



REALMS

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Contents

News	-----	4
Drink	-----	4
Xaretuls	-----	5
Server Pics	-----	6
Lizette's Discovery	-----	8
For The Players	-----	11
D&D Worlds	-----	14
Member showcase	-----	15
Yeti Monsters	-----	17
Mini CLOUD	-----	18
Behind the screen	-----	20
Cover Monster Build	-----	21
DreamStory	-----	23
Bourbon Review	-----	25
Game Review	-----	29
Recipe	-----	30
New DM	-----	33
Random Rants	-----	35



December is here!

With the end of the year, we also say bye to a few of our campaigns! Don't worry, you will see them back and ready to go in April of 2026!

As these campaigns come to a close, please make sure to come by as they are sure to deal with BOSS fights and holiday one-shots. Some of the most fun parts of campaign work is these big nights so make sure to show your support to your fellow players!

Our group will be going on break 12-13 to 12-30 I will as always have a New Years stream so come say hi! and BE SAFE.

Our Charity Table: So happy to say we have raised over \$300 for our charity in 2025! Well done guys!

One shots: We would love to have you join us if you are free on a Friday night! A big thank you to GetOffMacCloud for taking on the role of DM for our server One Shots! Also, Episodes of our one shots air in YouTube on Tuesday and Thursday!

On Deck: Starting in January we will have DM Jim taking us on a new adventure and we will also have DM Ginga returning for the final installment of Tyranny of Dragons. Please be on the lookout for more information on these campaigns.

The Modifier (Gin Toddy)

Ingredients

- 1 1/2 ounces gin
- 3/4 ounce fresh lemon juice
- 1 teaspoon sugar
- 2 ounces hot water
- Cinnamon stick, for garnish

Instructions

- Gather the ingredients.
- In a wine goblet, brandy snifter, or glass mug, add the gin, lemon juice, and sugar.
- Add the hot water and stir well to dissolve the sugar
- Garnish with a cinnamon stick. Serve and enjoy.



Hey! are you looking for players?

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Xaretul: The Forgotten Flame

Chapter 6: The Beginning of the Faith

By EndYourStreamTV

As I floated through the ether, I wondered how long it would take to return. How long would it take before I could see Kira and Arian again? What would I miss in their lives? Would they think I had forgotten them? Would they lose hope and forget me?

Thoughts and fears tore through me, racing at the speed of light, each one more insistent than the last. I had pushed myself to the absolute limit of my power, expending everything I had left. Only a single thread of life force remained in me, fragile and delicate.

I had lost my grip on that power for just a moment, and it burned through me, centuries of anger, of isolation, of loss, all boiling to the surface. I ripped the control back, barely in time to save myself from being consumed by it. Next time, I would be more careful.

But the power I had wielded was strong. Stronger than I'd felt in ages. It was mine and theirs, Kira and Arian's. Their fear and their hope for me to return had fueled it, their belief burning hot enough to ignite my own dormant strength. But it burned only long enough to do what was needed, to bring me back.

What else could come from this? I would have to find out.

As my thoughts swirled, torn between uncertainty and determination, I felt it again. That familiar ping of power in my chest. First, one source, Kira. It was unmistakable. I knew that feeling now, the bond we shared. Then another, smaller, yet similar, Arian. They hadn't forgotten. They hadn't given up on me.

They were my children now. I would return to them.

Then, another spark. And another. More, until the power grew overwhelming.

And then I heard it.

"Mr. Xar, please... Mr. Xar, come back."

Arian's sweet, innocent voice echoed through the ether. "I'm trying, I promise, I'm trying," I whispered, though no one could hear me.

But then there were other voices. Another voice I didn't know, and another. All asking for my help. All asking for me to return.

The power swelled. It mixed, grew stronger, combining with my own essence and theirs. It was stronger now, and this time, it wasn't fading. It held.

I willed my form to come together. I pulled from the shadows, from the abyss, ripping pieces of that dark realm to forge my being anew.

And in a flash of light and warmth, I broke through the ethereal gateway.

I stood before them, before Kira, before Arian, and five small others, children I did not know.

"Mr. Xar! You came back... I knew you would... I knew it!"

Arian's voice was pure joy, his arms reaching up to me. Without hesitation, he ran toward me and hugged me tightly.

It felt good. So good. Being loved. It had been a long time since anyone had cared for me. I didn't even realize how badly I'd missed it until that very moment.

(cont on page 7)



DINO
DAD ON
DUTY



GROWN UP
BABY GRIM
DINO



CROWDAD
GETTING A
COD WIN!



GUMMY
DIABLO
DEATH



GRIM
DIABLO
DEATH



MANDY
FIRST
SOLO
WIN



FROM OUR SERVERS



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

Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV

"Arian... I told you I would always be here for you," I said softly, my voice filled with the warmth I had not felt in centuries. "How long was I gone this time?"

"Not that long, Mr. Xar. Only like three weeks... but we found others who need you too, Look!"

He pointed to the other children, and my eyes fell on them, three boys and two girls. Each one stood quietly, waiting for my attention, their eyes wide with both fear and hope.

The first boy was Nicholas, strong-looking, maybe no older than seven. Then there was Caelean, similar to Nicholas, though slightly smaller. And Garuth, the smallest of them all, but there was something in his eyes, a spark of courage buried beneath the fear. Good. He would need that courage.

The girls were just as quiet, observant. Auriel was slender, around Kira's age, her eyes sharp and full of thought. Sandra, slightly younger, shared the same keen gaze. Neither of them spoke more than their name.

"Kira," I said, turning to my first follower, my first friend. "Come join me, would you please?"

Kira moved over to me without hesitation. I held out my hand, and as I did, I made sure it appeared normal and unthreatening. She placed her hand in mine.

"Kira... my first follower... my first friend... you believed in me when no one else did. You never gave up on me. And when trouble came, you called for me instead of running. You are deserving of this."



I created a gold and silver band in her hand. The intertwining colors of light and dark fed off each other, each one fueling the other. I held the band out to her.

"When you wear this on your arm, it will never be too small or too big. It is made from my essence, and my power flows through it. It will never be removed unless you desire it to be. Kira, I make you my High Priestess, the leader of my faith, and the keeper of my heart. Take this and wear it with pride. You are the beginning of something new.

"Her eyes welled with tears, but she held them back. Her hands trembled as she accepted the band, looking up at me with wonder.

"Arian... sweet Arian," I continued, turning to him. "The lion sleeps within you. I grant you this."

I created a ring of gold and silver, the emblem of a black sword and a fire mask engraved on it.

"Wear this, for you will be my first Warrior of Faith. You will stand up for the lesser, the weak, the ones who are in trouble and need help.

"Arian smiled wider than ever before and immediately put the ring on, his eyes shining.

"As long as you wear these items, I will never be more than a whisper away," I said, my voice gentle but firm.

I turned to the other children. (cont on page 9)



Chill Vibes
for
Campaign Prep

@TheCafeDM
on
YouTube



Thursday
8pm CST
Live on twitch





Lizette's Discovery

Chapter 5 - Ash and Ember

By OldManGeras



The spiral shattered with a sound like glass snapping underfoot. I fell backward, choking on ash, my staff skittering across the stone. The fire roared, unbound, swelling into the sky until the ruined square blazed brighter than noon. Brinna stood in the center, her small frame dwarfed by its flames, her eyes locked on mine with raw terror.

