways to defend himself and the others, he gets extremely humbled with a power above him (heavenly powers). Some of the distinct features I think also fits well are:

1. Dark One's Blessing: For when you need temporary hit points. (Something we haven't seen yet but the name and lore behind it works for him).

2. Dark One's Own Luck: Adds an average of 5.5 to your roll, which could be used crucial saving throws or if you're desperate need to escape (a similar event seen in the show)

3. Fiendish Resilience: This is one of very few ways to get resistance to Force damage (which is a similar aspect of what we see from Alastor)

4. Hurl Through Hell: For additional heavy damage, even if only it's once per day. (Everyone has their limits to their powers that need time to recharge, one of Alastor's power is directly tied to something like this).

And that's it from me for this edition! I definitely want to do one more version of this, including a sorcerer (I got you players who like sorcerers I promise) and some different subclasses of classes that might not be seen as much. This was definitely a more wide array of characters than last time but I enjoyed this, and if anyone has a specific theme they'd like to see please let me know!

So you want to fight a monster?

By GrimGrixis

If you remember last month our monster were the terrors of the savannah and plains, gnolls. But this month we discuss something far more heinous and deadly. Something that creeps in like a seeping infection. Blotting out life with a cruel malice and a cold benediction. This month we will be discussing mind flayers. But first! a disclaimer, IF you are a part of the current running LMOP campaign, this is not meta if you read it, rather a little bit extra since you took the time to read the newsletter!! So without further ado, let us dive into the the wicked that lies in the dark, creep into your mind, and eats your brain.... literally. Mind flayers hail from a lovely place called the Far Realm. They delve into the darker parts of Arcane magic and are super intelligent beings, that have a heavy focus on both psionics and telekinetic abilities. Now, these foes are no small feat to take down, it takes one wrong move against a mind flayer and next thing you know you're their next meal. Also known as Illithids, mind flayers are mostly known for being adaptive spell casters in combat, breaking down opponents one by one and breaking their very will to fight back. Some possess abilities to control other beings, others if they are high enough in their power can cripple a character with spells such as Feeble mind... it isn't fun... it just isn't... Now I think the most truly terrifying thing about Mind Flayers is their tenacity to follow through with their plans, what this means is they are determined to meet their end goals no matter the price and they are quite effective. Whether it be raising a Godlet, draining a town of it's essence, or conquering the vast throws of the Underdark. All in all, Mind Flayers are no easy foe to face and as a party you should bring your wits, tactics, and abilities to full bore against them. Leave nothing on the field when facing these, leave nothing to question and you just might survive. With that short summary of the Illithids, understand that DMs are quite adaptable and no two encounters may be the same and these monsters in particular are quite adaptable, so keep your blade sharp, your spellbook close, and may the dice roll in your favor. Next month we shall discuss Slimes!!!

The Cool Fennec Fox!

By Mini Cloud

The fennec fox, the smallest member of the canid family, is a captivating creature that intrigues both animal lovers and researchers. Here are some intriguing facts about this adorable animal:

Unique Adaptations

- **Large Ears**: One of the most distinctive features of the fennec fox is its large ears, which can measure up to 6 inches long. These ears help dissipate heat and enable the fox to hear prey moving underground.
- **Desert Dwellers**: Fennec foxes are native to the Sahara Desert and other arid regions of North Africa. Their light-colored, dense fur reflects sunlight during the day and provides warmth during cold desert nights.
- **Water Conservation**: Adapted to survive in harsh desert environments, fennec foxes have kidneys that efficiently retain water, allowing them to go for extended periods without drinking.

Behavioral Traits

- **Nocturnal Lifestyle**: These foxes are primarily nocturnal, which helps them avoid the extreme heat of the desert sun. They rest in their burrows during the day and become active at night to hunt and forage.
- **Social Animals**: Unlike some other fox species, fennec foxes are quite social. They often live in family groups and communicate with various vocalizations, including purrs, barks, and howls

Diet and Hunting

- **Omnivorous Diet**: Fennec foxes have a varied diet that includes insects, small mammals, birds, and fruit. Their omnivorous nature allows them to adapt to available food sources in their environment.
- **Skilled Hunters**: With their acute sense of hearing, fennec foxes can locate prey even when it is concealed under the sand. They use their strong forepaws to dig quickly and capture their quarry.

