



Issue #1
June 2024

Olver Maid Inn

Tales from the Tavern

Magazine



RICHARD WHITTERS 2024



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Summer 2024

by

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Special Thanks



I extend heartfelt thanks to those who form the pillars of my journey:

To my Family, whose unwavering support fuels my every endeavor. To my Partner, whose selflessness in taking over home responsibilities has enabled me to chase wild dreams. To my 6-year-old Son, whose honest critiques push me to excel in my art, no matter how harsh they may seem.

A special tribute to Gary Gygax and Dave Arneson, the masterminds behind Dungeons & Dragons, whose visionary creation has transcended generations, shaping a hobby that spans every corner of our community. Whether you're a Critter, a member of the BROSr, an advocate of OSR, or even a Sparkle Troll or represent any other corner of our hobby, their legacy should continue to be celebrated and cherished in the games we enjoy today. Their pioneering spirit and boundless imagination have left an indelible mark on tabletop gaming, inspiring creativity, camaraderie, and countless epic adventures for players around the world. As we roll the dice and embark on new quests, let us remember the giants upon whose shoulders we stand, and may their legacy inspire generations of gamers to come.

And to every individual who has lent a hand, offered encouragement, and stood by me through every twist and turn—I am forever grateful for your unwavering belief in my journey.

Together, we forge ahead, fueled by passion and supported by the kindness of those who believe in the power of dreams.



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A word from Creators

Let me begin with a heartfelt expression of gratitude. Thank you immensely for taking the time to download this magazine. Your support means the world to me. From the depths of my imagination, I embarked on the exhilarating journey of creating Tales from the Tavern, a magazine dedicated to exploring my beloved hobby.

This publication is my homage to the vibrant community of enthusiasts who immerse themselves in the realms of TTRPG games, board games, war games, and the captivating genres of fantasy and sci-fi literature. Within this vast universe, there exists a multitude of remarkable content creators whose dedication knows no bounds. Tales from the Tavern was conceived with the purpose of showcasing their extraordinary talent, for that is the essence of our mission.

It's worth noting that this magazine will always remain freely accessible to all, perpetually. In a landscape often marred by controversy and division, our sanctuary, the Elven Maid Inn, stands as a bastion of tranquility. Here, within these pages, we transcend the political fray, transcending the boundaries of ideology and prejudice. There is no right or left, no discrimination or hatred—only a space where creators can unabashedly share their craft and connect with a audience.

I sincerely hope that you find joy and inspiration within the pages of this magazine. Your continued support and engagement mean everything to us. Please know that you're always welcome to return to our humble tavern whenever you desire. Here's to many more adventures together in the future!

K.B.



From Hero to Villain: The Tragic Arc of Dungeons & Dragons Paladins



Among TTRPG social media, we constantly have a sparse group topics that re-circulate every few months. Of these topics, there is one that keeps boggling me: Evil Paladins. I do not wish to poke the hornet's nest, but instead to try to understand why there is an issue with Evil Paladins and why people are so passionate about it. We can see a clear line between support and hate for the Evil Paladins concept. This line is often related to the version of Dungeons & Dragons the person is playing. Those whose preferred system is older than 4th Edition usually tend to side against this concept. While those that play 4th and 5th Editions are usually in favor of it. This perfectly corresponds with the approach each version of D&D has treated Paladins. To better understand this disagreement, let's start with the historical meaning of the word 'paladin' and see where that will take us.

The word 'paladin' has a historical meaning. It came from the Latin word *palatium* and is tightly related to the legend of Romulus and Remus, two legendary founders of Rome. Palatine Hill – known in Latin as *Palatium* – was a hill where Romulus and

Remus were abandoned and raised by a She-Wolf. The word itself has two meanings: Imperial and Palace. Later, *Palatium* was used to describe an Imperial Official. The word was adopted in both French and Italian and picked various meanings, eventually making its way to the English Language as *paladin*.

The first use of the word *paladin* in regards to knights can be traced to the 12th century "*chanson de geste*," an Old French song of heroic deeds, part of the "*Matter of France*" a literature about legendary and heroic deeds in French history. It tells the story of Charlemagne and his Twelve Knights. Charlemagne was a Historical figure. He was King of the Franks from 768, King of the Lombards from 774, and Emperor of the Carolingian Empire from 800. His twelve Peers, legendary knights, were the foremost members of Charlemagne's court in the 8th century and were called paladins. The most famous member of the paladins was Roland, and the most famous literature about Charlemagne's Court is "*The Song of Roland*," written between 1050 and 1115, which narrates the heroic death of Roland at the Battle

of Roncevaux Pass. What is interesting is that the death of Roland can be attributed to another knight of Charlemagne named Ganelon, who betrayed the court and joined Saracens.

You can draw a lot of parallels between the Knights of Charlemagne and the Legend of King Arthur and the Knights of the Round Table. The Knights of the Round Table were the legendary knights of the fellowship of King Arthur that first appeared in the Matter of Britain literature in the mid-12th century. The knights were an order dedicated to ensuring the peace of Arthur's kingdom following an early warring period, entrusted in later years to undergo a mystical quest for the Holy Grail. The Round Table at which they meet is a symbol of the equality of its members, who range from sovereign royals to minor nobles.

The title of Paladin was revived in the early modern period for the closest retainers of a monarch. Thus, the leaders of armies supporting the Protestant Frederick V in the Thirty Years' War were named Paladins. This title was used informally of the closest confidants of the German Emperor. Thus, Die Gartenlaube in 1871 named Albrecht von Roon, Otto von Bismarck, and Helmuth Karl Bernhard von Moltke as The Three Paladins of the German Emperor. Similarly, British generals Garnet Wolseley and Frederick Roberts have been dubbed Queen Victoria's Paladins. Following this template, Adolf Hitler used to refer to Hermann Göring as his Paladin.

During the Medieval Era, a knight was a person granted an honorary title of knighthood by a head of state (including the pope) or representative for service to the monarch, the church, or the country, especially in a military ability. In the Early Middle Ages in Europe, knighthood was conferred upon mounted warriors. During the High Middle Ages, knighthood was considered a class of petty nobility. By the Late Middle



Ages, the rank had become associated with the ideals of chivalry, a code of conduct for the perfect courtly Christian Warrior. Paladins of Charlemagne were all Knights; therefore, the word Paladin is intertwined with Knight and comes with a heritage of the ideals of chivalry, a code of conduct for the perfect courtly Christian - God warrior. Considering Paladins were the greatest of the Knights, those features were intensified, making them examples to follow, at least in literature and tales.

Now, knowing the historical background of the word Paladin, without taking into consideration the modern Fantasy and Dungeons & Dragons – could Paladins be evil? The answer is not as simple as we think because there is no simple definition of the word evil. Paladins had traitors among them in the person of Ganelon; this could be considered an act of evil, but such behavior would consequently lead to revoking the title of Knight and Paladin from Ganelon. This title was granted to him by the King of Franks, and the King of Franks can take that title away if he wishes to, so he would lose the right to call himself a Knight and a Paladin. And then we have the example of Hermann Göring, who we judge through the lens of historical facts and crimes committed by the Third Reich.

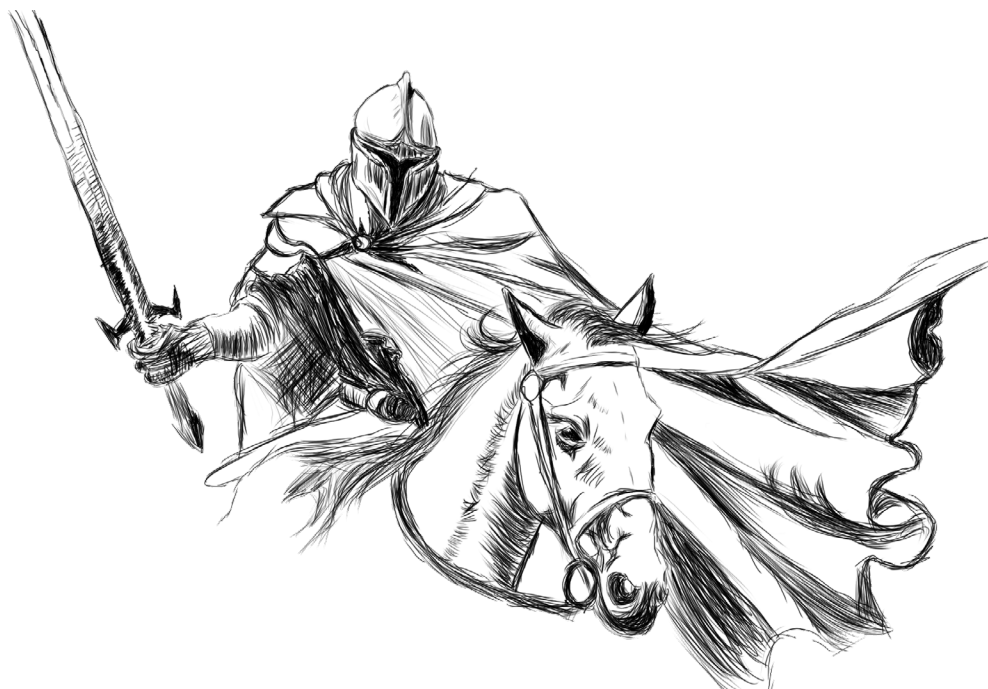
We can all agree that he was not exactly the Paladin we want to see, yet he did hold that title, granted to him by the leader of the Third Reich. We can all agree on the fact that he would be classified as an Evil Paladin.

The title Paladin came back to common language in the 20th century as paladins have become a trope in modern fantasy. A paladin character class was first introduced in 1975 for Dungeons & Dragons in Supplement I – Greyhawk. The Dungeons & Dragons character class was reportedly inspired by the protagonist of the 1962 fantasy novel “Three Hearts and Three Lions,” which was itself a pastiche of various elements of medieval and post-medieval legend, including elements of the Matter of France and inherited traits of the Medieval version of Paladin. They are associated with ideals of chivalry, a code of conduct, and are depicted as champions of God. In Dungeons & Dragons in Supplement I – Greyhawk, Gary Gygax and Rob Kuntz describe Paladins as:

“Charisma scores of 17 or greater by fighters indicate the possibility of paladin status 1F

THEY ARE LAWFUL from the commencement of play for that character. If such fighters elect to, they can then become paladins, always doing lawful deeds, for any chaotic act will immediately revoke the status of paladin, and it can never be regained. The paladin has a number of very powerful aids in his continual seeking for good... ”

As we can see in this brief description, a fighter could only become a paladin if they were lawful, and this was printed in capital letters, showing how important that fact was. Not only that, soon after, we have this statement: “for any chaotic act will immediately revoke the status of paladin, and it can never be regained.” There was no redemption for a paladin. If you ever committed an evil deed, you lost all benefits of being a paladin, no exceptions. It is important to note that back then the alignment system was completely different; we had 3 alignments: Law, Neutral, and Chaos. Some may argue that this leaves room for interpretation, but if read closer, the description of the subclass states: “The paladin has several very powerful aids in his continual



seeking for good” – That shows Paladins were seeking good, not evil.

It is worth noting that Paladin was not a separate class; it was a subclass of Fighting Man, similar to 1977 Advanced Dungeons & Dragons where Paladin Sub-Class was part of the Player’s Handbook. Like Supplement I, the AD&D Paladins have a set of conditions that needed to be followed:

“A paladin character is a fighter subclass, but unlike normal fighters, all paladins must begin as lawful good in alignment and always remain lawful good or absolutely lose all of the special powers which are given to them.” Followed by: “Law and good deeds are the meat and drink of paladins. If they ever knowingly perform an act which is chaotic in nature, they must seek a high level (7th or above) cleric of lawful good alignment, confess their sin, and do penance as prescribed by the cleric. If a paladin should ever knowingly and willingly perform an evil act, he or she loses the status of paladinhood immediately and irrevocably. All benefits are then lost, and no deed or magic can restore the character to paladinhood; he or she is ever after a fighter.”



Again we are being told that Paladins need to be lawful good and any chaotic act can cause them to lose their Paladin

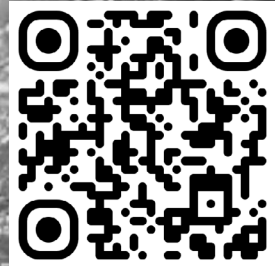
powers forever, but this time we have a small window of redemption if the act committed by the Paladin was not made willingly; they need to confess their sins and atone for them. At this point, we can all agree, Gary Gygax’s vision for Paladins was very straightforward, a subclass that was inspired by Legendary Knights of Justice, their only reason to venture into dangers was the pure purpose of helping others and fighting Evil and Chaos. To underline that purpose, there is one more quote from AD&D PHB I would like to bring:

“They will never retain wealth, keeping only sufficient treasures to support themselves in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle.”

Paladins were not fighting Evil to gain riches; they only took enough to sustain themselves and their followers. This is the vision of the Champion of Good, not a Champion of God mind you. Not even once in Supplement I Greyhawk or AD&D Player Handbook Paladins were associated with Gods.

During many conversations regarding Evil Paladins, many people bring Anti-Paladin from 1980 Dragon magazine issue #39 as examples of corrupted Paladins, and yes there is an article describing an NPC that is a champion of Chaos and Evil created by George Laking and Tim Mesford, but the Anti-Paladin was never published outside of magazine in any AD&D Book. With today’s wording, we could call it a Homebrew NPC and probably nothing more. Dragon Magazine came back with the idea of Paladins not always being good in 1986 Issue #106 in an Article by Christopher Wood, A Plethora of Paladins, where he introduced seven paladin NPC classes, each with a different alignment. Neutral Good Myrikan, Chaotic Good Garath, Lawful Neutral Lyan, Neutral Paramander, Chaotic Neutral Fantra, Lawful Evil Illrigger, and Neutral Evil Arrikan. The

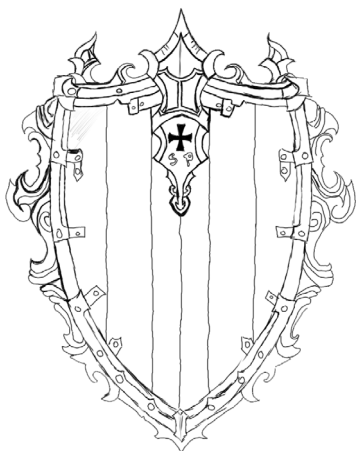
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article also explains that “Players cannot use paladins other than the lawful good ones, but NPCs may be encountered who are of every other sort.” And “Use of these classes as player characters is not recommended, as they have not been play-tested for balance and tend to duplicate powers from existing classes.” Dragon Magazine was only place where that idea was published, and it felt more like a homebrew, especially when it was not even play tested. That being said, back during the TSR era people were toying with the idea of Evil Paladins.