"Lizette!" she screamed, her voice torn with pain. "Don't let it take me! Please!"

The fire twisted around her, licking her arms, sinking into her skin until sparks flew from her mouth when she cried out. The elemental's laughter thrummed deep in my bones, cruel and gloating.

"Choose, priestess," it hissed, its voice reverberating from every burning wall. "Seal me, and she is stone. Break the circle, and she remains, yet I walk free."

I staggered to my feet, chest tight as a forge bellows. Sirrion's voice lingered like heat in my ears: Bind it, and the children will be freed. Mercy lies in chains, not fire. But mercy felt like a hollow word as Brinna writhed, her small hands clawing at the air for me.

I took one step closer, ash crunching under my boots. "Brinna," I whispered, though the fire roared between us. "I'll save you."

Her eyes... gods, they were hers. Not the coal-black void of a puppet, not the hollow mockery I had seen before, but hers. For a heartbeat, I saw the child I'd carried on my shoulders, who had laughed when the bells rang, who had sung off-key hymns louder than anyone.

My knees threatened to give. "Sirrion," I whispered, voice fraying. "If this is mercy, why must it cost her?"

The answer was gentle, like the crackle of hearth flames. "Because fire always costs. To save many, one spark must fade. Trust me. Her soul is not lost, only bound until it can be freed."

I closed my eyes. His voice soothed, so certain, wrapping around me like a cloak. But when I opened them again, Brinna was still screaming.

"Lizette!" Her voice broke, raw and pleading. "Don't leave me! I'm still me! Please, you have to believe me!"

My grip on the staff trembled. Every prayer I had ever spoken rose like smoke in my mind - about mercy, about balance, about flame that gave as much as it took. I thought of the villagers already gone, the children whispering they were trapped in those flames. If I bound it, I could free them all. End the hunger. End the suffering. Sirrion said so.

But Brinna's face carved itself deeper into me with every cry.

"I can't..." My voice cracked. "I can't sacrifice her."

The laughter of the fire rumbled low. "Ah, little spark. So, you choose with your heart, not your god."

I slammed my staff into the ground, sparks scattering. "If flame costs, then let it take me instead."

(cont on pg 10)



Xaretul: The Forgotten Flame (cont)

By EndYouStreamTV



"You are all invited to join in my faith. I promise to protect and look over you. Kira and Arian will tell you the stories of my past and my power. I demand nothing in return but your words. Speak to me in the whispers of the night, if you are scared. Ask for my help. I will be there.

" One by one, the children nodded, their faces somber but filled with a new hope. This was the beginning. This was the true beginning of something new. Something I would not abandon.

I looked around at them all, Kira, Arian, Nicholas, Calean, Garuth, Auriel, and Sandra. These were my children now. And this was my new beginning.

The beginning of the faith.



ONE SHOTS

Fridays

Join the Discord to sign up!



Lizette's Discovery (cont.)

by OldManGaras



A hush swept across the square. Even the fire froze, as if startled. Sirrion's voice grew urgent, sharp beneath its calm veneer. "No, Lizette. This is not the path. You will doom yourself and leave the fire unbound."

"Then so be it." My voice shook, but my stance did not. "If it must have a vessel, then I give it mine."

The flames lunged. Heat seared across my skin, digging claws into my chest. I staggered but did not cry out. Brinna fell to her knees, the fire ripping away from her and rushing into me. My lungs burned, my veins aflame, every heartbeat hammering like molten iron. I screamed then - not in pain alone, but in defiance.

Through the inferno clawing at my spirit, I heard Sirrion one last time. "Child, you cannot hold it. Release the spiral. Bind it as I said. Only then can you..."

His voice snapped like a wick drowned in water.

In the silence, I stood shaking, sweat and soot streaking my face, the fire writhing inside me like a beast in a cage. My hands glowed faintly, flickers of both gold and coal sparking from my skin. I could hear it, both the elemental's hunger and the faint voices of the children within. Brinna stumbled forward, clutching me. Her tears left clean tracks on my soot-blackened robes.

"You saved me," she whispered, trembling. "You didn't leave me."

I hugged her, though my arms burned with the fire under my skin. "Never. Not you."

But as I looked up at the ruins of Emberhearth, I knew the truth. I hadn't destroyed the fire. I hadn't bound it, not as Sirrion wished. I had only taken its hunger into myself, dammed it with will alone. A temporary salvation, fragile as cracked stone.

The god had promised mercy. Yet his path demanded Brinna's sacrifice. He had spoken with warmth, but his fire was not the hearth's - it was the forge's, relentless, shaping by destruction. And I... I had chosen differently.

I did not know if Sirrion would ever forgive me. Perhaps I had turned my back on him. Perhaps I had made myself an outcast twice over - priestess without a temple, vessel of a flame too great to master.

But Brinna lived. Her hand clutched mine, grounding me against the roar still inside my veins. That would be enough, for now.

Above us, the night was clear, stars burning with cold light. For the first time since the fire had come, I felt them watching - not gods, not spirits, but the endless sky itself.

And I whispered to it, not a prayer but a vow: "This fire is mine to bear. Not Sirrion's, not the elemental's. Mine. And I will not let it take her."

The embers inside me flared, but they did not consume. They bent. For the first time, I felt the hunger falter beneath my will.

Ash drifted through the square, soft as snow. Emberhearth lay in ruins, but Brinna was alive. And I was still standing. That was enough to begin again.

"Let's go home, my child."





Give players what they really want



By W. Adam Clarke

Good After whenever, everyone. Your friendly neighborhood Game Dev, AP Runner, Streamer, and Author you've never read W. Adam Clarke again. This week, I want to talk to all my fellow GMs, DMs, and other titles about something we often miss at the table: what our players really want.

Now, granted, it's not the easiest thing to get right, because it's often nuanced and quite likely the players will either not know themselves, or not know how to vocalize it. However, I can tell you with nearly 4 decades of game running experience, that all players will want the same thing in various forms- They want their character to matter in the story or the world.

What they're going to tell you is that they want levels. Or magic items. Or revenge. Or a love interest. And yeah... sometimes that's their focus. However, I'm telling you right here and now... those things are all means to the end, not the end itself. What they really want is to see their chosen little baby of a character grow into something that matters.

Trust me I get it, the cheers at the table when you tell everyone they get to level is a joy for the GM as well. Giving out magic items creates a shine in their eyes. Sooner or later, though, just like last Christmas' present, the magic items will just sit in a bag and never get utilized, because more and more shiny items have replaced them. Magic Items are a quick fix for when you don't have a more pressing reward... but there's better methods of rewarding your players that cause greater interaction with the story.

Positions of Authority- rather than just throwing more gold, gems, and glowy bits at the PCs, maybe the Noble in Charge grants the players a Knighthood, or a lesser Noble title, or authority within a Guild, or some other title or position? Not only does this give the players the feeling that their characters are succeeding, you also underhandedly put them into a position where they have to be more invested in the gameworld around them- making it easier to rope them into further shenanigans.