Conservation Status

- **Least Concern**: According to the International Union for Conservation of Nature (IUCN), the fennec fox is currently classified as a species of "Least Concern." However, they face threats from habitat loss and the pet trade.

Cultural Significance

- **Symbol of the Sahara**: The fennec fox is often considered a symbol of the Sahara Desert. Its image is widely recognized and admired for its ability to thrive in one of the world's most challenging environments.

In conclusion, the fennec fox is a remarkable example of nature's adaptability and resilience. With its charming appearance and unique adaptations, it continues to fascinate scientists and wildlife enthusiasts worldwide.

💙 I hope you liked it 💙

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!

Join the Epic Quest: D&D Writers Guild Needs YOU!

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Mending the Twin Threads

The Lattice & Lash Article 3

"It is not enough to wield magic. One must also tend to it. For a frayed Thread will not hold your weight forever."
— Timorian Uthy

By GetOffMacCloud

The Duty of the Spellwright

By now we understand that in the Forgotten Realms, magic is not merely a tool, it is a living structure. Just as bridges need masons and gardens need caretakers, so too does the Weave and its shadow, the Arcane Web, require tending and maintenance. Through grievous corruption or great concentrations of magic over a sustained period of time the Weave and Web can become corrupted, strengthened, or any of the other effects we've discussed in prior segments.

Unlike spellcasting, mending the Threads is not a trivial act. It is a test of will, strength, and the spellcaster's own fortitude and talent. Arcane spellcasters may only stabilize and repair the Web, for it is their own ambition that shapes it. Holy spellcasters may only heal the Weave, for it is their faith that binds it. This distinction is deliberate and absolute.

Clerics, druids, paladins, and other Weave-bound casters can feel the health of the Weave instinctively, as a musician hears a sour note. The greater the damage to the Weave the louder the discordant note sounds. To detect damage to the Weave, the spellcaster must spend 10 minutes in prayer or meditation focused on the Threads in the surrounding area. This allows a caster to pinpoint anomalies as though under Detect Magic. On a successful DC 15 Religion check, they can identify the type of damage the Weave suffers from (Dead Magic, Wild Magic, Web Intrusion).

Wizards, sorcerers, warlocks, and other arcane users perceive the Web less as a melody and more as a map of currents and knots. By concentrating on the Threads of power around them over the course of 10 minutes, the spellcaster can envision these Threads and observe the flow of their paths. This allows them to pinpoint corrupt or unstable Web nodes within 30 ft. A successful DC 15 Arcana check reveals the cause and potential danger.

Once repaired, a direct region of the Weave or Web will have a surge of renewed power granting a beneficial effect to those spellcasters, at DM's discretion:

- Healing magic flows more easily; cure spells heal +1 HP per die.
- Arcane spells cast at +1 spell attack and +1 DC.

DMs may grant minor boons when players succeed at major repairs gaining them temporary advantage on spell attacks in the region or inspiration from Mystra or Shar's grudging respect.
In the Realms, spellcasters are not only consumers of magic but stewards of it. By detecting and repairing frayed Threads, your characters can leave a mark not just on history but on the very fabric of Faerûn itself.

Zarra Veyne

By GrimGrixis

In the shadowed depths of the Underdark, where even the boldest drow nobles speak in hushed tones, whispers circulate about the Veilshadows—a clandestine cadre of elite assassins whose very name evokes a chill that rivals the eternal dark. Little is truly known of their origins, for those who pry too deeply often vanish without trace, their fates sealed in silence. Some murmur that they emerged from the fractured remnants of a fallen drow house, forged in the crucible of betrayal and ambition during the endless wars beneath the surface. Others speculate they are a secret arm of Lolth's priesthood, summoned only when the Spider Queen's web demands the swift unraveling of a thread too perilous to ignore. What is certain, from the scant survivors' tales, is that the Veilshadows are not mere killers; they are phantoms of precision and guile, deployed solely against targets of unparalleled value—archmages who defy the matriarchs, rival house matrons plotting coups, or surface-world lords whose influence threatens the delicate balance of power below.