1989 brought us a new edition of AD&D, Advanced Dungeons & Dragons 2nd edition, and the paladin concept has not changed at all. Gary Gygax and TSR refuse to listen to voices about the possibility of paladins being evil; let's have a glance at the wording used in the AD&D 2nd edition Player's Handbook.

“The paladin is a noble and heroic warrior, the symbol of all that is right and true in the world. As such, he has high ideals that he must maintain at all times. Throughout legend and history, there are many heroes who could be called paladins: Roland and the 12 Peers of Charlemagne, Sir Lancelot, Sir Gawain, and Sir Galahad are all examples of the class. However, many brave and heroic soldiers have

tried and failed to live up to the ideals of the paladin. It is not an easy task!”

And followed by:

“If a paladin should ever knowingly and willingly perform an evil act, he loses the status of paladinhood immediately and irrevocably.”

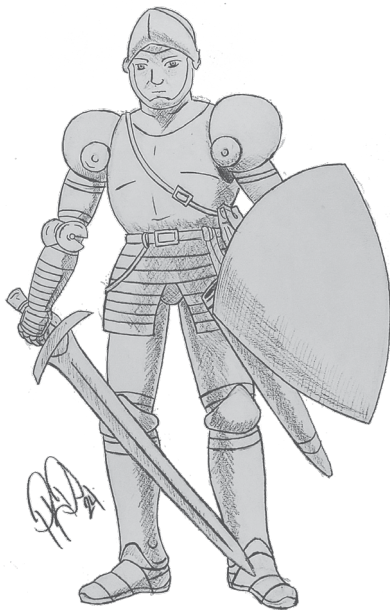
“If the paladin commits an evil act while enchanted or controlled by magic, he loses his paladin status until he can atone for the deed. This loss of status means the character loses all his special abilities and essentially functions as a fighter (without weapon specialization) of the same level. Regaining his status undoubtedly requires completion of some dangerous quest or important mission to once again prove his worth and assuage his own guilt. He gains no experience prior to or during the course of this mission and regains his standing as a paladin only upon completing the quest.”

It is still worth noting that paladin is a sub-class of Fighter. That was the case during the Gary Gygax and TSR era, that changes with the 1997 Wizard of the Coast acquisition. In 2000 3rd Edition of Dungeons and Dragons was released, ditching “Advanced” from name was not the only change they made. Paladins this time were promoted to a full-fledged class. Let's have a quick look at what the 3rd Edition Player handbook says about paladins.

“The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.”

"Alignment: Paladins must be lawful good, and they lose their divine powers if they deviate from that alignment. Additionally, paladins swear to follow a code of conduct that is in line with lawfulness and goodness."

With the change of the guard, the core concept of Paladins remained the same, they were supposed to be champions of good and justice. That changed with Dungeon Master's Guide for the 3rd Edition of Dungeon and Dragons and introduction of Blackguard. Although separated from Paladin Class, it was clearly an adaptation of the paladin concept to Evil and Chaos. This is the first time where official "Trinity Books" have introduced such a concept to players and Game Masters. However, it was the 4th Edition of Dungeons and Dragons that went all-in on concepts of Evil Paladins, and in the description of Paladin class clearly stated:



Artr by **Patrick Dwyer (@SketchasaurR)**

"As fervent crusaders in their chosen cause, paladins must choose a deity. Paladins choose a specific faith to serve, as well as an alignment."

You must choose an alignment identical to the alignment of your patron deity; a paladin of a good deity must be good, a paladin of a lawful good deity must be lawful good, and a paladin of an unaligned deity must be unaligned. Evil and chaotic evil paladins do exist in the world, but they are almost always villains, not player characters."

For the first time in the history of Dungeons & Dragons, a paladin was allowed to be evil. As you probably guessed, fans who grew up on old AD&D were not necessarily happy about it; they felt that it was very disrespectful towards Gary Gygax and his legacy. The 4th edition is considered the worst entry in D&D History by many fans, and Wizard of the Coast quickly started working on the 5th Edition of the popular TTRPG. Here is something that boggles my mind; the Player Handbook is very inconsistent regarding paladins. It seems that at the late stage of development someone decided to change its concept and add an extra subclass just before the material went to print. Let's have a look at what the Player Handbook says about paladins:

"A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk. Different paladins focus on various aspects of the cause of righteousness, but all are bound by the oaths that grant them power to do their sacred work."

The Paladins are back on the right track; they uphold Justice and Righteousness; they stand with the Good things against Darkness. However, one of the subclasses, Oath of Vengeance, completely contradicts what was said about paladins.

"The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter

helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice."

"Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment."

This 'fanatical' behavior brings grey morality to the table; it allows players to sneak by the morality of choices by simple blind devotion to vengeance where the means to achieve their goals outweigh Justice and Righteousness, a path that often in fiction leads to true evil villains. Superman from Injustice could be an excellent example of such a path, but that is not all; the Dungeon Master's Guide from the 5th Edition also introduced the concept of Oathbreaker. A subclass designed initially for NPC as stated in the book was quickly adapted by players. A paladin who broke his oaths yet retains his powers. A choice to play an evil paladin right there.

As we can see with a look into the history of D&D, the paladin evolved from sub-class that punished evil actions by stripping them of their powers to simply making an evil paladin a reality. Hopefully, you can see a simple reason "Old School Players" can't accept the concept of evil paladins while newer players who joined D&D during the 4th and 5th editions are more likely to accept such a concept. My personal opinion is I share the sentiment of Old School players; Paladins should stay Champions of Good and Justice. I do understand that a Champion of God should not be only Good;

Good Gods don't have a monopoly to have their own knights. I do believe that a mistake was made in the 3rd Edition when paladin became a full-fledged class, and the problem was not in the class itself, but rather in the name 'Paladin'. If the class was called Champion or Knight, there would be no conversation about whatever it can or can't be evil.

What WotC should do about it? I don't believe they will want to do anything about it in the first place; even when players are fighting they are talking about D&D that generates noise on the internet and people are talking about D&D, that alone is making WotC happy, so they will not really change anything. If I oversaw D&D, I would change the name of the class to "Squire", and then at level 3 you could pick a subclass, based on what you pick the subclass would be called Paladin, Black Guard, Crusader, etc. It would make much more sense historically and would respect the legacy of the Paladin Sub-Class. But I am not, and I am counting days when "Carousel" will bring back conversation about Evil Paladins once again...

TTRPG Word Search Riddle

N	I	D	A	L	A	P	L	T	C	I	G	A	M
E	V	I	T	A	I	T	I	N	I	T	N	N	A
S	E	I	C	T	D	N	C	I	I	H	O	E	S
O	P	G	R	R	G	U	H	L	I	I	G	C	W
N	Q	E	Y	I	I	E	N	N	G	E	A	R	O
O	G	U	A	G	D	T	C	G	I	F	R	O	R
I	O	D	E	R	A	N	I	N	E	Y	D	M	D
T	B	R	W	S	O	X	I	C	D	O	O	A	A
A	L	O	N	I	T	S	E	I	A	H	N	N	G
C	I	W	T	I	D	W	A	R	F	L	I	C	G
O	N	O	R	A	C	I	O	R	E	H	T	Y	E
V	P	P	R	O	F	I	C	I	E	N	C	Y	R
E	L	L	I	B	M	N	O	S	E	N	R	A	E
O	H	T	L	A	E	T	S	C	I	R	E	L	C

- POTION
- DUNGEON
- DAGGER
- PROFICIENCY
- GOBLIN
- CLERIC
- SPEAR
- CRITICAL
- PALADIN
- NECROMANCY
- INITIATIVE
- LICH
- MAGIC
- EVOCATION
- ARNESON
- STEALTH
- DWARF
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- QUEST
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Interview with Tony Garcia, Creator of Dystopian Dawn

Elven Maid Inn: To celebrate the first issue of “The Elven Maid’s: Tales from the Tavern Magazine,” we’ve had the pleasure of reaching out to our friend and fellow creator for an interview. Let’s extend a warm welcome to Tony Garcia, the mastermind behind the post-apocalyptic TTRPG, Dystopian Dawn. Thank you for joining us, Tony. Firstly, could you share a bit about yourself? What TTRPGs do you typically play, and is there one that holds a special place in your heart?

Tony Garcia: Hi and thanks for contacting me, always a pleasure. I’ve been gaming since 1980, so there are a few that I’ll always cherish. GURPS 3e became a staple for me and my groups since the mid-90s. The flexibility to run any genre with one system was very appealing. On a personal level, Marvel TSR, TMNT, and AD&D (1st ed) will always be near and dear for me.

EMI: What drove you to create a completely new TTRPG system? Designing a system from scratch seems like a monumental task compared to crafting content for existing systems like 5e or Open D6. Can you take us back to your thought process during that time?

Tony Garcia: Funny enough, it started as a dare. Whenever we’d play different systems, I always ended up making “house rules” to streamline processes. One day a gamer bud of mine said “since you’re always making other stuff better, why not make your own game?”. I had no answer. But the gauntlet was thrown, so I dove into creator mode. The first few versions had different names and were tossed. I wanted to create something

unique, that was the biggest challenge.

EMI: Let's delve into Dystopian Dawn. What distinguishes it from other TTRPG systems? Could you give us a brief overview of its setting and themes?

Tony Garcia: Fun and flexibility are built in to the core. For one thing, it covers multiple genres – Sci-Fi, Fantasy, and Post Apocalypse all at the same time. The core mechanics are simple with plenty of options for “crunchy” to free flow gaming styles.

Dystopian Dawn is set 500 years after the world ended. While technology was gone, Magic returned to the land. Humanity only crawled back to the surface within the past few generations and found a new world full of Magic, Mutants, danger, and wonder.

Exploration & survival is the main theme. No one really knows how the world ended. There are theories and hints, but the mystery remains. Beneath your adventuring feet lies the skeletal remains of the time before.

The Player's Guide provided a “common” perception of history. The Game Master's Guide provides the truth – with plenty of room for GMs to insert their own lore.

EMI: What inspired the creation of the post-apocalyptic world within Dystopian Dawn? How do you go about constructing such intricate settings in your TTRPG creations?

Tony Garcia: Trial and error! My first version was called “Kaos” – catchy, right? Haha It was very crunchy and detailed, but at the end... it was just another Sword & Sorcery game. I didn't want to just make another D&D, I wanted to create something NEW. I thought about all of the genres that captured my imagination through the years, and in the end decided to smash them all together.

I enjoy writing, and have a few published non-rpg books out there. So, I sat down and started scribbling all sorts of ideas. Most I tossed. Then it hit me – sci-fi + fantasy in the post apocalypse. This hadn't been done and it combined my love of all the old books, comics, movies, and shows that I grew up with.

EMI: On the mechanics side, could you provide insights into the unique game mechanics and rules of Dystopian Dawn?

Tony Garcia: At its core, it is a d20 system with target Feat Rolls. The lower you roll, the better. And every roll actually matters. All Skills, Psionics, and especially Magic are customizable to fit your character. No two PCs will ever be the same. Everything is tied back to your Attributes, so there are also no useless stats. All Skills, for example, fall under a specific Attribute.

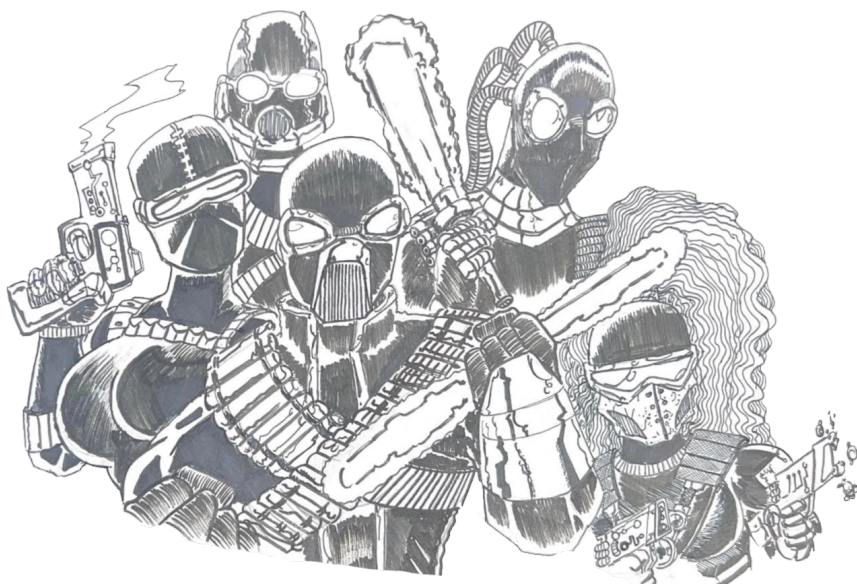
The character creation system combines dice rolling with point spending, for the best of both worlds. I also include a set of “Evolution” tables in the beginning – these add to your character and actually build your backstory. Three sentences for the player to build on or to use “as is”.

The most unique aspect is the Magic system. The player creates their spells by combining Effects. There is no list of spells. There is a framework for building spells. The player

mixes and matches their abilities and lets their imagination do the rest.

EMI: Were there any significant influences from literature, film, or other sources that shaped the creation of Dystopian Dawn?

Tony Garcia: So many! Literary works of Edgar Rice Burroughs, Robert E. Howard, Michael Moorcock, Robert Asprin – the list goes on. Comics like Kamandi and shows like Thundarr the Barbarian and Thundercats had obvious inspiration. Movies like Planet of the Apes, Logan's Run, Omega Man, and Soylent Green all played a part, too.



Art by Ken Bowden @ArtsyKenB

EMI: Do you have any memorable moments or anecdotes from playtesting or running sessions of Dystopian Dawn that you could share with us?

Tony Garcia: The first time I ran Dystopian Dawn at a convention last year, I was terrified. I mean, it is nerve wracking to put years of work out there for anyone to see and critique. Within the first hour, all of that melted away and I just became the GM for a game. The first session was slotted for 3 hours, but the table stayed for nearly 6 hours and some of the players returned the next day to play in another adventure.

Everyone enjoyed MY game. That was the greatest moment. I'd made something that everyone who played, had fun with.

The worst anecdote was during the initial play test – a year before the game launched. Oh it was a mess! Character creation took forever and the Magic system was quickly exploited and ruined. I learned a LOT from those early sessions. I scrubbed, streamlined, and balanced until I came up with the right mix. A year of play testing proved that.