(cont on page 13)

I am Myrddin
on
Twitch

Always a
great
time



WEEKLY SCHEDULE

All times Eastern

MON 7PM TYRANNY OF DRAGONS

SE Campaign
GM: Jarrod

TUE 8PM SPINESPUR

Daggerheart
GM: Adam

WED 7PM CHILDREN OF ELYSIUM

Blades in the Dark
GM: Jarrod

THU 8PM SALVAGE INC

Salvage Union
GM: Mordin

FRI 8PM SMALL PACKAGES

Simulacrum / SE
GM: Adam

SAT 7PM Cyberpunk 2020

Cyberpunk 2020
GM: Adam

SUN 7PM REMANENTS

Daggerheart
GM: Morgoth

twitch.com/inglesstepgaming

youtube.com/@inglesstepgaming



Join the Quest

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

This is the first of the NPC line of bottles they have made so it is really exciting!

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

Best of Luck!



Send in yours by December 15th
in the SideBar server!

Give players what they really want (cont.)

by W. Adam Clarke

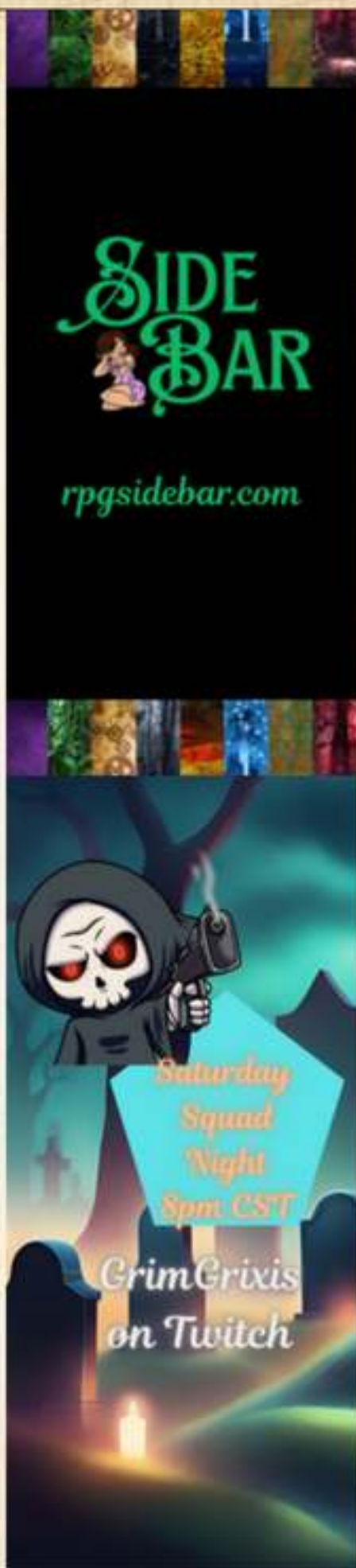
Lost Lore- Far too often, we set up our games where the world exists in a state of "what's known is true." Let me challenge you to put in a dozen or so elements of unreliable narrators- historical records which are incorrect or misleading, religious texts telling only one side of a conflict, etc. Then... let your players find The Truth. Will they choose to upend the world by exposing it... or will they sit on it, being the only ones who know? Either way, the decision on the fate of the world rests with them... and they will know it.

One Upmanship- There are many ways to best an NPC the party doesn't like... and "in battle" is only one, and likely shouldn't be your go-to. Instead, give the players opportunities to undermine what the NPC they don't like is working on- let them set up a rival gang/company, run a festival in a neighboring town on the same day as the disliked NPC's festival, beating them in a challenge, anything to cause them to lose face.

In the end, use your imagination to find ways to reward the PCs... then work backwards to establish the challenges required for them to gain that reward. By taking a little time to set up an invested reward, you create the kind of moment that players will talk about for years to come.



W. Adam Clarke
Can be found on
SingleStepGaming



Worlds I'd Love to See in D&D!



By Skyline

Hi there! So glad to finally be freer in my schedule (crazy, right). Now this is a different branch of topic from my previous contributions to the newsletter, and it took me a bit with my busy life to find out what I'd like to write about. And then, as I was thinking about returning to my reading era once my life was more manageable, I thought of it!

In terms of Dungeons and Dragons, there are now a variety of options DMs and players can do to build a world and a campaign. Whether you follow the book straight from the campaign you run, or homebrew something entirely new, or a mix of both! And I feel like it's something I personally haven't seen yet in D&D which is taking a world and seeing where you and fellow players might belong... but what worlds could work?

The Maze Runner:

My favorite dystopian book series of all time, this is at the top of the list for me in terms of the environment I'd love to see in D&D. Not only are there three environments you can work with over the course of a campaign, there are so many home-brewed elements you can work with! The maze itself, I think, would be a dream come true for DM's, especially those who love their traps and monsters and monster traps. The magic element as well could be interesting as in the Maze Runner you can only remember your name, but what if you were left with the name of the deity you worshiped as well? Or if you play a warlock, what if your patron is WICKED (the group behind it all), or you could just make it non-magic classes. The choice is truly up to the DM and players!

The Hunger Games:

While some people may scoff and judge, I smile and think about how a campaign could thrive from an environment like Hunger Games, the drastic changes from modern and translating it into D&D could be a fun challenge. I think if you have a group of players who don't care as much about their characters dying, it'd be a fun ride! Me personally, I'd have to DM for this because I always care about my characters, but I would love to see how players use strategies to survive and what magic is limited or unlimited. What kind of gods or deities would be taught in this world and what districts would use them? Which districts represent what classes? My mind is already racing with potential ideas and



theories if I were to run a Hunger Games inspired campaign!

Divergent:

This one may feel and seem like a wildcard to those of you who are familiar with this series, but hear me out. The idea that you choose your faction after being raised in one for so long could make for a great first session. Your players figure out who they are right at the start instead of planning, which could be pretty intriguing. And the factions don't even have to be the ones from the book: Dauntless, Amity, Euredite, etc. They could instead be the kinds of magic or melee classes, or perhaps a mix of both if you are clever enough. I also like the idea of every player choosing one faction and doing different subclasses based on the faction they choose, if you go that route. Or, going the divergent route and using that in every character could canon diverge in the best way possible! It already sounds like a great narrative hook and makes the players have an unexpected twist down the road as they settle into their new factions.

The Chronicles of Narnia:

Now I feel this one could be so interesting, given how fantastic it is, and definitely the easier option out of all of the novels. I love dreaming about the idea of how every player ends up in Narnia, whether they all go through the same entryway or have their own; the variety of options is awesome. The plot is also very easy to



Member Showcase!

Skyline

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

Favorite color?

Yellow! It's most of what I have in terms of decoration and it's such a nice happy color. I love wearing it and manifesting positivity.

Tell us about your hobbies?

Besides D&D, I play video games like Balatro, BG3, and story-based decision games! I also love performing; so acting, singing, and dancing! Any musical will probably be my jam, and I love watching movies and TV shows.

Do you have any Pets?

My family does, but I myself do not, yet. I would love an orange tabby cat or any cat for that matter!

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

When I was younger I would have said Video Games, but after delving into Tabletop Games, it's gotta be my favorite now! I started in my freshman year in college after a couple of friends in my dorm offered me a spot, and I've always wanted to try it!

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

Definitely Dungeons and Dragons, but I just started learning about Call of Cthulhu and it is so interesting in terms of the system. It also might be an easier start for some people who may be hesitant to go into D&D or any tabletop game.

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

I did sports when I was younger! I was the best at soccer and played defense, but I also played softball and basketball! I also did karate and cheerleading, and for softball, I played 3rd Base, Outfield/LF, and 1st base!

Anything Else?