At their helm lurks Zarra Veyne, a figure shrouded in enigma, her presence more legend than flesh. Those few who claim to have glimpsed her describe a lithe silhouette wreathed in perpetual shadow, her eyes gleaming like polished obsidian, betraying no emotion save for the cold calculus of death. It is said she was once a favored handmaiden in Menzoberranzan, elevated through deeds so ruthless they were stricken from official chronicles. Now, as leader of the Veilshadows, Zarra weaves intrigues that span realms, her innate mastery of illusion and charm turning allies into unwitting pawns and foes into ensnared prey. To invoke her name is to court doom; contracts for her services are rumored to demand fortunes in mithral and souls, payable only to intermediaries who dissolve into the ether upon delivery. The Veilshadows strike without warning, leaving behind not bodies, but voids—empty thrones, silenced councils, and a lingering dread that even the mightiest cannot escape. In a world of treachery, they are the unseen blade, and knowledge of them is a burden few survive to bear.

ONE SHOTS

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Zarra Veyne, High Matron of the Veilshadows

Medium humanoid (drow), neutral evil

Armor Class 18 (Studded Leather Armor)
Hit Points 285 (30d8 +150)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +12, Int +9, Wis +10
Skills Acrobatics +12, Deception +11, Perception +10, Stealth +18
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120ft., passive Perception 20
Languages Common, Elvish, Undercommon
Challenge 17 (18,000 XP)

Assassinate. During her first turn, Zarra has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Zarra scores against a surprised creature is a critical hit.

Blessed by Lolth. Zarra is blessed by the spider goddess Lolth, she has been gifted with the *Spider Climb* trait.

Evasion. If Zarra is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Fey Ancestry. Zarra has advantage on saving throws against being charmed, and magic can't put the her to sleep.

Innate Spellcasting. Zarra's innate spellcasting ability is Charisma (spell save DC 19, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, mage hand, minor illusion*

3/day each: *aid, darkness, faerie fire, haste, invisibility* (self only), *levitate* (self only), *suggestion*

1/day each: *banishment, dominate person, greater invisibility, mislead*

Sneak Attack (1/Turn). Zarra deals an extra 28 (8d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of her that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Spider Climb. Zarra can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, Zarra has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Zarra makes three attacks with her shadow rapier or her venomous hand crossbow.

Shadow Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 21 (6d6) poison damage. The target must succeed on a DC 19 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't use reactions, and it has disadvantage on attack rolls and ability checks.

Venomous Hand Crossbow. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 21 (6d6) poison damage. The target must succeed on a DC 19 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't use reactions, and it has disadvantage on attack rolls and ability checks.

Lolth's Binding Webs (3/Day) Bonus Action. Blessed by the Spider Queen, Zarra summons spectral spider webs to ensnare a creature she can see within 60 feet. The target must succeed on a DC 19 Dexterity saving throw or be restrained until the end of its next turn. While restrained, the target takes 10 (3d6) poison damage at the start of its turn, and Zarra gains advantage on attack rolls against it.

Lolth's Summoned Brood (1/Day) Bonus Action. Zarra calls upon Lolth's blessing to summon two giant spiders in unoccupied spaces within 30 feet of her. The spiders act immediately after Zarra in the initiative order and obey her commands. They remain for 1 minute, until they are reduced to 0 hit points, or until Zarra dismisses them (no action required). The spiders are imbued with Lolth's malice, gaining a +2 bonus to attack rolls and dealing an additional 7 (2d6) poison damage on their bite attacks.

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.

Move. Zarra move up to her movement speed without provoking opportunity attacks.

Rapier Attack. Zarra makes an attack with her Shadow Rapier.

Cast a Spell (Costs 2 Actions). Zarra Casts one of her spells that she can cast at or 3/day.

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.

Shadow Veil. Zarra conjures a 20-foot-radius cloud of magical shadows centered on a point she can see within 120 feet. The area is heavily obscured for creatures other than Zarra and her allies until initiative count 20 on the next round. Creatures entering or starting their turn in the area must succeed on a DC 19 Wisdom saving throw or become frightened of Zarra until the end of their next turn.