EMI: You've been quite active on the convention circuit this year, having attended RinCon and running games at various other conventions, as well as at your local comic/

THE POST
APOCALYPTIC
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Dystopian Dawn : 2526

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What is Dystopian Dawn?

Dystopian Dawn is a **Fantasy** AND **Sci-Fi** Role Playing Game (RPG) set in the post apocalypse.

The world as we know it ended.

500+ years in the future, a new world is reborn atop the skeleton of the planet we know today. It is a land of **Magic** and **Mutations**. A land where mythology meets machine and swords and sorcery meets technology.

Explore this new world as one of six **Character Types** — *Barbarian, Druid, Engineer, Mutant, Scoundrel, or Wizard.*

With easy to learn and flexible mechanics, Dystopian Dawn is great for beginners and grognard gamers alike!

At the Core (Mechanics)

- d20 system (with all the other dice, too!)
- **Feat Roll** system for (almost) everything
- Customizable **Magic & Psionics** system
- Flexible **XP** system
- Default **Skill** level system

What's it like?

It's like *Fallout & Borderlands* meets *Skyrim*! It's like that other “**DD**” game but with guns, cars, & **Mutants**!

FUN Character Creation

Dystopian Dawn combines dice rolling & point spending for the best of both worlds. With **Evolution** tables to help create your backstory!

The Books!

Player's Guide

Game Master's Guide

Multiple Source & Adventure Books!

Would You Like to Know More?

Email - fracturedbrainstudios@gmail.com

Twitter - [@Dystopian_Dawn](https://twitter.com/Dystopian_Dawn)

Check out the Fractured Brain Studios store on Giant Slayers RPG!

<https://giantslayergames.com>



game shop. Are there any upcoming conventions where people can join your game?.

Tony Garcia: I took Dystopian Dawn to three conventions last year - Phoenix Fan Fusion, Tucson Comic Con, and RinCon. I also ran a few games at a local comic and game shop. I plan to run a table/booth at RinCon and Tucson ComicCon again this year.

My Discord handle is thetony2420 and I run games on the Dystopian Dawn channel. I plan to run some games later on Guilded, too. My current games are a mix of in-person and online.

EMI: I really want ask about the the art in your book, it has a distinctive style that evokes the nostalgia of old-school TTRPG sourcebooks like AD&D or Star Wars D6. Was that the aesthetic you were aiming for?

Tony Garcia: Yes, my intent was for all of the art to have that “old school” vibe from the 1980s. It is what drew me into gaming way back when. I plan for all of the books to have that same retro style. I want people to feel the nostalgia and return to gaming for the sheer fun of it.

I also make a point of hiring artists and showcasing them. I like to use as many of the same talent on each book as their schedules permit. While I like AI generated art for background pieces while running a game, and think it is neat, I will not use it in my books. It costs me more to make the books, but the community feeling is worth it. That, and my daughter is an artist and she'd never forgive me if I used AI, haha.

EMI: For aspiring TTRPG creators, what advice would you offer them as they embark on developing their own systems or settings?

Tony Garcia: Don't be afraid. Do it. Above all else, never think that your first draft (or even second) is your best work. Play test the system to death, especially with people you don't know. Take the feedback, good or bad, and improve. Never take it personally. To quote Clint Eastwood “improvise and adapt”.

EMI: How many books are currently available for Dystopian Dawn, and where can interested readers purchase them?

Tony Garcia: I just launched the new source and adventure book, Time Warped. It is the 5th book in the Dystopian Dawn library. I also have GM and Player Screens as well as cool dice sets.



Artr by Roman @SOulafein

EMI: Looking ahead, are there any future plans or expansions in store for Dystopian Dawn?

Tony Garcia: Yes. My plan for 2024 is to complete the six source adventure (some call them campaign) books. Each book covers a key area of the known world. With each book,

I expand the lore, locations, creatures, skills, and more.

Danger Zone is set in The Nether, Secrets of Sacred Mountain covers an unexplored tri-Territory area and is steeped in Native American lore, Time Warped covers the mysteries of the Mutants in Paradisium. The next book (I'm already drafting) has a working title of "Cowboys & Mutants" and delves into the Alamex and New Rome territories.

After that, a book for Summerica involving Vikings & Robots, one for Haven centered on a great cross-country death race – Cannonball Run style, and the final book will focus on New Rome and their plans for dominance through sorcery and science.

Once the six source adventure books are done, I plan to release a boxed set with all eight of the books and new core cover art for the core. After that, I have plans for two more "world" books – Dystopian Myths and Dystopian Space.

Dystopian Myths will cover Europe and will be heavily Fae oriented. Using old world lore, I plan to create a new continent with new Nationalities and Magic.

In Dystopian Space, I plan to tackle the idea of colonizers who escaped the end of the world and terraformed Mars. This one will be much more sci-fi oriented, obviously.

EMI: Finally, Tony, we'd like to give you an opportunity to convince our readers why they should consider purchasing Dystopian Dawn.

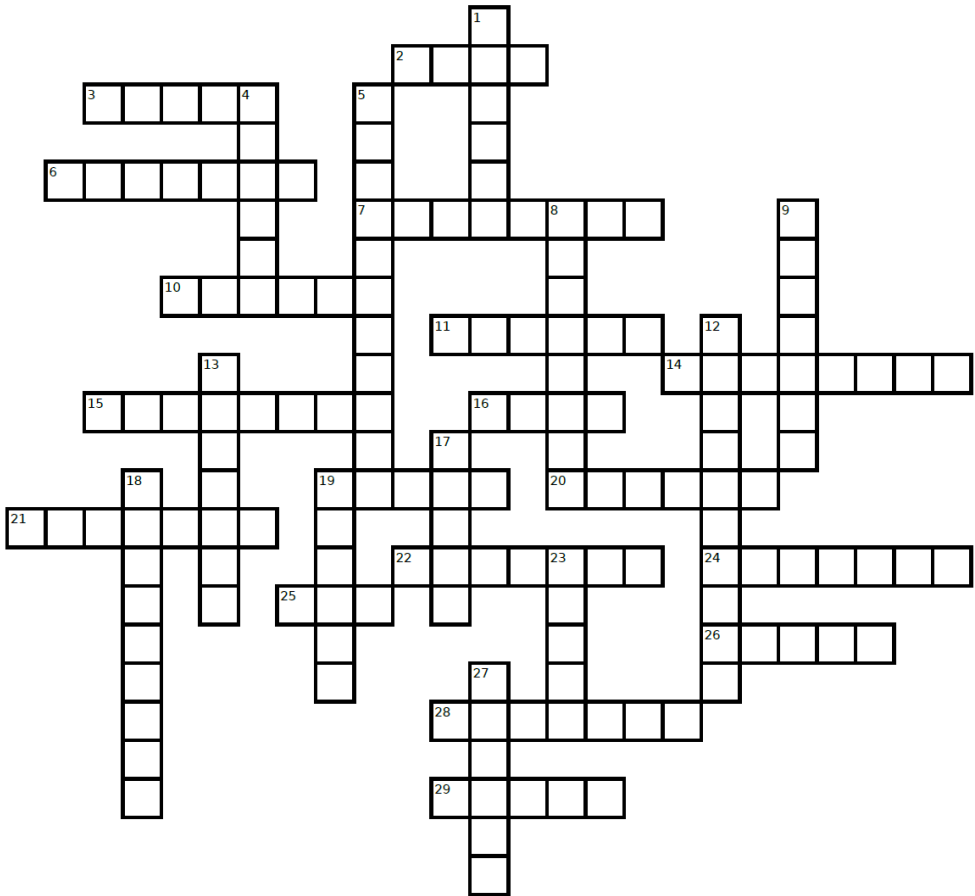
Tony Garcia: First and foremost, Dystopian Dawn is fun. The game captures the nostalgia of "old school" games while introducing a modern streamlined set of mechanics. Unlike many games, Dystopian Dawn has flexibility at its core. The rules are simple and the books are written with narrative flow in mind. I want people to enjoy reading the books.

My goal is to foster a community of people from all walks, gathered together to have a good time. I was an awkward outsider, like most RPGers, when I was first introduced to gaming. Lately, I see too much fighting and attacking amongst creators, and I want to bring back that era of the nerd; where it didn't matter what you believed in, or your various preferences, an era where we all just want to escape into a wonderful world of imagination.

From a small company perspective - I hire and promote indie artists for all of the books and look forward to people one day writing their own Dystopian Dawn adventures. And yes, I plan for a simple agreement with no tricks!

Right now the books are available direct from me through my LLC, Fractured Brain Studios and online at Giant Slayer RPG. I'm currently running games in person and on Discord, with plans to run them on Guilded, too.

TTRPG Crosswords



Down:

1. Reanimated corpses driven by dark magic or necromancy.
4. Fortified structures often serving as the seat of power for nobility.
5. Skill or expertise in a particular weapon, tool, or activity.
8. Term used to describe the more complex rules of D&D, used in 1st and 2nd Edition.
9. Underground complexes filled with traps, monsters, and treasure.
12. School of magic dealing with death, undeath, and manipulating souls.
13. Undead creatures that feed on the blood of the living to sustain themselves.
17. Supernatural force harnessed through spells

Across:

2. Dark elves known for their cunning and cruelty in the Underdark.
3. Shapeshifting creatures that disguise themselves as mundane objects.
6. Genre characterized by imaginative worlds, creatures, and magic.
7. Iconic spell unleashing a destructive burst of flame upon enemies.
10. Devout servants of gods, wielding divine magic to heal and smite.
11. Learned spellcasters who study arcane magic and cast spells from books.
14. Humans cursed to transform into wolf-like creatures under the full moon.
15. Stealthy killers trained to eliminate targets with precision strikes.
16. Undead spellcasters who achieved

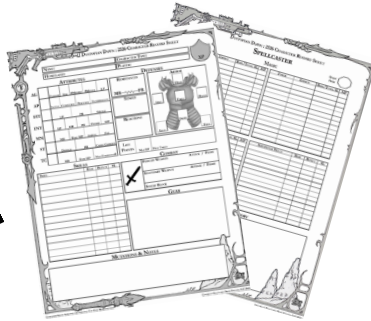
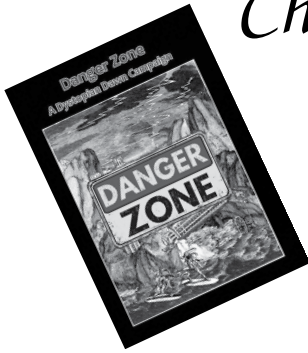
- 18. Underground burial chambers often filled with undead or hidden treasures.
- 19. Small, sneaky creatures often found in tribes or serving larger evil entities.
- 23. Large and regenerative monsters vulnerable to fire and acid.
- 27. Social hubs where adventurers gather to rest, drink, and hear rumors.
- immortality through dark rituals.
- 19. Co-creator of Dungeons & Dragons, laying the groundwork for the game.
- 20. Majestic and fearsome creatures often hoarding treasure in their lairs.
- 21. Holy warriors sworn to uphold justice and righteousness.
- 22. Martial combatants trained in a variety of weapons and tactics.
- 24. Vengeful warriors driven by a thirst for justice or revenge.
- 25. Graceful and long-lived beings with a deep connection to nature and magic.
- 26. Malevolent magical affliction causing misfortune or suffering.
- 28. Individuals who gain magical powers through pacts with otherworldly beings.
- 29. Malevolent entities from the Abyss, embodying chaos and destruction.

EMI Facts!

Did you know? Succubi are beings of darkness, born from the nightmares of mortals and the depths of the Abyss. They ain't your ordinary demons, no sir. These fiends take pleasure in seducing folk, whispering sweet lies and promises of desire 'til they've drained the very life from their victims. And watch out, 'cause they can change their shape quicker than you can blink, making 'em even trickier to spot. Oh, and here's a tidbit for ya: succubi are always female. If you come across a male counterpart, that'd be an incubus, but those are a whole different kettle of fish.



Dystopian Dawn: Character Creation



Character creation is one of my favorite parts of playing Tabletop Role-Playing Games. Developing a character's personality, backstory, rolling dice, and picking a class is always exciting and fun. During the AD&D Era, people would gather together for the first session of the campaign, roll dice, and discuss who would play which character based on stats and party needs. The class was chosen, and the game began. In modern times, a lot has changed. Younger players usually come up with character concepts ahead of the first session, often referred to as "session 0". These groups may lack specific roles that were essential in AD&D. We can find groups without a Rogue or Cleric, but with the forgiving nature of the 5th edition, parties can forego specific roles without punishment, especially considering that many modern Game Masters, or Dungeon Masters in D&D, often go easy on players.

And here comes Dystopian Dawn, a system created by Tony Garcia, that takes character creation and turns it upside down, creating something really fun, exciting, and, as far as I know, unique. Tony was extremely generous to me and provided me with a PDF of the Player Handbook of Dystopian Dawn, allowing players from my group to create characters using the Dystopian Dawn ruleset — they had a blast doing it. Today, I

wish to walk you, my reader, through creating a character using the Dystopian Dawn ruleset, and maybe pique your interest in this amazing Independent TTRPG System.

Straight away, forget about bringing the concept of a character while playing Dystopian Dawn, as this system will create the background of your character for you. So until that's done, it is really hard to come up with an idea of a character. But for the sake of this article, let's say I want to play a Cute Scholar Lady from a noble and wealthy family. Due to the random aspect associated with growing up in an irradiated future, this concept may be difficult, though not impossible.

Dystopian Dawn, like many other TTRPGs, has attributes, but they differ from what you can find in D&D. The seven primary attributes are as follows:

Agility (AG) - The Agility attribute refers to the character's overall hand-eye coordination and manual dexterity.

Appeal (APP) - The Appeal attribute reflects the measure of attractiveness and/or charm that the character has. Appeal affects interaction/appreciation related skills.

Fitness (FIT) - The Fitness attribute re-

flects the character’s overall physical health.

Intellect (INT) - The Intellect attribute refers to the character’s general intelligence and capacity for learning.

Mana (MN) - The Mana attribute determines how much the character is attuned with nature, mystical ley-lines, and serves as a measure of magical power that they can channel. Mana is the power behind Natural Magic.

Strength (ST) - The Strength attribute is a measure of raw physical power. It determines just how much weight a character can lift and move, and the base damage they can inflict with melee weapons. Most melee combat skills are based on Strength.