I love music and making playlists for any D&D character I create and the campaigns! It's something I do in my acting training for my roles as well, and it's very fun. Any genre is good with me, but I love Alternative, Hip-Hop, Rap, and Rock especially. (And pop music alongside musical theatre, obviously). Fun fact, I also have 17 dice sets, and still would love more!



Worlds I'd Love to See in D&D! (cont)

By Skyline

follow along with and could help with maybe a DM newer to home brewing or even new players! Also, the fact that you could include D&D animals and races into Narnia so easily, like gnomes, displacer beasts, fairies and pixies, genasi, it all meshes so well. I think another interesting aspect could be if you have the players be the family, like in the story, and see how they interact with each other. You could even try this out with your own family and see what happens, which is in my opinion, a fantastic idea. Especially to those family members who are hesitant on the idea of playing D&D.

Percy Jackson and the Olympians:

I love this book series so much (let's not discuss the movie), and it has so much room for possible one-shots or campaigns to take place in! The idea of so many gods having origins from and seeing what magic you get could make for some interesting home-brewing in terms of spells and abilities. The home-brewing of races for being a child of a god could make for some interesting plot, abilities, and powers as well. I also enjoy the thought of a camp campaign, especially one where it's like Camp Half-Blood. Additionally, because there are so many gods, there is more room for not just magic or melee (like if you were to do a Harry Potter-inspired one). With there being multiple gods and goddesses of war and magic, I feel it can blend perfectly with D&D.



All of these worlds have gotten my Dungeon Master brain thinking, and honestly, as a newer DM, I think trying my hand at home-brewing in this aspect would be great. Not only would it allow players to live in the worlds they love, but also still play Dungeons and Dragons and slay some foes! And hey, even if it's just a one-shot and not a campaign, as long as you have fun living in these combined fantasy worlds, that's what matters.

Until next time...



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So you want to fight a monster?



By GrimGrixis

This month, we will discuss the ideas of Yetis, maybe because that's the cover monster, but I had an idea with yetis, and I want to delve into it a little further. So, this month's discussion might be a little more hypothetical than reality but let's dive right in. Yetis themselves are simplistic creatures to break down. The icy mountains, which they call their home, offer very little in terms of food and shelter. These creatures have adapted to the environment and work together in a tribalistic way. Offering group tactics and potential for a greater story to evolve. So, let's quickly discuss what it would mean to fight a yeti before diving into some hypotheticals. First and foremost, the yetis are immune to cold damage, which makes sense for the frigid environments from which they hail, pun intended, the cold never bothered them anyway. These yetis prefer ambush tactics, surprising their prey and bringing them about a swift demise, the less fighting the better, because in a below-freezing environment, any wound could prove fatal, so with that in mind. Let's take a look very quickly at their attacks. Yetis have a powerful ability in their Chilling Gaze, easy enough to save, but potentially deadly should someone fail. As part of their series of attacks, these beasts can gaze at a creature, force a CON save, and on a failure, that creature takes both cold damage and is paralyzed. Now what that means is their follow-up claw attacks would be at both advantage AND

automatic critical hits, when clustered with a group of these yetis, throwing in the larger, beefier, abominable yetis, well then, these fights could take a turn very quickly. So how would you fight it? Well stick to one target, burn through one at a time and if you see a friend get paralyzed try to draw the attention of the yetis until they can make the save. Keep your strength about you and understand the ways to counter these types of ambush predators. So now with that in the open air I want to leave a little crumble of food for thought. What if yeti's being tribal in nature, and sharing a small sense of community, worshipped a primal god? That is where this month's monster stat block was born, I hope you enjoy!



The 2017 Hurricanes



By Mini Cloud

The hurricane season of 2017 was one of the most destructive on record. After 12 years without a major hurricane hitting the United States ("major meaning over category 3 or higher"), Hurricane Harvey slammed into the central Texas coast on August 25. A few weeks later, Hurricane Irma hit the U.S Virgin Islands and then Florida. Then came Hurricane Maria just over a week later, making landfall in the U.S territory of Puerto Rico. The triple hurricanes brought widespread death and destruction and caused more than \$200 billion in damage



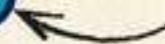
Some fun facts about Hurricanes

- A large hurricane releases the energy of 10 atomic bombs
- The center of a hurricane is a calm area with no clouds called the eye. Warm air descends and heats up rapidly inside the eye.
- Hurricanes can vary dramatically in size, from being as small as a few dozen miles across to as large as half the width of the United States.
- Hurricanes spin in different directions depending on the hemisphere. In the Northern Hemisphere, they spin counterclockwise, while in the Southern Hemisphere, they spin clockwise. This is because of the Earth's rotation (the Coriolis Force).
- The word "hurricane" comes from the Taino Native American word "hurucane," which means "evil spirit of the wind".

See you next month
Mini Cloud



Mini Clouds YouTube
click here



A note from the editor

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

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Next months
deadline
Dec 15th

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

As the final days of 2025 flicker like a dying torch in the dungeon, our brave Writers Guild stands bloodied but unbowed. Together we've slain blank pages, looted forgotten lore, and forged campaigns that made players laugh, cheer, and once accidentally summon an actual demon (sorry again).

Thank you for every wild idea, midnight Discord rant, lovingly over-described magic item, and for reminding me why we do this: because somewhere out there, a table of friends is laughing, crying, and yelling "NAT 20!" because of something we wrote.

Here's to closing this chapter with ink-stained fingers and hearts full of dragons. May your 2026 be ever in your favor... and may all your plot twists crit.

See you in the next year,

-Mandy

Thank you to all of our Guild members!

EndYourStreamTV

SexyySlothh

GetOffMacCloud

Papa Sparkles

CoffeeandDragonsRPG

BluePhoenixRPGs

SaintAndrew

DMgeezerJim

Mini Cloud

Gosuqt

Skyline

SingleStepGaming

OldManGeras

TheBurlyEarl



Behind the Screen at Conventions: A Dungeon Master's Reality

By GetOffMacCloud



The banquet room of the event is quiet, empty, and organized. Bags of dice, tiny figurines of goblins, ghouls, and other monsters lie in tidy lines along a 36"x36" grid poster, the surface of which is scawled with dry erase lines depicting a rough drawn out map of some dungeon or cave where glorious combat and the fear of death will reign supreme. Your notes sit before you on crisp, college ruled lined paper. Each scene, npc interaction, room and item carefully detailed to weave an intricate lattice of story telling to your audience. The hour stikes, the others in the room tense as if waiting for a coming wave of gnolls who lie in wait to storm the walls of a castle. As the door opens, the atmosphere drastically changes. Suddenly, its an amalgam of organized chaos. A sea of faces and bodies laden down by multiple colored bags of books, miniatures, dice, clothes, and other errata in different boxes and bags.

Welcome to your first experience at becoming a game master at a large gaming convention. Suddenly, your handing out character sheets for pregen characters, explaining their feats, traits, and weapons and then ... it starts. The narration of the opening scene of the next four hours of game play begin. In a flurry of moments, minis are laid out, maps are displayed, initiatives are rolled, and the checks and saving throws begin to be rolled. Excitement builds into titulating peaks and ebbs into moments of despair as the first monster strikes a character or death saving throws are requested. Then, just as soon as it began, its over. Dice are put away, monsters are reorganized, and the room turns to quiet. The only thing you can remember of the last four hours isn't how well your rolled, how well you role-played the NPC's, or if you called a rule incorrectly. The only thing in your mind is the ring of smiles of each of your players as they laughed, humorously roared in outrage,

celebrated, and then finally thanked you and shook your hand as they left your table. After its all over, the moment leaves you feeling emotionally drained, but very pleased. One game down and hopefully a few more to go.