Illusory Duplicates. Zarra creates 1d4 illusory duplicates of herself that appear in unoccupied spaces within 60 feet of her. These duplicates function as per the mirror image spell, but they last until initiative count 20 on the next round or until destroyed. Each duplicate has an AC of 18 and 1 hit point.

Web of Whispers. Zarra manipulates the psychic echoes of the Underdark, targeting up to three creatures she can see within 60 feet. Each target must succeed on a DC 19 Charisma saving throw or be charmed by Zarra until initiative count 20 on the next round. While charmed, a creature perceives its allies as enemies and must use its next action to attack the nearest ally or move toward one if it cannot attack.

Turning the Page in Campaigns

By Tora @ CoffeeAnd3DragonsRPG

It took me a bit of time to figure out what I should write for this month's newsletter. I had planned a series about my homebrew ideas for my Thursday night. Instead, I want to talk about ending a campaign and maybe it will help someone else out who is going through this or may sometime in the future.

My Thursday game, Fluffy's Fantastic Army (FFA) had to end mid-campaign. I am sure this has happened to many people and not everyone knows how to deal with it. Your epic story with your character ends abruptly and there is no conclusion to their story, just a cliffhanger that may or may not have life breathed into it again.

Yet, there were and are good reasons why this should happen. For me, it was because real life hit everyone at the same time. One player whose twins are starting their senior year and are also heavily into sports. Between all the games, practice, and travel, there was no time for game night. They felt like they were going to let us down if they left and that is a valid concern.

Our other player who had to leave became a first-time father to a very lovely baby boy. We all knew he wouldn't have time to game. Being a new parent, as most of us in game were at one time, we all knew he would have his hands full. So, we made the choice to stop the game.

This did leave a void for me because of all the work I put in for the homebrew part of the game. Most people would just trash everything and say, "Well that was a waste." I saw it as a challenge. Yes, I wrote up a notebook with a road map on where things were going and created places that they would never get to see. Yet I did what any insane DM would do - I started a new game!

I took the players that were left and invited a few new players into the new campaign. One that will use the basic structure of an adventure book to give us the guidelines and the freedom to do as we wish.

The new game is Acquisitions Incorporated. For those of you who do not know, this is a source book that focuses on a different aspect of the game. You are interns at a company called Acquisitions Incorporated and the downtime is where the game is really played. You go out on adventures to pay the bills so you can grow your influence and business. This gives you an open sandbox world to play in and you can use any adventure you like.

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Cover 1. Dungeons & Dragons First Day Issue Courtesy D. Klauber

Handmade Dragon Cachets

By Papa Sparkles

Recently, I was excited to purchase two handmade, signed art cachets at the 2025 Great American Stamp Show (GASS), which took place from August 14 to 17, 2025, at the Renaissance Schaumburg Convention Center in Schaumburg, Illinois. This fantastic event is one of the top philatelic (stamp) gatherings, co-hosted by the American Philatelic Society and the American Topical Association. It featured a lively cachet makers' bourse, captivating exhibits, and awards ceremonies. The AFDCS's Americover segment focused on First Day Covers and showcased the largest cachet makers' bourse of its kind, attracting many collectors eager to meet cachet artists like Annajoy Marks. The first cover I purchased was a Dungeons & Dragons first-day-of-issue cover with a hand-drawn red dragon.

Who is Annajoy Marks?
Annajoy is an inspiring young artist making waves as a cachet maker. She's gaining recognition for her talent and her contributions to the philatelic community. Notably, she has participated in the American First Day Cover Society (AFDCS) Cachet Makers' Contests and designed the cachet for the Bluegrass First Day Cover (FDC). Her impressive skills were celebrated with a plaque at the awards ceremony during GASS 2025, showcasing her ability to craft unique, hand-made cachets.

The second cover I purchased was a Dungeons & Dragons first-day-of-issue cover with a hand-drawn, beautiful green dragon. Both covers will now migrate to Mandy Sparkles as their new keeper.