Technology [Tech] (TC) - The Tech attribute represents the character’s ability to understand, repair, create, and modify equipment and machines. It correlates to all craft related skills and is the power behind Technomancy Magic.

Armed with that knowledge, we can start creating a character. The first step is picking their Nationality, similar to picking a race in D&D, each Nationality will modify your abilities. Dystopian dawn only allows us to play humans but that might change in upcoming expansions. In the Player’s Guide, we have 6 nations to pick from: Alamex, Haven, New Rome, Paradisium, Summerica, and The Nether. After reading about each nation, I decided that my character would be part of New Rome – so my Fitness will get a +1 Bonus, but my Mana will suffer a -1 penalty.

The second step is rolling stats, and here is the first innovation compared to D&D – All our stats have a base of 4 and cannot exceed a value of 10, but with time it can rise up to 20 with gathering experience. We will roll 3d6 to determine how much Attribute Pool we will have. I rolled 1, 5, and 5 –

totalling 11. My initial concept was to have a Scholar character, so we will allocate points to Intellect, and I want to be cute and charismatic, so I will add points to Appeal.

Agility	4 + 0	4
Appeal	4 + 4	8
Fitness	4 + 2 + 1	7
Intellect	4 + 4	8
Mana	4 + 0 - 1	6
Strength	4 + 0	4
Tech	4 + 1	5



Artr by Dmitry Ivanov

My mana is Low-average, so the chances of me being a Mage are low, but let’s see what awaits us in step 3. Spoiler alert Fun!

The third step is something that made me happy; the randomness of creating a character is exciting. We will be rolling random Evolution Tables to determine our Birth, Childhood, and Preadolescent stages. There is one Birth Table that will determine if we will roll next in either the Wild Table or Civil Table, determining if we were raised in the Wilderness or in Civilization. Each table asks you to roll 2d6, and here is how the Birth Table looks like:

Birth Table (2d6)

Roll	Description	Result
2	You were found in a basket drifting on a river...	+1 FIT +1 MN Roll on Wild Table 1
3	Your mother birthed you on the battlefield...	+2 ST Roll on Wild Table 1
4	You were stolen at birth...	+2 APP Roll on Civil Table 1
5	You were born with a twin you killed it...	+1 ST -1 APP Roll on Civil Table 1
6	You were separated from your twin at birth...	+1 INT Roll on Civil Table 1
7	You were born into a loving family...	+1 APP Roll on Civil Table 1
8	You were abandoned in The Nethers...	+1 FIT +1d4 Mutations Roll on Wild Table 1
9	Your mother died in childbirth...	+1 TECH or MN Roll on Wild Table 1
10	Your mother was killed by raiders while birthing...	+1 FIT Roll on Wild Table 1
11	Found choking on your cord by Mutants...	+1 INT Roll on Wild Table 1
12	<i>Your Choice — choose one from above</i>	<i>Based on choice</i>

My Birth Table roll was 1 and 4, totalling 5. Rolling a 5 on the table results in “You were born with a twin you killed it...” – Yaiks! This grants me +1 Strength and -1 Appeal. Next, I will be rolling on Civil Table 1 to determine my Childhood. Unfortunately, my luck isn’t good, as my roll was 10. A 10 on Civil Table 1 states: “Beaten by bullies until you began to grow...” This grants me +2 Strength, +2 Fitness, -2 Appeal, and -2 Technology. As you can see, my Cute Scholar concept is slowly going down the drain. But let’s keep going; we will roll on Civil Table 2. I rolled a 7, which states: “You learned that stealing is easier than making.” This grants me +1 Agility, +1 Appeal, and 1d6 SP – SP being Skill Points. So with all those modifiers, our Character Abilities look as follows:

Agility	4+1	5
Appeal	8-1-2+1	6
Fitness	7+2	9
Intellect	8	8
Mana	3	3
Strength	4+1+2	7
Tech	5-2	3

And we also have 5 Skill points. Additionally, there is a nice table at the bottom called Attribute Level Examples, which shows how good our stats are in comparison to standard Humans.

Attribute Level Examples

Attribute	1-3	4-6	7-10	11-14	15-18	19-20
<i>Agility</i>	Crippled	AVERAGE	Athletic	Fleet-Footed	Dynamic	SUPER HUMAN
<i>Appeal</i>	Hideous		Charming	Beautiful	Stunning	
<i>Fitness</i>	Sickly		Healthy	Hardy	Vigorous	
<i>Intellect</i>	Dim-Witted		Clever	Bright	Genius	
<i>Mana</i>	Oblivious		Aware	Attuned	Connected	
<i>Strength</i>	Feeble		Brawny	Strong	Hulking	
<i>Tech</i>	Inept		Capable	Adept	Master	

Agility	5	Average
Appeal	6	Average
Fitness	9	Healthy
Intellect	8	Clever
Mana	3	Oblivious
Strength	7	Brawny
Tech	3	Inept

Now we are ready to pick our classes. There are 6 classes available to us in the Players Guide: Barbarian, Druid, Engineer, Mutant, Scoundrel, and Wizard. Some characters require minimum Abilities to be picked. For instance, the Wizard requires a minimum INT of 8 and TECH of 7, while the Druid requires a minimum INT of 8 and MN of 7. Scoundrel, Mutant (unless Psionic), and Barbarian have no attribute requirements, and those are the only options we could pick. We are so close to

Psionic (Minimum 9), but Mutant could give us a chance to play as an Elf. You know what, let's do it! Let's play Mutant!

Picking Mutants requires rolling the Random Mutation Table, which is 1d100. Let's see if I could potentially play Elf, so let's roll... Well... I won't be playing Elf, but I will be playing Kitsune! Rolling a 57 grants me an "Animalistic Feature of Player Choice," so my character has a fox tail and fox ears! There is no way I am picking anything other than that!

There is a bit more to Character Creation, so after all that, we have to take modifiers to our Abilities based on our rolls. For instance, our Mana of 3 will prevent us from using Magic Items, and Fae/Animal Reaction we have +1. At the same time, our Fitness of 9 will grant us +1d6 Life Points (Hit Points) and +1 Physical Resistance, while a Strength of 7 will give us +1 Melee Damage, +1 Physical Resistance, and a carrying capacity of 175 lbs.

Appeal (APP) Table

Level	Initial Reaction Bonus	Commercial Bonus	Persuasion Bonus	Interrogation Bonus
1	Cannot learn APP based skills; +2 Reaction penalty			
2-3	Cannot learn APP based skills; +1 Reaction penalty			
4-6	NO BONUS OR PENALTY			
7	-1	0	0	0
8	-1	-1	-1	+1
9	-2	-1	-1	+1
10	-2	-2	-2	+1
11	-3	-2	-2	+2
12	-3	-2	-3	+2
13	-4	-3	-3	+2
14	-4	-3	-4	+3
15	-5	-3	-4	+3
16	-5	-4	-4	+3
17	-6	-4	-5	+4
18	-6	-4	-5	+4
19	-7	-5	-6	+5
20	-8	-6	-7	+6

Reaction Bonus — Apply the adjustment to the die roll on the applicable *Reaction Table(s)*.

With all that, our character is nearly ready, we still need to distribute our skill points. I ended up with 26 points in total (3d6+10 is the base for skill points and I did receive 1d6 from Civil Table 2), I have spent over an hour trying to match my skills to the character I wanted, I wanted my Kitsune to be a person of mystical allure so Communication and Musician were my first choices, I topped it with Alchemy and Doctor so I could use poisons, unfortunately, my Mana skill is quite low but I wanted to Recognize Plant, entire skill system could require its article.

To sum it up, have we managed to create a Cute Scholar Lady who was a Noble and came from a wealthy family? No. Instead, our character's backstory is this:



Art by **Dmitry Ivanov**

“A mother gave birth to twins, one of them had a severe genetic mutation—a fox tail and ears. Complications during birth caused by this unusual mutation led to the death of the second twin. The surviving child was quickly cast away and forced to live on the streets of New Rome, bullied by other orphans for her looks. She was often beaten, but she grew and learned that

stealing is much easier than working. She started working as a courtesan; she was beautiful, yet her animalistic features often got in the way of finding customers.”

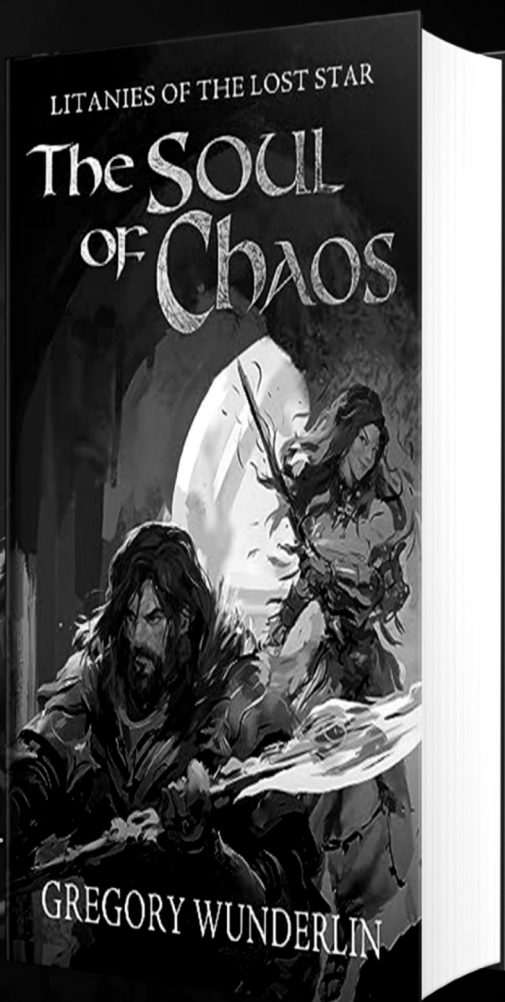
I love how my character has turned out. Before coming to this character creation process, I would have never thought about such a character. Yet here I am. Also, look at how many plot hooks the Game Master has with this simple backstory. We have the mystery of the dead twin—is he really dead? We have bullies from childhood who can come back to haunt us. We can have a mentor who taught us how to steal but now wants something in return. Not only do we have a really cool backstory, but also material for the Game Master to work with. It is amazing, fun, and promotes creativity. I simply adore it. And you should try it as well. Dystopian Dawn PDFs are available for purchase at DTRPG, Print and digital are available on the Giant Slayer Games website and you can also buy directly from Tony Garcia by contacting him via an email fracturedbrainstudios@gmail.com, hey! If you tell him that you got this email from Elven Maid Inn then you might even get a signed copy!.

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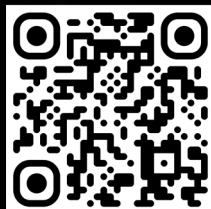
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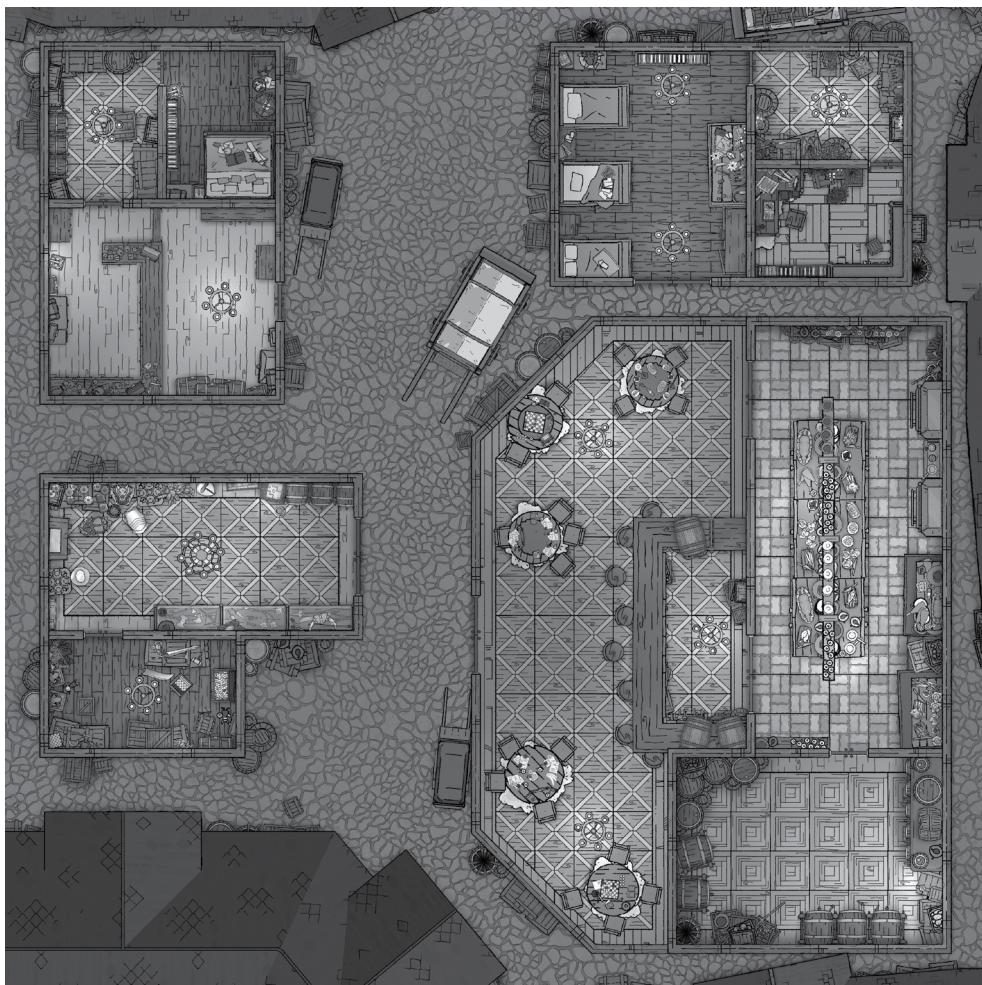
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NPC Extravaganza:



Thaddeus Blackthorn

Character Name

Human
Race

Tavern Owner
Occupation

52 years
Age

Lawful Neutral
Alignment

Character Background

Thaddeus Blackthorn, a retired adventurer once known as "Thunderclaw Thad," and his wife Isabella, decided to transition from a life of danger to a life of hospitality. After accumulating wealth from their adventurous exploits, they purchased an old tavern, transforming it into a haven for both weary travelers and locals seeking community. Thaddeus, with his imposing presence, manages the day-to-day operations, while Belle brings a touch of warmth and diplomacy to the establishment. Together, they aim to build a thriving community within the walls of their beloved tavern, safeguarding it from any threat that might jeopardize the life they've worked hard to create.