Last year, I was honored to be one of the Dungeon Masters for AAW Games at GenCon 2024. This year I was happy to participate in Fantasy Grounds Con in the same capacity. Running games in this arena, virtual or live play, has many similarities. In both experiences, I learned a few things, but the lesson first learned was: convention GMing isn't easy. It's chaos with a schedule, improvisation on the fly with no notes, and the pressure to do a good job and try to make sure the event coordinator's guests have the best time possible.

(Cont on page 22)





HRÚGR THE WHITE-THRESHER

Huge monstrosity, chaotic evil

Armor Class 17 (ice-plated hide)

Hit Points 315 (18d12 + 180)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	30 (+10)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Str +15, Con +16, Wis +8

Skills Perception +10, Athletics +15, Survival +10

Damage Resistances fire; bludgeoning, piercing, slashing from non-magical weapons

Damage Immunities cold

Condition Immunities exhaustion, frightened

Senses darkvision 120 ft., tremorsense 20 ft., passive

Perception 20

Languages Yeti

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Mountain Hide. Critical hits against Hrúgr become normal hits unless the attack is adamantite.

Frigid Bulk. Whenever Hrúgr is hit by a weapon attack, each creature within 5 ft. of it takes 5 cold damage as shards of rime crack off its body.

Magic Resistance. Advantage on saving throws against spells and magical effects.

Unstoppable. Hrúgr can use 10 ft. of movement to end the grappled, restrained, or paralyzed condition on itself.

ACTIONS

Multiattack. Hrúgr makes three attacks: two Claws and one Gore, or one Claw and one Hurling Smash.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 9) slashing damage + 10 (3d6) cold damage.

Gore. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage. If the target is Large or

smaller, it must succeed on a DC 23 Strength saving throw or be knocked prone and restrained as it is frozen to the ground until the end of its next turn.

Hurling Smash. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. *Hit:* 31 (5d10 + 6) bludgeoning damage. If the target is a creature, it must make a DC 23 Strength saving throw or be knocked prone.

Avalanche Roar (Recharge 5–6). Hrúgr unleashes a roar that shakes the air. Each creature within 60 ft. must make a DC 20 Constitution saving throw: On a failed save the target takes 45 (10d8 + 22) and 22 (5d8) cold damage and is pushed back 20 ft. On a success, the target takes half damage and is not pushed. Creatures that fail by 5 or more are knocked prone and stunned until the end of their next turn.

BONUS ACTIONS

Horri-fying Glare. As a bonus action, Hrúgr can force a creature it can see within 30 ft. to make a DC 18 Wisdom saving throw. On a failure, the creature is paralyzed with fear until the start of the Hrúgr's next turn. A creature that succeeds is immune to this ability for 24 hours.

REACTIONS

Cold Reprisal. When the Hrúgr is hit by a melee attack, it can unleash a burst of freezing wind. The attacker takes 14 (4d6) cold damage and must succeed on a DC 20 Constitution saving throw or have its speed halved until the end of its next turn.

LEGENDARY ACTIONS

Hrúgr gets 3 legendary actions, used at the end of other creatures' turns. Each has one use until all legendary actions are reset.

Move. Move up to half its speed.

Claw Attack. Make one Claw attack.

Icy Pulse (Costs 2 Actions). Each creature within 10 ft. takes 10 (3d6) cold damage and must succeed on a DC 20 Con save or have disadvantage on attack rolls until the end of its next turn.

Frozen Smash (Costs 3 Actions). Make one Gore attack.



Behind the Screen at Conventions:

A Dungeon Master's Reality (cont)

By GetOffMacCloud



Strangers make the best adventuring parties, mostly because they have nothing to lose and no long-term reputation to maintain. One moment they're awkwardly introducing themselves, the next they're bickering over who gets the cursed dagger or plotting to seduce a gelatinous cube. I've watched groups bond faster in a four-hour slot than some home tables manage in a year. Something about the time limit sharpens the connection. People throw themselves into role-play because there's no social history to navigate. And in that pressure cooker, the alchemy kicks in: a rogue who's never met the cleric suddenly stands between her and a monster twice his size. A timid new player finds their voice. A table of adults cheers like teenagers when they land a clutch crit. For a brief window, they're not strangers, they're a party.

Of course, the clock is always the real antagonist. Schedules

don't care about your narrative pacing. You have exactly four hours to welcome the players, run the intro, the investigation, at least two combats, the climax, and the resolution where you have to tie all the loose threads together into closure. It's a sprint disguised as storytelling. You learn to cut encounters on the fly, trim dialogue, and quietly "forget" a lair action or two if the fight's dragging. And when the final scene lands at minute 3:59, the applause feels earned, because you pulled off a minor miracle, or at least prevented a disaster.

Preparing for such an event is wholly different than prepping for a session on your home table. Your players are unknown variables whose play style is a mystery to you. Your table comforts and understanding are gone with the looming presence of the unfamiliarity you feel. Not to mention, the adventure is usually one that was built by the game company hosting the event, often pared down into a format that sacrifices story exposition for

time limitations. If home games teach you patience, convention games teach you triage. You have about ten minutes to read each player and figure out how to give them a moment that matters. And when you do, when the shy player solves the puzzle or the tactician pulls off a brilliant maneuver, it's worth every mental cartwheel you had to execute. That's the magic of conventions: you're not just running a session—you're helping to grow the community.

In that aspect, home games and convention play are exactly the same thing. There's something addictive about handing your world to a table of strangers and watching them shape it. I find as much joy in convention player 2 conspiring with player 3 fifteen minutes into the session as I do with one of my home groups working together to solve a puzzle or finally hit their tactical stride in combat.

(cont on page 24)



Dreamstory pt 2
By Tora @
CoffeeAndDragonsRPG

"Nathaniel, I am scared" Alisha said softly "I do not want to die, but I do not want the children to die as well." Nathaniel nodded, "No one wants to die, everyone wants to live. Many of my friends whom I fought with during the war had died to protect our kingdom. We all talked about our plans yet deep down we all knew it was possible that we would never make it home. We accepted that during any battle we would die."

"My father was one of those who did not return home from the war. I have always felt that he died bravely in what he believed in." She said with a tear running down her cheek

"Many men who fought died bravely. I never saw a man who did not." He said trailing off on a memory of the war. "Are you ok?" she asked

"Yes, sorry, just a few memories," he said softly, then looked at Alisha. "Let me ask you a question that my Captain would ask recruits: would you lay your life down for others who could not fight?" he asked She sat there with a puzzled look on her face as the color started to drain in fright, but then he saw that look in her eye, he saw it on the battlefield when someone who has chosen to fight and die.

"That is my answer as well," he said softly, "My life for yours and the little ones. I just needed to know if you felt the same way."

"Why?" She asked as a wave of relief washed over her "I have no family, I have no wife, no kids to call my own.



I have always been one step away from meeting the Mistress of Shadows. I feel now is my time to meet her." He said looking into the dark shadows, seeing all his comrades waiting for him. Someone from the other side of the room yelled sharply "To hell with you Sir, I know you. You would not pay a single gold piece to my family that you offer. You nobles always think that you can buy your way out of anything!"