Cont on pg 27

Where levels do not come from killing the monster of the week but trying to subvert the evil Dran Enterprises! You could even have contract with the Golden Vault or maybe even being hired to move goods from Eberron to Faerun.

I decided to use one of my favorite one-shots called "Grammy's Country Apple Pie" written by Jennifer Adcock and published in 2016. This adventure is generic enough that it can be placed just about anywhere in the world without causing issues. I chose to put this adventure in the town of Westbridge not that far away from Neverwinter. All I could find was that it was on the trade route and there were an Inn and innkeeper that is mentioned. Everything else was open for playing that would not ruin other adventures.

Next, I had to modify the adventure from the written starting point to it was our interns' first solo adventure to evaluate some property that was recently acquired. This gave our new party some time to get to know each other and have fun with something that would not kill them out right. Now most one-shots last 3 hours, maybe 4. Not my group! It took them 4 sessions to complete the task. (If you have not watched the episodes, I encourage you to do so.) From the start all the players came together to make such a fun game!

Now I did not plan on this to take so long, this was all player generated they had full control on the pace. Episode 1 took them from the getting the quest, making travel arrangements, and getting to Westbridge. Episode 2 and 3 was about trying to find out any history and then checking out the property and having a few negotiations with the current inhabitants. Finding the ledger and a very secret recipe so they may go into business on their own. Episode 4 is where they headed back to Neverwinter to give their report and were given the property to start their own franchise of AQ Inc.

This party and the players are such a joy to work with. It would give most DMs nightmares with character conflicts, pranks, hidden agendas and just overall new game madness. With all of that it works so well. I talked with all the players, and they love the conflict knowing it is in game and not player vs player. It is insane, yet I love every minute of it. I give them guidelines and just let them go from there. Sometimes it is like herding cats and other times they all respect each other's time to talk and give their story.

(cont on page 28)

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DM CAFE
Chill Vibes for Campaign Prep
@TheCafeDM on YouTube

Handmade Dragon Cachets (cont)

By Papa Sparkles

Cover 2. Dungeons & Dragons First Day Issue "Green Dragon"
Courtesy D. Klauber

The cachet makers' course on Saturday, August 16, 2025, was a fantastic opportunity for collectors to buy cacheted covers directly from talented artists. It was exciting for Annajoy to share her latest designs with such a broad audience. The event also included fun activities for young people, highlighting Annajoy's role as a shining inspiration for younger collectors through her creative work and contest success. Her contributions bring energy and creativity to the vibrant philatelic community, demonstrating the innovative spirit of the next generation of cachet makers.

Ms. Marks' cachet-making achievements.

Annajoy's journey in cachet making reflects her growing expertise:

- 2023 AFDCS Cachet makers Contest: She secured Third Place in the Juniors Ages 11 to 17 category, marking her early success in the competitive field.
- 2024 AFDCS Cachet makers Contest: Annajoy advanced to Second Place in the same category for her Bluegrass cachet, demonstrating her artistic development.
- Notable Work: Her hand-drawn cachet for the 2024 Autumn Colors FDC, featuring themes of pumpkins, coffee, and leaves, was a signed and numbered unique piece (1/1), showcasing her creative flair and attention to detail.

Apparently, Annajoy's contributions are part of a family legacy, as her mother won the Miscellaneous Medium category for Shaker Design, and her sister, Katelyn Marks, also earned a plaque in the Juniors Ages 11 to 17 category for Pinback Buttons. This mother-daughter trio's success underscores a shared passion for philatelic art.

Turning the Page in Campaigns(cont)

By Tora @ CoffeeAndDragonsRPG

All this just to say, sometimes you need to let go of a game that would be difficult to continue without most of the starting players and let something new grow in its place. Never try to duplicate what you had before for the game but hope you do duplicate what you have in players!

I have been lucky enough to have great players in my games that I DM and play in. They make every game fun and make me want to go to and not feel like it is a chore. That alone makes the time I spend with everyone a blast, and some of them are in multiple games with me in a week. This gives me the energy to try to make the best game possible for them and to show them how much I enjoy the stories we are making together.