Character Personality

Thaddeus may appear grumpy at first glance, but beneath the tough exterior lies a man with a heart of gold. He values the peace and comfort of his tavern, and despite his intimidating presence, he's fiercely protective of the patrons who seek refuge within its walls. Thaddeus is not one to mince words, but those who get to know him discover a loyal and caring friend.

Character Description

When you first lay eyes on **Thaddeus Blackthorn**, the imposing figure behind the bar, you see a man of rugged demeanor. His broad shoulders and well-defined muscles hint at a life spent battling the elements. His face, weathered by time and experience, carries a perpetual scowl that might dissuade the faint of heart. A mop of salt-and-pepper hair frames his stern visage, and his blue eyes, while intense, reveal a weariness that comes from years of facing the unknown.

After successful Perception Check:

When you look closely, you notice the scar across his left cheek, a testament to the challenges he's faced. Despite his gruff exterior, there's a warmth in his eyes that contradicts the scowl. His hands, calloused from a lifetime of wielding weapons, now expertly pour drinks with a surprising gentleness. The old tavern around him bears the marks of countless stories, worn wooden tables and creaking chairs that have hosted many a tale of adventure.



Goals and Motivation

Thaddeus' primary goal is a simple one - to live an easy life in his tavern. He has no grand ambitions beyond ensuring the prosperity of his business and the well-being of his family. The tavern serves as his sanctuary, a place where he can enjoy the fruits of his labor and find solace in the routine of a peaceful life.

Fears

The grizzled tavern owner fears the prospect of losing everything he has worked so hard to build. The thought of the tavern falling into ruin, or harm befalling his family, sends shivers down his spine. It's this fear that drives him to maintain a stern exterior and take every precaution to safeguard his haven.

Notable Skills

Experienced Fighter: Thaddeus, having faced numerous challenges during his adventuring days, is an experienced and formidable fighter.
Protective Instincts: His gruff exterior hides a strong sense of protection for his tavern and family, making him quick to act when faced with threats.

Warhammer on a Budget:

Your Guide to Affordable Entry into the Hobby

By Eryk Rejner



Miniature painting and wargaming is very fun but the cost of it can be frightening. The prices of paints, brushes, various hobby tools and of course the models themselves are often the soul reason why many people interested in the IP don't delve into the miniature wargaming aspect of it. Here I will list ways to cut the costs of the hobby sometimes more than by half! Mind that my advice may be applied to other IP's not just Warhammer.

The first choice any future hobbyist must make is to choose which army to collect. I recommend you pick the one that looks the coolest to you. Once you make that choice you will need a codex for that army. Unfortunately the wargaming culture is such that you will most likely need the most up-to date codex in order to play with anybody. Fortunately you won't need to buy it full price from the local store or the webstore. How? Well this peace of advice will be repeated probably a few times more: look on e-bay (or other equivalents) for a used codex. Used codexes usually don't get damaged much and for that reason their prices don't drop significantly compared to store prices but we are trying to pinch our purse as much as possible. Once you have your codex, read it. Build an army list with the codex. Now you will know what to look for further.

So you have your a bit cheaper codex and you know what units you will need for your army. What now? Well back to e-bay again! Look for the models. The cheaper the better. Yes buy the most terribly painted models that look like a child painted them with their fingers. This is where you may reduce the cost of getting into the hobby even by 60% compared to the store price. But you don't want to play with models painted poorly by somebody else. Don't worry there is a cheap solution to that problem - paint stripping.

To strip models from paint you will need a few items: a big empty jar with a lid, an old toothbrush, rubber gloves, maybe a face mask and glasses and the secret of cheap paint stripping - the cheapest brake fluid you can find. I was surprised to hear it at first but its true. Break fluid softens the paint while not having any destructive effect on the plastic. Put your badly painted minis into the jar, pour in the break fluid until all the models are swimming and close the lid. Wait about a day and you should see the paint on the models fluffed up. You can take them out now, wear a face mask and protective glasses and use the old toothbrush to remove the paint. It should come off like dead skin from a snake. Wash the models with water and soap afterwards and there you go! They may not look like brand new plastic minis afterwards but that won't

be visible under a new coat of paint. You can keep the break fluid in the jar for one more use. After that it may lose its paint stripping power.

!!TAKE NOTE!! this method won't be good for resin models. In fact it will destroy them. To strip resin models you will unfortunately need professional paint stripping products. Unfortunately I have no experience in that so I can only recommend you avoid resin models at all costs.

You have your codex, you have your clean minis. Time to paint. You don't need to use Citadel paints or brushes. Yes they have nice colors and their brushes look real slick! But let's be real. For half of their price you can buy other paint brands that will have larger amounts of paint. Same goes for the brushes. Go to a non-GW hobby store and ask for paints and brushes. Or again look to e-bay. As a beginner you won't need that many paints. Here are the colors I recommend you start with: white, black, brown, beige, red, dark blue, green, silver, gold and one wash paint. Sadly I have found there is no good replacement when it comes to Citadel washes. Even recipes to

make home made washes don't compare in quality. But buying washes online (not from the GW webstore) can save some money. When it comes to brushes I recommend you start with three sizes: #00 size brush for the most tiny details like eyes, #2 size brush for general painting and a #5 size brush for bigger surfaces.

If you manage to buy for cheap brand new models still in sprues you can use nail clippers to cut them out. I won't recommend using a wallpaper knife to clean mold lines because they are too big for the hobby and it's too easy to cut yourself using them. A hobby knife though does not need to be Citadel branded.

And I think that's mostly it. That's how I started back in 2011 and how I mostly keep my mindset when it comes to the hobby. Over 99.9% of my models were bought second hand. My pile of shame is big but I feel much better knowing I got it all for less than 50% of what GW would make me pay.

You can follow Eryk Rejnar on X for more amazing Warhammer content: @Awennon

EMI Facts!

"Did you know? Those Sisters of Battle ain't your ordinary soldiers. They're like the Emperor's own elite force, trained since they were knee-high to a grot. They don't just fight, they believe in the Emperor, in their mission, in the whole shebang. And when they march out, they ain't messing around. Their gear? Top-notch. Their resolve? Unbreakable. And they're not just about bashing heads; they're out there, preaching the Imperial Creed, sniffing out heretics like truffles. So, next time you see those ladies in black armor, know this: they're not just warriors, they're the living embodiment of the Emperor's will, and they'll clean house on anyone who stands in their way.



Maggie's Locks Fantasia

Everyday Cantrip

for Bewitching Beauty

From the Journals of Elven Maid: took the crying girl home to her worried mom and dad.

...I dedicated years of my life to collecting spells too simple to usually be shared in Grimoires. Some were created by the whim of emotions, and others are too embarrassing to share. It was my hobby for nearly 100 years, an entire human lifespan but just a blink of an eye from the Elven perspective. One particular spell stands out, popular among the Witches of Silver Spire and Aludonia Academy—a spell that can grow and shorten hair at the caster's whim. But don't get too excited; if there's no hair to extend, this spell won't work for curing baldness.

The spell is known as “Maggie's Locks Fantasia,” named after the first person it was used on, not its creator. No one remembers the Witch who developed it, but I found this old legend in the Aludonia Library:

“Once upon a time, in a land where magic whispered in the wind, there lived a Witch who was friends with humans. She was really good at making special potions and casting spells.

One day, as she walked through a big human city, she saw something sad. A group of mean kids was teasing a girl and chopping off her hair. The Witch hurried over and scared the bullies away, but the poor girl's hair was already a mess. So, she

The girl's name was Maggie, and she was about to turn twelve, getting ready for a special ceremony. In their land, girls couldn't cut their hair before this big day because it was important to the Gods. But now, because of the bullies, Maggie's hair was ruined. The Witch worried that Maggie and her family might have to leave the city because people might treat them badly.

That night, the Witch couldn't sleep. She felt terrible for Maggie's tears. So, she decided to do something about it. She worked really hard for five days and nights to make a special spell. Just in time for the ceremony, she finished it. She was so tired she fell asleep right away.

The next day, the Witch hurried to Maggie's house. There, she saw Maggie sitting outside in her pretty white dress, still sad. But when the Witch whispered a magic spell, something amazing happened. Maggie's hair started growing longer and longer until it was even longer than before! Maggie's mom and dad couldn't believe their eyes. They thought it was a miracle and thanked the Gods.

The Witch didn't want any thanks. She quietly walked away, knowing she had done a good thing. The next day, Maggie came

to visit the Witch. She thanked her and asked if she could learn magic too, to help others. The Witch was so happy she agreed. Together, they opened a little magic shop in a secret alley. Every day, Maggie came to learn from the Witch, and soon she became a great Witch herself. But that's a story for another day."

I tried to find the "Maggie" mentioned in the legend, but the closest I found was Megara Belfiaore, a Hedmistress of Aludonia from a few centuries ago. Unfortunately, the trail ends there; Hedmistress Belafiore never mentioned her Master, and I am unable to find a connection between Miss Belafiore and Meggie from the legends.

The spell itself is intricate yet simple, with two functions: increasing and decreasing hair length. It doesn't create hair from thin air but accelerates or reverses the hair growth process, with traces of Chronomancy magic, though it's classified as transmutation magic.

The incantation for the spell is "Sylva, lunaris, in capillis mihi, In modum desiderium cordis mei" which translates to "Forest, moonlight, in my hair, Shape as the desire of my heart." The spell

also requires two magic signs and material components: a lock of the target's hair and a sprig of rosemary. This is an everyday spell. Witches from Silver Spires, often mingling with nobility, change their hair daily with it. It doesn't interfere with casting more elaborate spells, doesn't require concentration, and its effects are permanent but influenced by normal hair growth.

Maggie's Locks Fantasia

Casting Time: 1 action
Range: Touch

Components: V, S, M (a lock of the target's hair, a sprig of rosemary).

Incantation: "Sylva, lunaris, in capillis mihi, In modum desiderium cordis mei"

Description: You touch a willing creature and alter the texture, length, and style of their hair according to their desire. The spell can lengthen or shorten hair up to a maximum of double its original length or half its original length. It can also straighten or curl the hair as desired by the target. This spell does not induce hair growth on a bald scalp, nor can it alter the color of the hair.

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Interview with Dungeon Delver - Bill Silvey

Elven Maid Inn: Greetings, everyone, and welcome to today's special interview! Joining us is a true legend in the realm of tabletop role-playing games. He's the mastermind behind a popular YouTube channel dedicated to all things RPG, a seasoned Game Master for live sessions of *Advanced Dungeons & Dragons* and *Gamma World* streamed on YouTube. Please give a warm welcome to my friend, Bill Silvey - The Dungeon Delver! How long have you been playing TTRPGs, and which system holds the closest place to your heart?

Bill Silvey: Well, that's an easy one to answer: 1st Edition AD&D. It is, as I have said, "where the black magic is".

EMI: As a TTRPG creator, what are some of the projects you've created or contributed to?

Not counting a few random things I've self-released for free, I've worked with Troll Lord Games and Gary Gygax on the (sadly unreleased) *Castle Zagyg/City of Yggsburgh* modules, *Teeth of the Barkash Nour* (which saw partial release as *The Lost Crypt* in 2019), *Elemental Moon* for Necromancer Games, many editorial works for Hellebarde Games (who also released a more OGL-friendly version of my module *WGH-2 Temple*

of The Sun). I also had a small adventure published by Mythmere Games in the Knockspell magazine, and recently I've done work with Gaxland Games (Erik Garland & Heidi Gygax's impressum) converting modules to Original D&D and Advanced D&D.

EMI: You had the opportunity to work with Gary Gygax, the creator of Dungeons & Dragons. What was he like, and did you ever get the chance to play a game run by Gary? What was his Dungeon Mastering style like?

Bill Silvey: Wow, that's a tall order! Let me see if I can sum up: Gary was a very "avuncular" fellow; friendly, easy to get along with. He was a taskmaster, because he had a particular vision, but he did have some flexibility. He allowed me to create the dungeon that was released as The Lost Crypt and insert it into The Teeth of the Barkash Nour adventure module, as well as several "dungeon-y" bits in otherwise mundane locales in Citadel's End (one of the unpublished Yggsburgh city modules). I will relate one of my more fond memories of Gary; the last time I got to see him before he passed away, he held a dinner party at his house to which many people were invited. My wife and I arrived exactly at the start time, but no-one else had quite, so it was just Gary, Gail Gygax, and my wife and myself and we had a pleasant time sitting with them on their front porch, talking about various topics that didn't pertain much to gaming. He and I talked "dad stuff" (my wife was 4 months on with our 2nd child at that point), and Gail doted over Colleen...it was very pleasant. He was just that kind of person towards me. I did play in a few games run by Gary and during the D&D sessions he was ruthless and inventive, as the saying goes. The session of Lejendary Adventures we played was a little more laid back (I think he eased up on us as my wife was playing at the time!)

EMI: Comparing modern Dungeon Master "stars" like Matthew Mercer to Gary Gygax, what differences do you notice in their styles of play?

Bill Silvey: I think they're wholly different. Gary was interested in entertaining us at the table and himself. Matt Mercer is there to present a sort of "kayfabe" D&D to an anonymous audience of millions. Playing with Gary was like playing with a friend. Matt Mercer is promoting a brand, and that's Brand Critical Role.

EMI: How do you view modern TTRPGs such as Dungeons & Dragons 5th Edition and Pathfinder 2nd Edition? Are they lacking in comparison to AD&D, and if so, what's the biggest difference between them?

Bill Silvey: 5th Edition has good bones. I can't speak to Pathfinder or how it works, but as far as 5e is concerned, I think at its core it's a fine "D&D lite" but it has grown bloated and has suffered feature creep in the decade plus it's been out. 6th edition aims for maximum compatibility so I can't imagine the situation will get much better since it will really be "5.5e" for all intents and purposes. I think the presentation is lacking in verve; I like my D&D with High Gygaxian! AD&D was a game of touch-and-go danger that put a player on their back foot and required them to think critically about gambits offered; there were consequences to not paying attention! Plus, the game is very heads-up: what you need to know, you glean from play and interaction, not from merely glancing at your

character sheet. It's assumed you can climb a tree, swim a river, use a lasso, etc., and not have to take River Swimming or Lasso Throwing as a "feat" or "skill". It's a game of avatars, not of skill systems. AD&D has many rule suggestions but not a ton of rules, whereas 5e seems focused on a rule for everything. Although it's "lighter" than say 3rd Edition, which became a tangled mess at the end. But 5e still focuses on front-loaded charop, versus growing in to a character as AD&D does.