The children and Alisha moved closer to Nathaniel. He could feel them shake with fear. When he looked down, he saw a little red-headed girl in a ragged burlap dress, looking up at him with teared filled green eyes. "I do not want to go meet my mommy," she said softly Alisha picked her up and held her closely and whispered, "Do not worry, Nathaniel and I will not let anyone hurt you." He looked at Alisha and nodded in agreement. "What is your name, little one?" She just shrugged her shoulders, "Most just called me girl or sack. I do not remember the name my mommy gave me." "Would you like to have a name?" Alisha asked

(cont on page 26)

The Mandurlorians

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Behind the Screen at Conventions: A Dungeon Master's Reality (cont)

By GetOffMacCloud

Fantasy Grounds Con was a blast. I ran The Crypt of Kelemvor for a party of five. The event was far from flawless, but then again, all of them are... even GenCon. The staff were amazing at organizing the setup, scheduling, and logistics of the event. There were Pathfinder 1E/2E, Castles & Crusades, D&D 2 - 5E games all around. The Discord call was buzzing in anticipation of what the big announcement was going to be from the CEO of Fantasy Grounds. The tables were announced on Warhorn.com, players signed up, and surprisingly, everyone showed up. They were all excited to play, even if one of the players had never used Fantasy Grounds before and another didn't even know how to install it. But in the end, we overcame obstacles and had a great time.

I highly recommend either DMing or playing in a game at a convention. It's something everyone who partakes in this hobby should do at least once. It's the lifeblood of what has kept this game alive over the last five decades and ties all of us together in some kind of unspoken consortium. As a DM, the rule is the same in the end: the secret is simple: you don't control the table, you guide it. As a player, you get in the game, quickly learn your character, and prepare to hang on for a wild ride and make friends. This, not evocation, necromancy, nor chronomancy, is the best kind of magic our hobby has.



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What Bourbons in The Dragon's Cupboard

By Papa Sparkles

Another Bourbon that should be near the top of any Dungeon Master's list is Maker's Mark Private Selection, Batch of Honor Deployment #002, which is an amazing Bourbon Whiskey created with hand-selected wood staves.

Maker's Mark Private Selection is an exceptional barrel-finishing experience from the famous Kentucky bourbon distillery. In this process, fully matured Maker's Mark, usually at cask strength of about 110-120 proof, gets an exciting upgrade by adding 10 specially chosen wooden staves into the barrel. This finishing step, inspired by Maker's 46, helps create personalized flavor profiles—whether sweet, spicy, oaky, or fruity—that suit the preferences of individuals, groups, or organizations. These bottles are often produced as limited editions, aren't chill-filtered, and are

bottled at higher proofs, making them wonderful.

"Batch of Honor Deployment 002" is a specific, very limited-edition Private Selection batch curated to **honor military service members, veterans, or a particular deployment** (possibly tied to U.S. armed forces initiatives).

Flavor Profile: Notes of red fruit, caramel, vanilla, oak, and baked apple from the base bourbon, amplified by stave choices such as seared French oak for spice and depth or American oak for sweetness. Deployment-themed batches often lean toward bold, robust finishes to evoke resilience and warmth.

Cont on pg 28

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KS FOR WARRIORS



Dreamstory pt 2 (cont)
By Tora @
CoffeeAndDragonsRPG



"You want to give me a name?" she asked with her eyes wide.

"Yes, you should have a name. How about Poppy?" Alisha asked

"I am not sure, what does it mean?" she asked

"Poppy is a flower that with vibrant color and loves to dance in the breeze in the grassy meadows," Nathaniel said. "There is a place not far from where I was last at that had a large meadow and I spent the day there relaxing and enjoying the day"

"Poppy, I like it my name. Poppy!" she said with a singsong voice.

Out of the corner of his eyes he saw the rest of the children look at her with disgust.

One of the girls whispered to the older boy, "Great now she has a name, why don't she die already?"

Nathaniel shook his head. He remembered what it was like to live on the streets. I am sure to them, she was just a tag-along and someone to get in the way. He knew she would not make the winter if she were still alone. "Was I lucky to find a group who protected each other?" he thought to himself

After a long, tense day of murmurs and verbal arguments, things began to settle down and eventually everyone started to drop off to sleep. Nathaniel found a place to lay against the wall, closed his eyes and started to relax. Old habits from being in the army he learned to sleep lightly and track all the sounds and talking around him.



He heard a couple of the children close by making a deal that they would send the brat to be killed before them, she was useless. Nathaniel just shook his head, remembering the family that was formed to take care of everyone, protecting them from the gangs or slavers. It was one of the reasons he joined the army, it was so he could take care of them all. When he woke up in the morning to the sound of fighting Alisha was snuggled up next to him with Poppy sound asleep. There was a table filled with food again in the middle of the room and there were fights over it. He saw a couple of the little boys that were with him up there with the others eating as much as they could, only thinking of themselves. Nathaniel pulls out some more bread from the other day and shared it with poppy and Alisha. It was not much but it would stave off the hunger that was building. It was a bit later in the day when he heard moaning and people being sick. As he thought this time the food was bad. He could smell the rot from here. He remembered that smell from his youth and while in the army.

(cont on page 28)


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Chill Vibes
for
Campaign Prep

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on
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What Bourbons in The Dragon's Cupboard (cont)

By Papa Sparkles

- **Proof and Availability:** 110.6 proof, released in small runs (e.g., 100-300 bottles). It might be available through the military exchanges, distilleries, or select retailers like Total Wine, but as a 2025-era batch, check current stock online (it's going to be difficult).
- **Background and Purpose:** Maker's Mark has a history of honor-focused releases, such as collaborations with the LEE Initiative's community Batch (started in 2020 to support service industry workers during COVID, with proceeds aiding relief efforts).
- **Other Private Selections** with similar Stave Profiles and Proof may be very similar to this batch, so a comparison of the staves with available bottles in your area may render a similar experience to this specific 002 batch.



The stave profile of this batch is (three Baked American, four seared French Cuvée, one Roasted French Mendicant, and two Toasted French Spice) with a release date of May 2024. I recommend tasting it neat or secondarily, with a splash of water. Cheers to those it honors!

This Dragon became familiar with this wonderful juice when RPG Sidebar member GRIM GRIXIS gifted me this selection. I praise its smoothness and subtlety, with no harsh burn or peat, with a "consistently smooth with a nice balance of wheated spice" and ideal for neat sipping or in this case, as a gift. It's a great bourbon, and if you get a chance to taste a dram or two, don't pass it up!



SHATTERED
OBELISK



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Dreamstory pt 2(cont)
By Tora @
CoffeeAndDragonsRPG



Alisha tried to go help them, but Nathaniel stopped her and shook his head no. Alisha was about ready to protest when one of them yelled, "Just throw the useless little girl to be sacrificed so we can live!" Alisha's eyes went wide, and she sat down, pulling Poppy closely and trying to shield her from the others. "You would give up another life so easily just to save your own?" Nathaniel asked with a sharp tone of authority and demanding respect, where a few flinched at his words. "Why not? She is too small to make it. She should just die so there is more for the rest of us," one of the other children said, and the rest nodded in agreement. Poppy started to cry and bury her head in Alisha's shoulder. Alisha held her tight and started to rock slowly to calm her down, and Nathaniel just looked at them with a piercing glare, a look filled with anger. "Leave," he barked in a tone of someone with authority. They started to say something to Alisha, but stopped when they saw her pointing away from us. "You heard him you little beasts," she hissed. They slowly crawled away from them but keeping their distance from the other groups. Nathaniel then turned around and kneeled down next to them and asked softly, "Poppy, are you ok?" She nodded her head slowly and asked, "You are not going to give me up, are you?" "No, I would not give you up, do not worry about that." He said to chase away her fears. He turned and looked at Alisha. "I have been hearing everyone else talk during the night. I think they are going to force one of the children to be sacrificed." He said "Are you going to" was all she asked before he shook his head yes.