I will be talking more about my AQ Inc games in the future and about my homebrew ideas, player goals with their characters, and how to make it all work into a story for everyone. But we need more game time so I can talk to you all about my plans without giving away the plot line to the ones who will read the newsletter. So, until next time may your dice roll you an incredible story!

Money's always something you need in case you don't die tomorrow. I'm not talking about some $400,000-a-year working Wall Street stiff, flying first class, and being comfortable. I'm talking about liquid. Rich enough to have your own jet. Rich enough not to waste time. Fifty, a hundred million dollars, buddy. A player. Or nothing.

By OldManGeras

Title: AdVenture Capitalist
Publisher: Hyper Hippo Games
Released: 2015
Amount of time played thus far: 414 hours

Estimated time to finish: 2300 hours

tl/dr: -= [6.0/10]=- Mindless but decent-looking idle game. Sell products, make money, buy stuff, sell and start over. Mute the audio, trust me.

From the publisher: Welcome, eager young investor, to AdVenture Capitalist! Arguably the world's greatest Capitalism simulator!

Story: I got bills. And they want their money. So, we're going to make the cheapest product out there for maximum profit - lemonade! That's right, you start by opening a lemonade stand and it's all about maximizing the profits! But we need more! Greed is right, greed works! Let's deliver newspapers! Oh, and everyone loves pizza, so let's start a pizza place! MOAR! The main thing about money, Bud, is that it makes you do things you don't want to do. Look, the story is this - buy low, sell high! Except in AdVenture, there's no buying, just sell, Sell, SELL! Take over Earth, get those investors jump on board with you, and go take over the moon! Buy and own every business on the moon already? Great, here comes Mars! Stop going for the easy buck and start producing something with your life. Create, instead of living off the buying and selling of others.

Art Style: Cartoonish and simple, the style used works for what this is. No 8-bit retro-style, AI generated art here, but some clean, simple style that just works for the game. I wish you could see this. Light's coming up. I've never seen a painting that captures the beauty of the ocean at a moment like this.

Gameplay: So, here's the thing - this is an Idle game. You're not going to be burning a lot of brain-cells here but instead looking at what you need to do for upgrades. While you are starting this business and buying, well, something to sell, you make money. What's worth doing is worth doing for money. You take that money and buy more, but you don't want to keep clicking on the business, so you must hire managers for the business. But that's not all, you also need to get upgrades which increase your profits. All of this takes money, which is what you're here to make. It's all about bucks, kid. The rest is conversation.

Steam Deck: AdCap (as it's known) works great on the Steam Deck. No messing around with any proton changes, or controller settings. Very nice and easy.

Audio: Oh, you'll be muting this music within a few seconds of starting it. Think carney music from the 80's, and you'll understand what I'm talking about.

Achievements: 31 achievements await you on Steam, and if you are going to go for these, expect to have this running for that 1000+ hours needed. It's not just the 'buy xxx of this certain item' type of achievements (though those do exist), but more challenging of the 'hire xx managers with sales of only a single product' type that are going to have you here for that time. They're not hard, but they do take time. No math required, as the game is clear on letting you know when you need to sell and what your multipliers are (like most idle games), but it all takes time.

Value:The game is free. BUT you know they must make money, so they have a premium currency in-game that will help speed things up significantly. Of course, you can earn it in-game but at a very low and slow rate. And while that currency does help speed things up, none of the upgrades you can purchase with it are required, but more 'I'm too impatient, let's GO!' type of upgrades. And as Gordon Gekko once said, 'You're walking around blind without a cane, pal. A fool and his money are lucky enough to get together in the first place.'

(cont on page 31)

Sicilian Chicken Noodle Soup Recipe

By Leigh Harris

Whether you call it Sicilian Chicken Soup or Italian Chicken soup, it's still the most flavorful chicken noodle soup you will ever eat! Simple, comforting, and soul-feeding.

Why You'll Love This

I finally found a Sicilian Chicken Noodle Soup recipe that comes close to my Papa's. My grandfather came to the states from Sicily when he was 16 years old. He made the BEST chicken noodle soup I have ever eaten.

I have tried to duplicate Papa's chicken noodle soup for years but could never get it just right. I would come close, but it always seemed like it was missing something.