EMI: With your knowledge and experience, have you ever considered creating your own TTRPG system?

Bill Silvey: Oh good lord no; I don't have the brains to do that. For fantasy, AD&D does all I want it to, and for other genres there are ample systems made by smarter people than me to scratch various itches when they arise.



EMI: Let's talk about your YouTube channel. What was the initial idea behind starting it, and what kept you going despite the challenges new channels often face?

Bill Silvey: The YouTube channel began back in 2014 just as a place to put up some ruminations. I tried to keep uploading regularly but there wasn't always time, plus I didn't have very good equipment or anything resembling decent editing software, so it sat fallow for a long period. Then when coronavirus hit in 2020, I started doing livestreams on Facebook (a bit of advice: DO NOT LIVESTREAM ON FACEBOOK, it's a hot mess) just as a way to try and lift the spirits of my friends who suddenly in the space of a couple of days were being told to remain indoors for an indefinite period - that meant the end of face-to-face gaming, going to the FLGS, etc., for a great many people. And for many of them that was their only social interaction time. I wanted to talk to people and let them know there was a real person out there they could interact with, and, that the lockdowns didn't mean they couldn't game anymore; I talked about the ease of which you could game on virtual platforms, as at that point I'd been doing that since 2014.

EMI: What can viewers expect to see on your channel besides news?

Livestreams, product reviews, actual play of AD&D and Gamma World and other TTRPGs, guests, both video conferenced in and in-studio hopefully!

EMI: You currently run two live games on your YouTube channel, an Advanced Dungeons & Dragons campaign and a Gamma World campaign. Could you tell us more about those campaigns, particularly what is Gamma World?

Bill Silvey: The AD&D games serve three purposes. The first, is to game with a good group of people. I don't do it to try and "build a brand". But I'm glad people enjoy it! The second is to educate: I always say to the audience, this is not a "passive" thing. I want people in the livestream chat to ask questions if they have it, and if I can't answer the question, then someone in the live chat can. Finally, it's there to entertain! I genuinely hope people enjoy watching, and learn about how AD&D "works". But to get to brass tacks, the AD&D campaign is a 1e campaign set in Greyhawk. It's had a few different "branches" as we've had a near total party kill that caused a "reset" (something you won't see on say Critical Role, EVER), and so we shifted with new characters into Keep on the Borderlands, and that then went into the Slavers modules (the "A" series).

Gamma World is a science fantasy post-apocalyptic role-playing game set in a 24th century Earth that has been ravaged by a Nuclear/Biological/Chemical war, some 200 years or so before the characters come on the scene. The world is shattered and very different from what we'd recognize today. The ruins adventurers find aren't their current home-towns, but once mighty citadels of technology far beyond what we have today. Still-operational war-bots, bits of high tech, and other various items wait to be discovered in the wastelands of North America (or wherever you choose to set it). Your characters can become wandering explorers and heroes, setting aright things broken by the war during the Shadow Years. Mutants, radiation, and other hazards abound. It is a lethal, lethal game. No saving throws - you get shot with a Black Ray Gun and your character is dead, period! Misunderstand a piece of tech, and it could kill you outright, or mutate you, or any number of unpleasant things.

EMI: As someone highly knowledgeable about Old School Dungeons & Dragons, how would you convince a modern 5th Edition player to try out Advanced Dungeons & Dragons?

Bill Silvey: Ask them to play. I've played with people who've only ever played 3rd Edition, or 4th edition, or 5th edition. I let the game speak for itself. I've never had anyone walk away from the table saying "Well, that sucked, I hated that." AD&D is its own best salesperson. As for convincing people to give it a try, it's a simple matter of saying "Do you wanna play D&D." I've found that if you get away from the internet, people are actually friendly and willing to try an edition they haven't before.

EMI: Is it difficult to find and purchase AD&D or AD&D 2nd Edition books nowadays?



Bill Silvey: No not at all! All of the core rules and many of the adventures are available on Drivethru RPG as print on demand products. This lets new players have physical copies they can read and use!

Original copies are becoming scarce, and collectors have essentially taken over original prints as far as buying them. A word of advice to your readers: DON'T pay \$100 for a clapped-out, late 1e AD&D Dungeon Masters Guide! Spend \$30 and get it from Drivethru, the contents are identical, and you can spend the \$70 on modules or more core books! If you catch them during a bundle sale that might even net you all 3 core books.

EMI: Thank you for this insightful interview and for your time. Is there anything you'd like to say to potential new viewers or AD&D players before we wrap up?

Bill Silvey: Thank you for your time, and I would say check out my channel and if you like it, hit that subscribe button! As to new AD&D players: welcome! I think you'll like what you find.

NPC Extravaganza:



Elenia Starwind

Character Name

Elf

Race

Barmaid

Occupation

215 years

Age

Neutral Good

Alignment

Character Background

Elenia Starwind, once part of a close-knit elven adventuring party, faced tragedy when her **companions were ruthlessly slain** in a **treacherous dungeon**. The loss of her friends left an indelible mark on Elenia's soul, **haunting her** with **survivor's guilt** and vivid memories of that fateful day. With a heavy heart, **she decided to retire from the dangerous life of adventuring** and sought solace in the routine of a simple existence. Now, **working as a barmaid** in a local tavern, she attempts to bury the pain behind a warm smile.



Goals and Motivation

Elenia's primary goal is to **find a semblance of peace and healing from the traumatic events** of her past. She **seeks to create a sanctuary** for herself in her new life, away from the shadows that linger in her memories. Elenia is also secretly **fascinated** by the **magical arts**, hoping that discovering new aspects of her elven heritage may provide a path towards healing.

Character Personality

Elenia outwardly exudes **warmth and friendliness**, always wearing a smile that conceals the emotional turmoil within. Despite her inner struggles, she remains **compassionate and empathetic**, finding solace in **helping others and listening to their tales**. Elenia's laughter is genuine, but those who look closely might catch a glimpse of **sorrow in her eyes when she thinks no one is watching**.

Character Description

Your attention is captivated by a figure gracefully moving behind the tavern's bar. **Piercing green eyes** meet yours, holding both wisdom and a subtle hint of sadness. **Fair elven skin** seems untouched, and **long, flowing blonde hair** cascades down her back, capturing the sunlight in its golden strands.

Standing at a **height of 5 feet 8 inches**, she possesses a slender frame that carries the grace characteristic of her elven heritage. The most notable feature is the **distinctive scar that runs diagonally across her left cheek**, a visible testament to the trials she has faced. Despite this mark, her radiant smile suggests an inner strength, and the lively atmosphere of the tavern seems to brighten in her presence.

After Sucesfull Perception check:

As you look closer, however, the initial facade begins to reveal hidden tales. **Faded scars** become apparent on her **forearms and right shoulder**, each telling a story of battles fought and adversaries overcome. It's in these marks that the weight of her past is written, and as you observe more closely, a **fleeting moment reveals a subtle undertone of sorrow** in her eyes when she believes **no one is watching**. Elenia, the elven barmaid, stands as a living paradox—a beacon of warmth and kindness, yet harboring a concealed history beneath her radiant exterior.

Fears

Elenia harbors a deep-seated **fear** rooted in the memories of her adventuring companions' tragic end. **Enclosed, dimly lit spaces** reminiscent of the treacherous dungeon where the fateful event occurred evoke a visceral fear, causing her heart to race and her hands to tremble. This **fear** extends to **forming close bonds**, with the constant dread of losing those she cares about lingering in every smile and connection she makes. Despite her warm demeanor, Elenia is **haunted by the fear of being left alone**, trapped in the echoes of a past that refuses to release its grip.

Notable Skills

Archery: Elenia's proficiency with the bow.

Healing Magic: She possesses a moderate proficiency in healing spells and enchantments

Linguistics: Fluent in several languages: Common, Elvish, Darvish, Sylvan, Celestial and Draconic.

Elven Maid Inn Kitchen Secrets

Elven Forestcap Mushroom and Lorendal Featherwhisper Pie

Ahh, the taste of childhood. This is one of my favourite dishes from way back when I was just a little Elf! My grandma used to make it when I was sad to cheer me up! It has this unique taste of the forest. Unfortunately many ingredients like Lorendal Featherwhisper meat can only be found in Eternal Forest, therefore I spend last hundred years trying to find replacement that taste as close as possible to original but are easily accusable in Human Settlements. If you can acquire original ingredient then I recommend doing so, but if not use the one you are more familiar with!



Elven Ingredients:

- Moonlit Spudblossoms
- Starlight Garlic Clove
- Lorendal Featherwhisper Thigh
- Sunfire Root
- Elven Breadcrumbs
- Forestcap Mushrooms
- Lorendal Featherwhisper Stock Paste
- Elven Crème Fraiche
- Grated Moongoose Cheese
- Dewdrop Elixir
- Wild Honey

Before you start make sure you will heat up your oven, use a lot wood to make it hot or if you have one of those fancy Gnomish Ovens set it up for 200° C/392° F. When you are done bring large saucepan of water with tsp salt to boil.

Peel the Moonlit Spudblossoms or Potato to and slice into 1cm thick rounds. Once water is boiling, add the slices to the water and simmer until you can easily slip a knife through, 8-12 minutes should be enough. Carefully drain and set aside. Peel

Replacement Ingredients:

- Baking Potato
- Garlick Clove
- Chicken Thigh
- Carrot
- Breadcrumbs
- Standard Mushrooms
- Chicken Stock Paste
- Crème Fraiche
- Grated Cheese
- Olive Oil
- Honey

the grate the garlic.

While Spudblossoms or your Potatoes cook, heat a drizzle of oil in a frying pan on medium-high heat. Once hot add the diced Lorendal Featherwhisper Thighs or if you were unable to catch Featherwhisper use Chicken Thigh, season with salt and pepper, and cook until browned all over, around 3-4 minutes, make sure you turn in occasionally. When done transfer your Featherwhisper to bowl and set aside.

Next lets work on Sunfire Root or Carrot if you to scared to visit deeps of Eternal Forest. Trim the Sunfire Root (or Carrot), then halve lengthways, there is no need to peel the root. Chop into rough 1cm wide, 5 cm long batons.

Pop the Sunfire Root or Carrot onto a large baking tray. Drizzle with oil, season with salt and pepper, then toss to coat. Spread out in a single layer. Roast until tender in the oven, roughly 20-25 minutes, don't forget to turn them halfway through. In a small bowl, combine the breadcrumbs and 2 spoons of Dewdrop Elixir or olive oil and season with salt and pepper.

Return the frying pan that you used or fry Lorendal Featherwhisper Thighs to medium-high heat and frizzle with oil again. Once hot, add sliced sliced Forestcap Mushrooms to the pan, if you struggle to find Forestcap Mushrooms in your forest then use standard Mushrooms you usually use. Season it with salt and pepper and fry until browned, around 5-6 minutes, stirring occasionally. Stir in Starlight Garlic and cook for 1 minute. Add water for the

sauce around 50-100ml and add Lorendal Featherwhisper Stock Paste or just standard Chicken Stock Paste. Return Lorendal Featherwhisper or Chicken back to the pan, then bring to the boil. Mix in Elven Crème Fraiche and Grated Moongoose Cheese the turn down the heat and shimmer gently until thickened, around 3-4 minutes. Taste and season with salt and pepper if needed!

Transfer the Lorendal Featherwhisper (or Chicken!) and mushroom filling to the ovenproof dish. Layer on the cooked Moonlit Spudblossoms Slices or Potatoes Slices, then sparkle with crumbs. Season with pepper and bake on the top shelf of the oven until golden brown, approximately 10-12 minutes. When Sunfire Root or Carrots have 5 minutes remaining, remove the tray from the oven. Drizzle over with the 1 spoon of honey, then return to the oven and roast for the remaining time.

When ready, server your hotpot on plates with the roasted carrots alongside!

Enjoy!

EMI Facts!

Did you know? Mimics are the bane of adventurers everywhere, shapeshiftin' into all manner of objects to catch 'em off guard. That treasure chest you're eyein'? Might just have teeth. That door you're about to open? Could swallow you whole. Trust me, you don't wanna find yourself on the business end of one of these buggers; they'll have you wishin' you'd stayed home. Oh! A treasure chest!! Eeeek!!! It's so dark! It's so scary!



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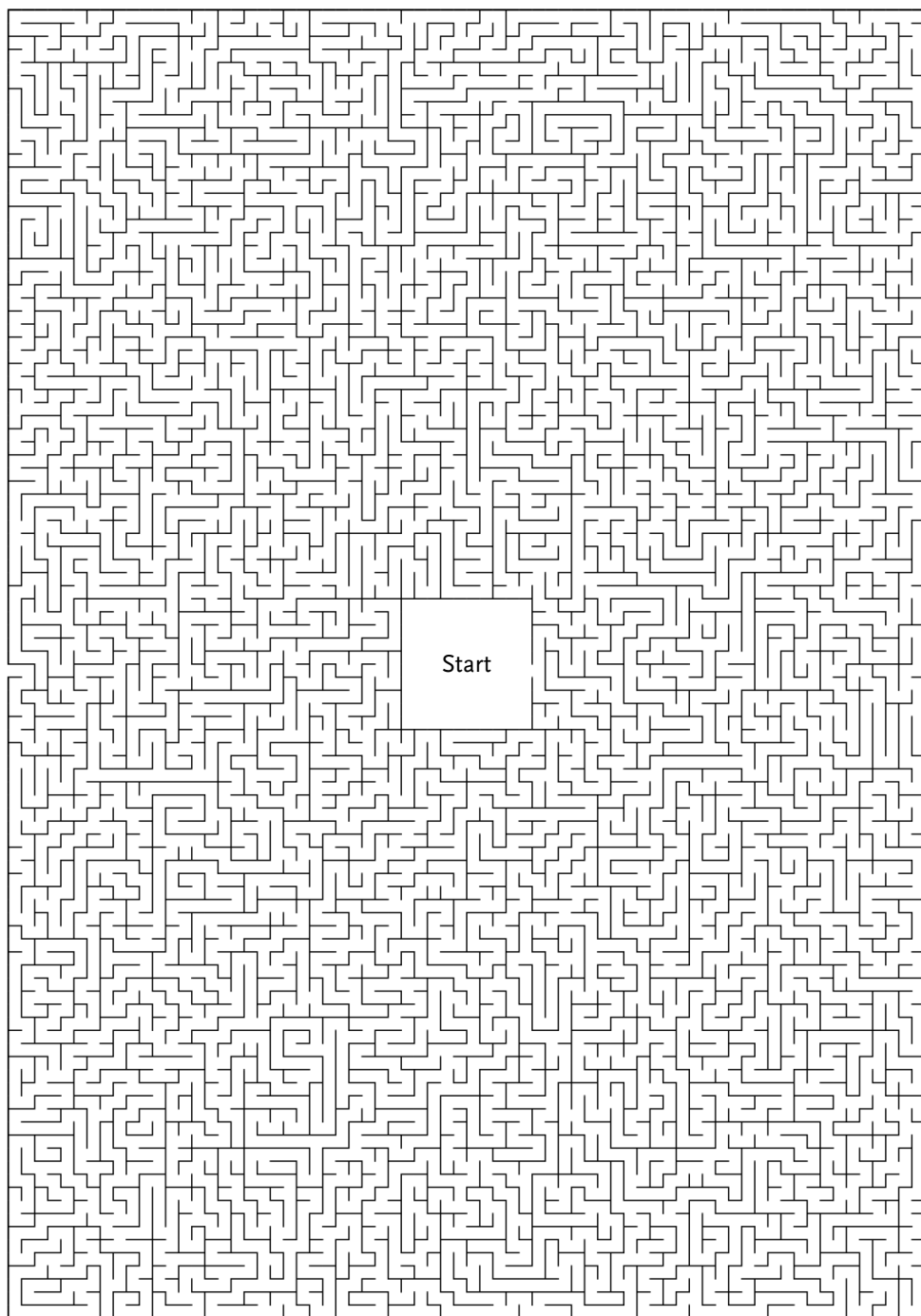


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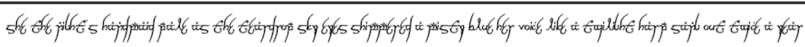
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Upon my arrival in the small town of Kieliev, it was then that I learned about Sirin. While resting my feet in an apple orchard, the farmer's mother mentioned Sirin for the first time. She prayed to the gods that Sirin would visit their orchard and perch on one of their apple trees. The old woman explained to me that when Sirin is happy, she heals all their trees, ensuring a bountiful harvest in the following year.