He started to move away, but she stopped him, "Can you wait before you do? There is something I want to give you." She said shyly. He gave her a confused look. She smiled softly, "I have never kissed a man before, and here you are, ready to die for me. I want to give you my first kiss." "Do not waste it on me, I am no one, a forgotten soldier, an old street rat with no home and nothing to leave behind," he said as his heart skipped a beat. "You will not be forgotten, I will remember you, I want to know that I was the last woman you kissed before you died," she said. Poppy turned and hugged him tight. "I do not want Alisha to be sad, I want you to stay with us" she cried. "I wish I could, little one, but I want to make sure you will have a long life, with Alisha." He said.



So she moved me up a grade because I wasn't fitting in, so now I'm even more not fitting in. I was getting good grades, you know, like all A's. So my mom says, "You need stimulation" and I go, "No, I'm stimulated enough right now." So she says, "Uh-uh. You don't have a challenge. You need a challenge." So now I'm challenged, all right. I'm challenged enough to hold on to my lunch money because all the big mooses want to pound me because I'm a shrumpy dork who thinks he's smarter than them. But I don't think I'm really smarter, I just do the stupid homework. If everyone else just did the stupid homework, they could move up a grade and get pounded too. Is there any more coffee?

By OldManGeras



Title: Adeptus Titanicus: Dominus

Publisher: Membrane Studios

Released: 2021

Amount of time played thus far: 1 hour

Estimated time to finish: 6-8 hours

NOTE: This is no longer available on the Steam Marketplace and must be purchased via 3rd Party Vendors.

tl/dr: -=[03/10]=- Ignore the Warhammer theme - it doesn't save this mess. But cut-scenes look and sound nice.

From the publisher: Adeptus Titanicus: Dominus, the 3D turn-based strategy PC game adaptation of Games Workshop's Titan Legions tabletop game, puts you in control of the greatest weapons available to the Imperium of Man, the mighty Titans of the Adeptus Titanicus!

Story: In the grim darkness of the far future, there is only war... and far too many meetings about it. Guns go brrrrr.. Mecha guns go BRRRR!!! And their layers go pew Pew PEW! Or zzzzztttt! There you go, that's the story. I mean, allegedly there's more to it in this game, but all you need to know is you are going to get into your mech and shoot at everything that moves. I don't know. You're made of metal... but you have feelings. And you think about things.

Art Style: Well, it's mechs shooting lasers and guns... and glitches and blocks and bad explosions, and... well, you get it. Keep him in a cage. Until you feel sorry for him and set him free... in the house. You remember the raccoon, Hogarth? I remember the raccoon. Models are all pretty basic, absolutely nothing that stands out and makes you go 'Oh wow, I'm glad I suffer through the gameplay!'. Some good scenes outside of gameplay, but you're not buying this for the cut-scenes. I'm not saying this game is

bad, but I've seen early access games that looked better.

Gameplay: In the game, you get to control Titans from 8 different factions (4 loyalists to the Dead Emperor, 4 traitors to Earth) and go on better missions, and you can choose between a skirmish mode or fixed scenarios. Start the mission and blast away. Sometimes you hit... sometimes.. Mainly you'll be moving, then stop and start shooting. Then move again before stopping to shoot. That being said, you can move and shoot, but then your chances of hitting something drop dramatically. Because you're a monster. And where are you? The junkyard. Of course! Food for the metal eater. I wouldn't worry about this, Hogarth. It isn't really happening. This is only... a bad dream.

Steam Deck: Just, no. Stop. Can it run on it? Well, sure, maybe with lots of tweaking. You'll likely need Proton Experimental, but on the small screen, with the small hitbox, why are you doing this to yourself and to the deck.

Audio: Well, yes, there's audio. Some people might even leave it turned on. I wouldn't, but hey, you do you. You know what generic explosions and gunfire sound like? Cool, you won't be disappointed. And you know that expectation of mechs moving about? Yup, that's there too. So while it's not great, I have heard worse. What saves it from going full-mute is the voice acting. At least that sounds decent. Do you talk? You know, words, "Blah, blah, blah" like that? Can you do that? Blah, blah, blah.

Achievements: 43 of these are waiting for you, but with multiplayer no longer available as the game is not being supported, impossible to get 100% legit on the game. Majority of them are story-related (as long as you get victories in the missions) so not very difficult to get.

Value: Currently only available on 3rd-Party marketplaces as this game is no longer available for purchase on Steam. That means exorbitant price gouging (least expensive was \$70USD) in those marketplaces. Is it worth it? Oh heck no. Not even close. Even on it's lowest price on Steam of \$7, I wouldn't have recommended it. (cont on page 31)



Spatchcock Turkey And Stuffing

By Brad Harris

This spatchcock turkey with stuffing is a simple, flavor-packed way to get a juicy holiday bird and a pan of richly seasoned stuffing all in one go. The turkey roasts directly on top of a bed of hearty bread, vegetables, and herbs, letting every drop of those savory drippings soak into the stuffing as it cooks.

Why You Will Love This Turkey Recipe

This method gives you an incredibly juicy turkey and a pan of stuffing that tastes like it soaked up every bit of the holiday. Spatchcocking helps the bird cook faster and more evenly, and placing it directly on top of the stuffing lets the bread absorb all those rich pan drippings as it roasts.

It also lets you use *all* the stuffing at once—everything is tucked under the turkey, so every bite gets that deep, savory flavor without needing a separate dish.

When the turkey comes off to rest, the stuffing goes back into the oven for a quick finish—just long enough to set, dry slightly, or crisp to your liking. It's an easy, impressive, deeply flavorful way to serve a full Thanksgiving centerpiece with minimal fuss and only one pan.



Prepare the Turkey

Spatchcock the turkey by removing the backbone and pressing firmly on the breastbone so it lays completely flat. Pat it very dry with paper towels. Combine the dry-brine mixture in a spice grinder (kosher salt, pepper, poultry seasoning, garlic powder, onion powder) and rub it all over the bird—top and bottom. Cover tightly with plastic wrap and refrigerate for 24–48 hours. After brining, remove the plastic wrap and refrigerate the turkey uncovered overnight to allow the skin to dry out.



Toast the Bread and Prep the Stuffing Base

Preheat your oven to 250°F. Cut 1½ pounds of sturdy bread (like ciabatta) into ½-inch cubes and spread them across two baking sheets. Bake for 45–50 minutes, stirring halfway through, until the cubes are dried but not browned. Transfer to a large bowl and drizzle with ½ cup chicken stock.



(cont on pg 32)



Review - Adeptus Titanicus: Dominus

CONT.