This is ***almost*** (not quite) like my grandfather's chicken soup recipe. He never added tomatoes or potatoes. This is definitely more like Carrabba's Italian Grill Mama Mandola's Sicilian chicken soup.

Key Ingredients

- Chicken Stock – Whole chicken, carrots, celery, yellow onion, red bell pepper, potatoes, and fire-roasted tomatoes.
- Seasonings – Garlic, fresh Italian flat-leaf parsley, kosher salt, and black pepper.
- Short Cut Pasta – Ditalini pasta is typical in rustic Italian soups. But you can use elbow, tubettini, or orzo pasta.

How to Make Sicilian Chicken Noodle Soup

You start by making the stock. Yes, it's a whole chicken and a little time-consuming to prepare. I made this on a day off when I knew I had plenty of time. I promise it's worth the effort.

(cont on pg 32)

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Money's always something you need in case you don't die tomorrow. I'm not talking about some $400,000-a-year working Wall Street stiff, flying first class, and being comfortable. I'm talking about liquid. Rich enough to have your own jet. Rich enough not to waste time. Fifty, a hundred million dollars, buddy. A player. Or nothing.

CONT.

Let's break it down:

-=[6/10]=-

-=[**Graphics**]=-
- ☐ You are in heaven
- ☐ Good
- ☑ Decent
- ☐ A 2-year-old made them 30 years ago

-=[**Gameplay**]=-
- ☐ Is it live or Memorex
- ☐ Good
- ☑ Decent
- ☐ Get an etch-a-sketch

-=[**Audio**]=-
- ☐ Eargasm
- ☐ Good
- ☐ Decent
- ☑ What? I can't hear you

-=[**Audience**]=-
- ☑ Everyone
- ☐ Adults
- ☐ Teens and above
- ☐ Nappy time!

-=[**PC Requirements**]=-
- ☑ Potato Potatoe
- ☐ Decent
- ☐ Expensive
- ☐ Frontier or Fugaku are needed

-=[**Difficulty**]=-
- ☐ 3X + 1
- ☐ Challenging
- ☐ Moderate
- ☑ Can you color within the lines?

-=[**Grind**]=-
- ☐ 400 hours in and almost through the tutorial
- ☐ Average grinding needed
- ☐ Only if you care about leaderboards
- ☑ No grinding needed

-=[**Story**]=-
- ☐ There is no life other than this game
- ☐ Great
- ☐ Decent
- ☑ Tetris has more story

-=[**Game Time**]=-
- ☑ Time has no meaning, only this game exists
- ☐ 40+ hours
- ☐ 20-40 hours
- ☐ Press start and you're almost finished

-=[**Price**]=-
- ☐ Worth the price
- ☐ If it's on sale
- ☐ If you have extra money
- ☑ Just throw your money in the trash

-=[**Bugs**]=-
- ☑ Smooth as silk
- ☐ Early Access game-level bugs
- ☐ It's annoying but playable
- ☐ Starship Trooper has less bugs

Sicilian Chicken Noodle Soup Recipe

By Leigh Harris

In a large stock pot or dutch oven place the whole chicken, onion, celery, carrots, bell pepper, potatoes, and diced tomatoes with their juices. Add enough cold water to cover by 1 inch.
If it starts to foam on the top just skim the foam off and discard it.

Bring to a boil over high heat. Add parsley, garlic, kosher salt, and fresh ground black pepper to taste. Reduce the heat and simmer for at least 2 hours or until the chicken is falling off the bones.

Pull the chicken out and let it cool long enough to be able to handle it easily.
Reduce the heat to low and continue simmering the soup. When cool enough to handle debone and shred the chicken meat (discarding the skin and bones).

Use a potato masher a few times then place the shredded chicken meat back in the pot with the broth.
Season with salt and pepper to taste.

We cook the noodles in a separate pot and just add them to our bowls when serving. The noodles will eventually absorb all the broth and then it will no longer be soup...you get stew instead.
Trust me this has happened in my kitchen. It's still just as delicious but there is just not much broth remaining.

Serve this Sicilian chicken noodle soup with lots of grated Parmesan or Romano cheese and enjoy the best soup you've ever eaten!