The Legend of Sirin

According to common beliefs, Sirin is revered as a Messenger of the Gods, bestowed with the divine ability to bring the healing grace of the Gods to farmers and their farms. She takes on the enchanting form of a beautiful being—half-woman, half-owl. Legend has it that any man who sees her or hears her melodic singing will be captivated, falling in love and willingly forsaking all else to follow her.

Farmers, aware of the allure of Sirin, exercise caution during warm summer days when the first apples blush with red. They deliberately steer clear of the orchards, not wishing to risk the temptation that could lead to abandoning their loved ones. In the rare instance when someone must venture into the orchards during this enchanting time, they take precautions by averting their gaze and covering their ears with wax, guarding against the irresistible charm of Sirin's presence.

Investigation

The existence of such a unique creature was a matter of great curiosity. Fortunately, the gods seemed to favour my quest. A few hours away from Kieliev, there resided a woman—a widow with a lone child—who not only encountered Sirin but survived to share her tale. Living in isolation due to the scepticism surrounding her story, she became an elusive source of information.

With persistence, a liberal amount of gold, and enduring the pungent scent of sweat, I managed to coax a farmer into divulging details about this mysterious woman. Her account provided me with a fresh perspective on Sirin, aligning more closely with my knowledge of similar creatures from different corners of the world.

The woman, initially wary of my presence, eventually welcomed me into her humble abode. Nervousness lingered, evident in her demeanour, perhaps heightened by the novelty of meeting someone of Elven kind. After a while, I managed to assuage her concerns and persuade her to share the story of her encounter with Sirin.

*Summer Feast of the Natsu
The common folks of the Valenerde joyously celebrate the Summer Feast of the Natsu, the second of the Three Feasts dedicated to the Four Gods of Seasons. In grand festivities, commoners come together to honor the occasion, where food items receive blessings from the Priests of Natsu, the God of Harvest. These celebrations herald the onset of autumn, signifying the enchanting transformation of nature.*



"On a bright day, folk readied for the Summer Feast of the Natsu. My man, keen to show the priests his best apples, ignored my words of caution and went to the orchard. When he didn't come back, I fretted. Though heavy with child, I went looking. There, I saw a strange sight. Half her face was like a Snow Owl, white and black feathers, but her mouth looked human. Her upper body was like ours, but bird legs and wings for hands. She stood over my husband, eating him like a beast, not the messenger of Gods but a plain monster. When she saw me, singing her song, tears welled up, and I couldn't budge. I wished to be with her. She came near, the scent of blood thick. She glanced at my belly, listened, touched, then flew off. My husband's body, half eaten. Villagers said it was wolves, not Sirin, not a monster."

Upon discovering the true nature of Sirin, I became convinced that she belonged to the Mulier Avis species, akin to her relatives, the Harpy and Alkonost. With her distinctive characteristics of being half-woman and half-bird, my next course of action was clear—I needed to locate the nest of Sirin and observe her habits closely.

Sirin exhibited not only unique abilities but also surprising behavior towards the woman she encountered. This hinted at a

level of intelligence beyond the common harpy, suggesting that Sirin might rely on more than just instinct in her actions. My quest to unravel the mysteries surrounding Sirin had taken an intriguing turn, and the prospect of understanding her deeper complexities fueled my determination to explore further.

Habitat

The initial step in studying Sirin involved locating her, which required identifying her dwelling place. My investigation strongly suggested that Sirin belonged to the Mulier Avis species, known for their hybrid nature of birds and women. A well-known representative of this species is the Harpy, armed with this knowledge, it was likely that Sirin, similar to her cousin, had a nest.

Considering the nesting habits of Mulier Avis, particularly the laying of eggs, the nest would need to be elevated to deter predators in Sirin's absence. Forests and mountains were deemed suitable locations for Sirin's nest, with the closest mountain range being quite a distance away. Therefore, the logical choice was to explore the nearby forests.

Opting for a strategic approach, I spent an entire day in the local tavern, gathering information and focusing on rumours related to significant shadows flying over the forest, areas where horses exhibited unease, and locations where people had gone missing. Engaging with various individuals, including merchants, farmers, and crucially, woodcutters well-acquainted with the forest, proved essential to my quest.

The following day, I ventured into the forest to search for Sirin's nest. My intuition led me to a part of the forest shrouded in ancient curses, a region horses avoided, and where many individuals never returned from their ventures. Taking precautions, I covered myself in mud for camouflage and

Death holds no dominion.

(Over you,
that is.)



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The Four Gods of Seasons

The Four Gods, revered as the Four Gods of Seasons, embody the cyclical changes in the world throughout the year. In the realm of Valenderde, common folks mark the first day of each season with gratitude toward the specific God governing that season, thanking them for a fruitful year and beseeching for an even better one to come.

Haru, Goddess of Spring: Haru, portrayed as a maiden adorned in a dress woven from flowers, awakens the world from its winter slumber, heralding the vibrant rebirth of life.

Natsu, God of Harvest: Often depicted as an elf with goat horns, joyously singing in fields and indulging in mead, Natsu safeguards farmlands from famine and drought, ensuring a bountiful harvest.

Fuyu, Goddess of Winter: Fuyu blankets the world in a serene covering of snow, working to heal the land from the curse of Xiguras, bringing a hushed stillness to the world.

Xiguras, the God of Decay (God of Autumn): The son of the Lady of Life and the Lady of Death, the God of Autumn's true name has faded from memory. As time passed, he harbored resentment towards his two mothers and abandoned his divine duties, becoming Xiguras, the God of Decay. He inflicts a curse upon creatures, condemning them to an eternal undead existence, severed from the cycles of life and death.

scent masking. After a few hours, my efforts bore fruit as I spotted a nest large enough to shelter a grown individual, its oval shape offering protection from rain and wind. Notably, Sirin chose a dead tree devoid of leaves; she did not conceal her nest, a sign of carelessness or dominance? Now, all that remained was to patiently wait for the nest's owner to return.

While waiting for Sirin's return, I made a grave error by equipping myself with a magical ring of protection. This nearly proved fatal as Sirin possessed an uncanny ability to detect magical items. As she approached, I found myself under attack, saved only by a peculiar defense: earwax that shielded me from her mesmerizing song. In a moment of quick thinking, I divined her interest in the ring and threw it in the opposite direction as I made my escape. Fortunately, she fixated on the ring, allowing me to flee unscathed, though I didn't stop running until my lungs burned.

Undeterred by the encounter, I resolved to continue my investigation of the mys-

terious creature. Returning to Sirin's nest days later, I ensured I carried no magical artifacts. This time, my presence went unnoticed, affording me the opportunity to observe from a safe distance. Sirin remained steadfast near her nest, tending to it with unwavering dedication.



Fatigue momentarily overcame me, and in that brief lapse, a cacophony of anguish shattered the tranquility. Sirin's anguished cries pierced the night, escalating from

sorrow to fury as she cast aside a large egg, its contents tragically lifeless. Witnessing her maternal despair, I couldn't help but empathize, recognizing the depth of her suffering. Recalling Widow's tale, I pondered if Woman's pregnancy had shielded her from harm, a detail that now resonated with poignant significance.

Driven by curiosity and compassion, I cautiously inspected the nest when Sirin flew in to darkness, revealing an array of enchanted trinkets. Tempting as they were, the risk of provoking Sirin's wrath outweighed any potential gain. I departed the forest, granting myself respite before contemplating my next move, mindful of the delicate balance between curiosity and survival.

Encounter

Upon my return to observe Sirin after a fortnight's respite, her grief over the loss of her offspring still hung heavy in the air, punctuated by mournful cries that echoed through the night. It was these sorrowful wails that unwittingly drew the attention of a band of goblins, presenting an ideal opportunity to witness Sirin's reaction to intruders in her domain.

As the goblins clumsily approached, Sirin's acute senses detected their presence long before they came into view. Remaining poised in her nest, she awaited their approach while the goblins, armed and wary, cautiously advanced. Yet, it was Sirin who made the first move, her enchanting melody weaving through the air, luring the unsuspecting goblins into her thrall.

Even with earwax safeguarding my senses, I found myself momentarily entranced by Sirin's song, a reminder of its perilous allure. The goblins, however, were not as fortunate, falling completely under Sirin's control as she gracefully descended, beckoning them closer with outstretched wings. With chilling efficiency, she dispatched the first goblin, its brief moment of lucidity re-

vealing the vulnerability of those ensnared by her enchantment.

Witnessing the grisly fate of their comrade, the remaining goblins regained their senses, recoiling in horror at the monstrous spectacle before them. Sirin, now a fearsome embodiment of predator and prey, made short work of the fleeing goblins with lethal precision, her ferocious roar instilling primal fear in their hearts.



As she feasted upon the corpses of her victims in the days that followed, a pack of wolves approached with a deference that spoke of an unspoken understanding between predators. Sirin, unperturbed by their presence, allowed them to claim the remains, a silent acknowledgement of their shared dominion over the wilderness.

As I reflected on my encounter with Sirin and the myriad questions that swirled within my mind, I acknowledged the futility of seeking immediate answers to such complex enigmas. The mysteries of Sirin's reproduction, her need for a mate, and the nature of her kinship with other species eluded me for now, veiled in the shadowy recesses of the unknown.

With a sense of resolve tinged with anticipation, I made the decision to return to

the village, hopeful that the ancient tomes within the local church library might offer some semblance of insight into the arcane secrets of creatures like Sirin. The prospect of a long-awaited bath also beckoned, as the accumulated grime of my wilderness sojourn left me feeling increasingly discomfited.

Yet, as I traversed the familiar path homeward, a fleeting moment of serendipity graced me, as a shadow flitted overhead. Instinctively, I prepared to invoke a protective spell, only to be met with a surprising sight: a glimmering object descending from the heavens. With a mixture of astonishment and gratitude, I beheld my lost protection ring, its return orchestrated by the enigmatic Sirin herself.

As I retrieved the token from the forest floor, I cast my gaze skyward, half-expecting to find Sirin perched among the can-

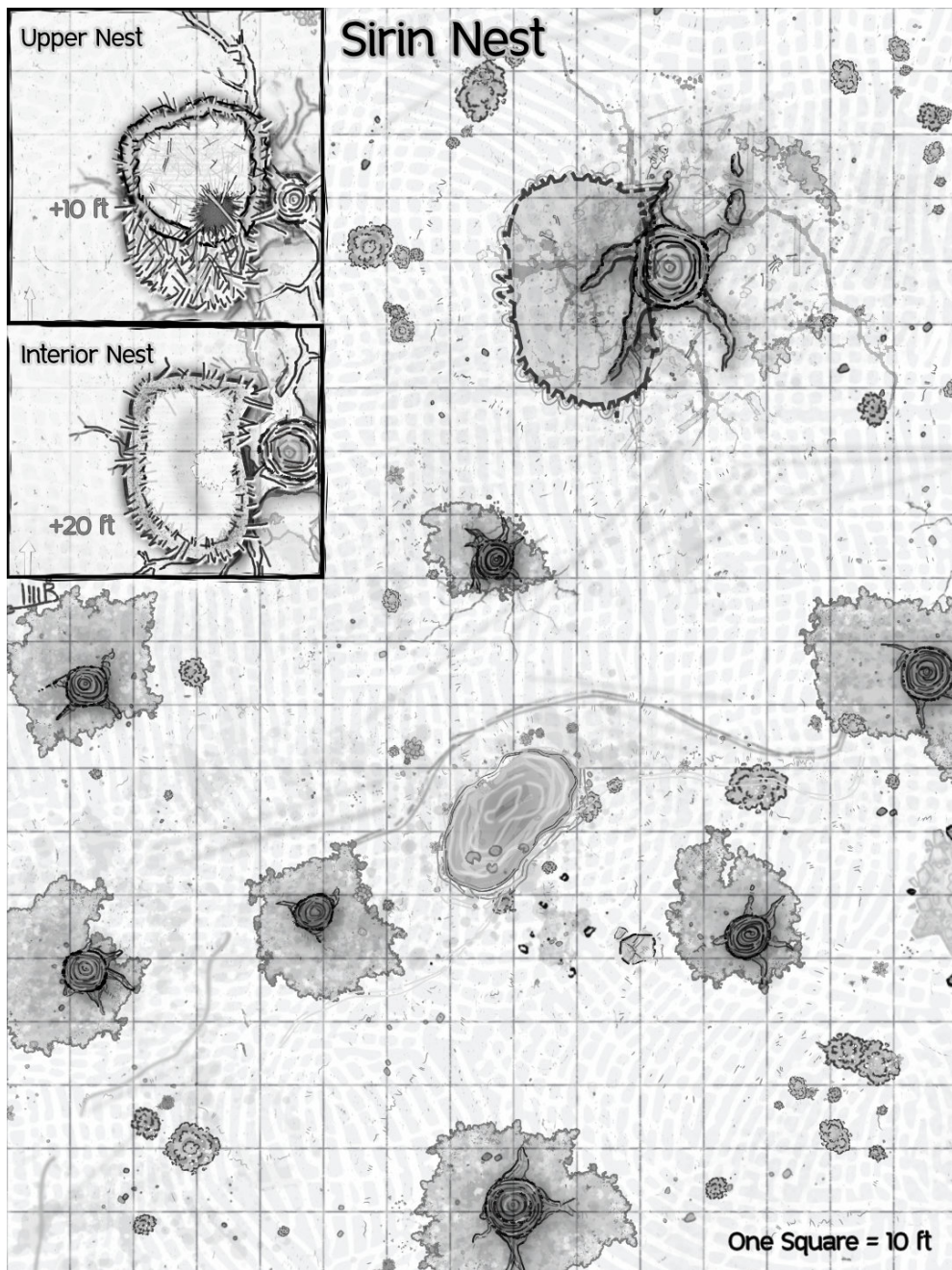
opy, yet she had vanished as swiftly as she had appeared. In that moment, a profound sense of gratitude washed over me, not merely for the recovery of my ring, but for the invaluable opportunity granted to me: the privilege of observing Sirin's elusive existence, if only for a fleeting moment in time.