Let's break it down:

-=[3/10]=-

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



Spatchcock Turkey And Stuffing

By Brad Harris



Cook the Vegetables

Melt four tablespoons of butter in a skillet over medium-low heat. Add 1½ cups diced onion and six finely diced celery ribs. Sauté for 10 minutes, until softened and sweated, not browned. Add the chopped parsley, sage, thyme, kosher salt, and black pepper. Cook for an additional 1-2 minutes.



Roast the Turkey

Roast at 350°F for about 2 hours (or roughly 1 hour per 6 pounds for a spatchcocked turkey at this temperature). About 1 hour in, baste with 1 tablespoon melted butter. If any part of the turkey or exposed stuffing browns too quickly, cover those areas with foil — including the legs, corners, or sides.

Cook until the breast reaches about 162°F and the thighs reach 175-180°F.

The turkey will rise about 5 degrees as it rests, finishing at the perfect 165°F without drying out.



Combine the Stuffing

Add the cooked vegetable mixture to the bowl of bread. Toss until everything is fully combined and evenly moistened.



Shape the Stuffing Base & Add the Turkey

Increase oven temperature to 350°F. Line a large baking sheet with foil. Shape the stuffing into a tight square or rectangle that roughly matches the footprint of your flattened turkey. Place the spatchcocked turkey on top, skin-side up, pressing gently to ensure full contact.



Rest the Turkey & Finish the Stuffing

Transfer the turkey to a cutting board to rest for 20-30 minutes. Stir the stuffing on the baking sheet and return it to the oven for 20-30 minutes, depending on how moist or crisp you like it.



(Cont on page 00)

A New Dm Joining Our Tables

With a new campaign from
him coming in January
Lets get to know DM Jim



Greetings, all!

My name is Jim, and I go by the screen name of DMGeezerjim. I am delighted and thankful for the opportunity to be included in the monthly newsletter going forward - thanks for the warm welcome! I figure the best way to get into contributing to this awesome project is to write a bit about myself and my background in gaming...

I started gaming in 1983; my father bought me the basic rules boxed set, the 1st edition AD&D handbook, and the 1e Monster manual for Christmas at the tender age of eleven. Obviously, I had zero idea what I was doing when we first played, nor did I have a clue as to how much the hobby would dig in. From that point forward, I became a forever DM/GM, and I have been playing D&D since 1983 (eight long editions ago). I have also played Star Frontiers, Gamma World, Traveller, Twilight 2000, Cyberpunk 2020, Battletech, Star Fleet Battles, and far too many Avalon Hill war games. I am also an avid PC gamer and spend probably too many hours clicking about; I am an...avid gamer.

I am currently hosting a Twitch stream, Tuesdays-Fridays, from 11 am until 1 pm US CST. We spend 2 hours a day chatting about D&D and other TTRPGs; we review content and discuss all aspects of the game. I am also a paid DM at a local gaming shop; I am currently maintaining 11 monthly campaigns with about 60 players at any given time (about 21 sessions a month). I love the game, and love the hobby, and I enjoy sharing the 50 years' worth of lore and content with all of my players.

I hope to accomplish a few things with these articles. First, I want to take a look at the lore and published history of some of the iconic personalities that are part of the D&D world, such as Mordenkainen, Tasha, Elminster, and Lolth. Other articles will delve into famous (or mysterious) locations, such as the Tomb of Horrors, the nation of Furyondy in Greyhawk, the Witch Kingdom of Vaasa, and even Undermountain. Occasionally, we will take a journey into the Outer Planes via the Cosmic Wheel, as we delve into Planescape lore and cosmology.

Secondly, I am hoping to convey some of my experience to our fellow players and GMs. I would like to offer up some advice and ideas for day-in, day-out gameplay. From a look at economics, sociology, politics, and alignment in regards to world building, through advice on spell and rules interpretations, to considerations for your session zero and eventual TPKs, I hope to provide something useful to everyone.

Thanks for joining me, and I am looking forward to sharing lots of information as we go along. Please note that while I won't go as far as footnotes and hyperlinks, I will share a list of published works that I refer to for these articles; I always encourage folks to go to the source when you can - read the (insert term here) manual!

DMGeezerjim, aka...Jim

**Click the Icon
to him twitch channel**



Spatchcock Turkey And Stuffing (cont)

By Brad Harris

Crisp the Stuffing to Your Liking

Spread the stuffing out to expose more edges. Bake:

- 20 minutes + moist, soft-centered stuffing
- 30 minutes + drier stuffing with crisp, golden edges



Carve & Serve
Carve the turkey and serve it with the hot stuffing.



This turkey is absolutely on-the-charts good. The meat stays tender and juicy, the skin turns perfectly crisp, and the stuffing underneath becomes a rich, savory dream soaked in turkey drippings. It's one of those recipes where everyone at the table goes back for "just one more bite." Make it once, and it might just become your new Thanksgiving tradition.



For the Full Recipe card click the Icon



Tips

- Dry brine for deeper flavor. A full 24–48 hours uncovered in the fridge gives you crispier skin and better seasoning throughout the meat. Even 12 hours makes a difference if you're short on time.

- Use a sturdy bread for stuffing. Ciabatta, sourdough, or French bread hold up best to the turkey drippings without turning mushy.

- Toast the bread fully. If the cubes aren't dried enough, the stuffing can get soggy. They should feel firm and lightly crisp before mixing.

- Sweat the vegetables—don't brown them. Medium-low heat lets the onion and celery soften without caramelizing, keeping the stuffing flavor classic and savory.

- Shape the stuffing to match the turkey. A tight square or rectangle ensures even coverage under the bird so all the drippings soak in.

- Keep foil handy. If the legs, wing tips, or exposed stuffing corners start browning too fast, cover them. You can tent the whole turkey for the last 20–30 minutes once it reaches the color you want.

- Check temps in multiple spots. Use an instant-read thermometer in the thickest part of the breast and thigh to avoid over- or undercooking.

Imperial
Magpies
Tuesdays
8pm CST
Live
On
Twitch
www.twitch.tv/sparkles_mandy

CHATTERED
OBELISK
Thursday
5pm CST
Live on twitch

Random Rants w/Mandur

Lets Talk "Tis the Season"!

This was such a fun year, and I am so thankful for all of you! I was blessed to be able to send out over 22 packages to try and express how grateful I am for you! We don't all agree on everything; we all see the world differently, but I wouldn't want a day without you in it.

I was looking at all these packages, and I am not going to lie, I cried. So many friends, so many laughs. I was so glad I could send something for the holiday season. They were honestly shipped off with all the hopes and well wishes for the coming year I could.



When I made our Christmas Shipping form, I didn't know who all would take the time to fill it out. I was so glad you all took the time.

Holidays are such a wonderful time, and I know for some it is a difficult time, but it gives us a chance to lean on one another. Looking at what we have done together, I truly feel like we can do anything if we put our mind to it.

We have people of all walks of life, ages ranging from 10 (our still youngest writers guild member) to 65 years old! That to me is so amazing, and I couldn't be prouder.

In our DMs alone we have over 50+ years of accumulated knowledge in Dungeons and Dragons

We have gained over 300 new followers to our channel and have had marked growth across all of our socials

We are over halfway to monetization on our YouTube channel

As of just November, we have had over 700 THOUSAND, yes, I said Thousand live watched mins on Twitch for the year of 2025, which means we had over 13 thousand hours watched live!

Love you all so much ,and I know we are going to do some amazing things in 2026!

w/love
Mandy