Tips

- We typically use a whole chicken for this soup but you can use skin-on bone-in chicken thighs, chicken leg quarters, or chicken breasts. You will achieve a deeper flavor with the chicken dark meat.
- Cut the vegetables into 1/2-inch dice. This soup cooks for a while and you don't want the veggies to cook away.
- If you like it spicier (like Carrabba's Spicy Sicilian Chicken Soup) add 1/2 teaspoon of red pepper flakes.
- Add the cooked pasta to each individual bowl.

For the Full Recipe card click the Icon

Lady Patricia of Hollowmere

By BaneTBC

Born beneath the crumbling crest of House Viremont, Patricia was the youngest daughter of a minor noble family clinging to relevance in the mist-shrouded valleys of Barovia. Her mother, a proud and bitter woman, dressed her in silks they could barely afford, whispering promises of courtly ascension and advantageous marriage. Patricia was taught to smile with restraint, to walk like a swan, and to dream like a prisoner—always of escape, never of rebellion.

She was beautiful, yes—but more than that, she was ambitious. She read poetry by candlelight, practiced diplomacy with her reflection, and imagined herself rising above the petty squabbles of lesser bloodlines. Her heart ached for greatness, for love that was more than transactional, for a life that shimmered beyond the veil of duty.

And then he came.

A stranger at the Harvest Ball, cloaked in velvet and shadow. His smile was a blade wrapped in silk. He danced with her once, spoke her name like a secret, and vanished before dawn. She dreamed of him for weeks—until he returned, not to court her, but to claim her

The transformation was not gentle. It was ecstasy and agony, a kiss that burned through her veins and left her hollow. Patricia awoke in a crypt, her gown torn, her skin cold, her soul shackled to a hunger she could not name. The vampire—her sire—left her with no guidance, no comfort, only the cruel truth: she was no longer a daughter of Viremont. She was a creature of the night.

Years passed. She wandered the ruins of her family estate, watching her kin age and die, unable to mourn them properly. She took refuge in the abandoned church of Hollowmere, where she once prayed for salvation. Now she stood in its doorway, a mockery of grace, dressed in the remnants of her former life.

She hates what she has become. She loathes the thirst, the isolation, the way mortals recoil from her presence. But deep within, beneath the grief and guilt, there is a flicker of power—and she likes it. She relishes the way her voice can bend wills, the way her gaze can freeze hearts. She has begun to lure others into her world, not out of cruelty, but out of loneliness. If she cannot be saved, perhaps she can be understood.

Lady Patricia is a tragedy wrapped in velvet. A noblewoman who dreamed of rising, only to fall—and now, she drags others down with her, not out of malice, but out of a desperate need to not fall alone.

Random Rants w/Mandur

Lets Talk Charity!

Last month with some hard work, we were able to have our first charity table, for me this was a high stress night. First off, this was our first paid for table we have ever hosted, and I was worried people would have some expectation that the rules would be different. I was also worried that people would feel pressured, this table was made in a nice open idea that even if we were able to give $1, the world would be better because of it.

Honestly, I have never been happier to be wrong! We were able to raise $150 for our charity and even more donations were given during the stream. I saw things our D&D family hasn't really had, some pride in who we are! We had great people offer to sponsor others to play on the table, we had brand new friends see a great charity we are trying to help and want to join in giving.

It really means the world to me; I was raised in a good home with volunteering and charity being a huge part of what we did. So being able to add that to our D&D space makes it so much better. I am glad to say we will continue to have a charity table every month. This table will continue to send the money made to K9s for Warriors, it says in their mission.

"On average, 20 Veterans take their own life each day and roughly 1,000 dogs are euthanized. To date, we've paired more than 1,000 Veterans with life-saving Service Dogs. Your generous donation allows us to help save two lives – a Warrior and a rescue dog." (from K9s for Warriors website)

Yes, September was suicide awareness/ prevention month. That is why we call our charity icon our "September dragon". This image was made with care, and the details are small but speak volumes. We all have dragons and when you go to fight yours I hope you remember

Your Story Isn't Over
Roll In