With renewed purpose and a trove of memories to ponder, I continued my journey back to the village, eager to seek solace in the embrace of civilization and the pursuit of knowledge that lay within the hallowed halls of the church library. And though the mysteries of Sirin remained unsolved for now, I harbored a quiet hope that one day, amidst the pages of ancient texts and whispered legends, the truth of her existence would be revealed.

EMI Facts!

Did you know? Liches ain't just your run-of-the-mill undead. Nah, these wizards done made a deal with death itself, trading their souls for eternal unlife. They ain't content with just sitting around either; they hoard knowledge and power like a dragon hoards gold, scheming and plotting from the shadows. And don't think you can just smash 'em to bits; you gotta find their phylactery, that's the key to ending 'em for good.





Download:



Sirin Encounter Map by
Benge's Homebrew & Maps
(@bengcartography)



SIRIN

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 12" (on ground), 24" (fly)

HIT DICE: 5

% IN LAIR: 25%

TREASURE TYPE: E (Nest)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8 (claw), 3-12 (bite)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: 70%

INTELLIGENCE: Average

ALIGNMENT: Chaotic Neutral

SIZE: Medium

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Like Harpies (q.v.), a Sirin can sing, which has the effect of charming (as the spell) all who hear it and are not normally immune to Charm type spells. All those who hear her song must save vs. spells at -2, or fall under her sway. Additionally, the Sirin can let loose a piercing shriek; any who hear it must save vs. spells at -2 or suffer a penalty of -2 on to-hit rolls against the Sirin or any of her allies. Those so affected can attempt to save vs. spells at the beginning of each round thereafter until the effect is broken. Once an affected individual makes a successful save against the shriek, they are immune to it for 24 hours thereafter.



Sirin

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5 (d8)

MOVE: 30 ft., Fly 60 ft.

AC: 15

ATTACKS: 2 Claw (2d4), 1 Bite (3d6)

SPECIAL: Enthralling Song, Shriek, Magic Detection

SAVES: P.

INT: Average

ALIGNMENT: Chaotic Neutral

TYPE: Monstrous Humanoid

TREASURE: None (Nest: 6)

XP: 560



Enthralling Song: Sirin can sing a captivating melody once per encounter. All creatures within 30 feet who can hear her must succeed on a Charisma save or be charmed. While charmed, creatures are compelled to approach Sirin and protect her from harm, following her commands to the best of their ability. Charmed creatures can make a new saving throw at the end of each round or after taking damage to break free from the charm effect.

Shriek: Once per day, Sirin can release a piercing shriek that instills fear in those who hear it. Creatures within 30 feet must succeed on a Wisdom save or be frightened for 1 minute. While frightened, creatures have a -2 [penalty](#)

on attack rolls, damage rolls, and saving throws while Sirin is within sight. Frightened creatures can make a new saving throw at the end of each round to end the effect. Successfully saving against the shriek grants immunity to its effects for the next 24 hours.

Magic Detection: Sirin can sense the presence of magical items within 120 feet. Magical items appear as glowing blue to her. She can also perceive invisible and hidden creatures that have equipped magic items within this range.

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SIRIN

Medium monstrosity, chaotic neutral

Armor Class 15 (Natural Armor)

Hit Points 135 (18d8+54)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +8, Wis +5, Cha +9

Skills Perception +5, Deception +9, Performance +9, Stealth +8

Senses darkvision 120 ft., passive Perception 15

Languages Common, Auran

Challenge 10 (5,900 XP)

Keen Senses. Sirin has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Detection. Sirin can sense the presence of magical items within 120 feet of her. Magical items appear to Sirin as glowing blue. Additionally, she can perceive invisible and hidden creatures that have equipped magic items within this range.

ACTIONS

Multiattack. Sirin makes two attacks: one with her claws and one with her bite.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 4) slashing damage. The target must make a DC 15 Constitution saving throw or be poisoned for 1 minute. Additionally, the target suffers 1d4 slashing damage at the start of each of its turns from the bleeding wound. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enthralling Song (Recharge 5-6). Sirin sings a magical melody. Every creature within 30 feet of Sirin that can hear her song must succeed on a DC 17 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature is compelled to approach Sirin and protect her from harm. A charmed creature can repeat the saving throw at the end of each of its turns or after taking damage, ending the effect on itself on a success. Additionally, Sirin has advantage on attack rolls against any creature charmed by her Enthralling Song, and any attack that hits a charmed creature is an automatic critical hit.

Shriek. Sirin releases a piercing shriek. Each creature within 30 feet of her that can hear her must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Sirin's Shriek for the next 24 hours.

REACTIONS

Scream of Retribution. When Sirin takes damage, she can release a piercing scream. Each creature currently charmed by her Enthralling Song must use its next turn to target the creature that harmed Sirin with its attacks, spells, or other harmful abilities.

NOTES

Sirin is often referred to as the "Messenger of Gods" by apple orchard farmers due to her frequent appearances in their orchards, where she helps to scare off parasites, rodents, and diseases. It is believed that Sirin aids in protecting the crops, and some farmers even leave offerings for her in gratitude.

Legends speak of Sirin's strong maternal instincts, with stories recounting her protection of younglings from various races. There are tales of Sirin allowing pregnant women to pass unharmed, showcasing her compassionate nature.

Sirin tends to target males in reproductive age, particularly during specific times of the year, as well as creatures that venture too close to her nest. She fiercely defends her territory and offspring, earning her a fearsome reputation among those who encounter her.

Sirin

CLIMATE TERRAIN:	Temperate/Forests
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average
TREASURE:	E (Nest)
ALIGNMENT:	Chaotic Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12, Fly 24
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4 (claw), 3d6 (bite)
SPECIAL ATTACKS:	Enthralling Song, Shriek
SPECIAL DEFENSES:	-2 on opponent's attack roll
MAGIC RESISTANCE:	75%
SIZE:	Medium
MORALE:	Average
XP VALUE:	1,800



Sirin is an enigmatic creature, part human woman and part white owl. Her upper body resembles that of a female human, while her lower body takes on the form of a bird. However, her face is a mix of both human and avian features. She possesses the grace and agility of an owl, coupled with the allure and mystique of a woman. Sirin's appearance is both mesmerizing and unsettling, drawing in those who encounter her with a sense of fascination and dread.

She is known to dwell in remote areas, particularly near apple orchards, where she is believed to protect the crops from pests and diseases. Legends also speak of her maternal instincts, often protecting younglings from various races and even allowing pregnant women to pass unharmed. Despite her chaotic nature, Sirin is not inherently malicious, but rather acts on instinct and survival.

Enthralling Song: Sirin's Enthralling Song is a captivating melody that she can sing to

charm her victims. When Sirin sings her Enthralling Song, all creatures within hearing range must make a saving throw versus spells with a -2 penalty or become charmed by her for a duration of 1 turn. While charmed, affected creatures are compelled to approach Sirin and protect her from harm, following her commands to the best of their ability. Charmed creatures can attempt a new saving throw at the end of each round to break free from the charm effect.

Shriek: Sirin can release a piercing shriek that instills fear in those who hear it. Creatures within range must make a saving throw versus spells with a -2 penalty or become frightened for 1 round. While frightened, affected creatures have a -2 penalty on all attack rolls, damage rolls, and saving throws while the source of their fear is within sight. Frightened creatures can attempt a new saving throw at the end of each round to end the effect. Additionally, creatures that successfully save against the shriek are immune to its effects for the next 24 hours.

SIRIN

CREATURE 8

UNIQUE CN MEDIUM HUMANOID

Perception +15; darkvision

Languages Common, Auran

Skills Acrobatics +14, Deception +15, Performance +15, Stealth +15

Str +4, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6

Magic Detection Sirin can sense the presence of magical items within 120 feet of her. Magical items appear as glowing auras to Sirin.

AC 27; **Fort** +15, **Ref** +18, **Will** +14

HP 173; **Resistances** Sonic; **Weaknesses** Mental 10

Speed 30 feet, fly 60 feet

Melee ♦ bite +18 (finesse, magical, reach 10 feet), **Damage** 2d8+6 slashing plus poison Poison; Saving Throw DC 22 Fortitude; Maximum Duration 6 rounds; Stage 1 1d6 poison damage (1 round)

Melee ♦ talon +18 (agile, finesse, magical), **Damage** 2d6+6 piercing plus paralysis Paralysis; Saving Throw DC 22 Fortitude; Maximum Duration 1 minute; Stage 1 slowed 1 (1 round)

Enthralling Song ♦♦ (auditory, enchantment, incapacitation, mental) Sirin sings a captivating melody. Each creature within 60 feet must attempt a DC 25 Will save.

Critical Success The creature is temporarily immune to Sirin's Enthralling Song for 24 hours.

Success The creature is stunned 1 for 1 round.

Failure The creature is fascinated by the siren for 1 minute. If the creature is fascinated, it approaches the siren, and its Speed is reduced by 5 feet. It can attempt a new save at the end of each of its turns, or if it takes damage.

Critical Failure As failure, but the creature's Speed is reduced by 10 feet, and it is compelled to drop anything it is holding in its hands.

Shriek ♦♦ (auditory, fear, mental, sonic) Sirin releases a piercing shriek. Each creature within 30 feet of her must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing.

Focus on You 🔄 When Sirin takes damage, she can use a reaction to unleash a piercing scream. Each charmed creature within 30 feet of her must succeed at a DC 26 Will save or target the creature that harmed Sirin with its next attack.





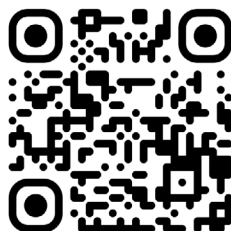
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Weretouched

Homebrew Race for

Castles & Crusaders



Artr by Dmitry Ivanov

Weretouched are a unique race born from the bloodlines of lycanthropes. While they bear the traits of their lupine ancestors, they do not carry the curse of lycanthropy, and their transformations are innate rather than infectious. Weretouched typically dwell in the wilderness, forming packs and living in harmony with nature.

Description: Weretouched are individuals born from the lineage of lycanthropes, embodying both human and wolf-like traits. They typically live in packs within wooded areas, where they feel most at home. With three distinct forms - human, hybrid, and wolf-like - they navigate their world, blending the boundaries between humanity and the primal instincts of the wolf.

Racial Affinities: Weretouched have an innate affinity for the wilderness and the creatures that inhabit it. They excel in environments such as forests, where their keen senses and natural instincts allow them to thrive. Additionally, their ability to communicate with their pack members through subtle gestures and body language strengthens their bonds and enhances their effectiveness as a cohesive unit.

Environment: Weretouched feel most at home in wooded areas, where they can roam freely and connect with the natural world around them. They establish territories within these environments, using their keen senses and tracking abilities to navigate and defend their domain against intruders. Their pack dynamics are crucial to their survival, as they rely on each other for protection, companionship, and sustenance.

Racial Traits and Abilities:

Forms: Weretouched have three forms: human, hybrid, and wolf-like. Changing between forms takes approximately 2 minutes for human to hybrid or hybrid to wolf transitions, and 4 minutes for human to wolf or vice versa.

Regeneration: Weretouched regenerate 1 hit point every 2 hours unless wounded with a silver weapon. Wounds inflicted by

silver weapons do not heal automatically and require magical healing.

Twilight Vision: Even under starlight, moonlight, or torchlight, Weretouched have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile, but only if they are outside.

Keen Smell: Weretouched possess a keen sense of smell, allowing them to detect scents with heightened accuracy. They gain a +2 bonus to smell checks in human/hybrid form and a +4 bonus in wolf form. However, due to their sensitive noses, they are vulnerable to opponents with strong odors, such as zombies whose flesh is rotting. In combat against monsters with strong odors, Weretouched suffer a -2

penalty on melee attacks due to potential nausea caused by the overpowering stench.

Languages: Weretouched can speak Common in their human and hybrid forms. They are unable to speak in wolf form.

Size: Medium

Movement: 30 feet in human and hybrid form, 50 feet in wolf form.

Typical Classes: Fighter, Ranger, Rogue.

Attribute Modifiers: +1 Dexterity, -1 Intelligence

Ability Modifiers: +2 Smell (+4 in wolf form), +2 Move Silent, +2 Track (+4 in wolf form)

EMI Facts!



Did you know? Griffons are the stuff of legends, part lion, part eagle, and all badass. Some say they're the noble steeds of knights, carryin' 'em into battle with the fury of a storm. Others reckon they guard hidden treasures atop remote mountain peaks, their keen eyes watchin' for any fool brave enough to try and steal their loot. Either way, crossin' paths with one ain't somethin' you wanna do unprepared.

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pretty neat if you did.

Love,

Jim



Library Spells *for every Bookworm* *in the Kingdom*

From the Journals of Elven Maid:

Amidst my journey to acquire unique spells, I found myself in the newly formed Tyr'ddraig Empire. It has been merely a decade since Mad King Severas was dethroned by a coalition of Humans and Elves. The new Emperor, Tyberius I Ddraig, wed Aluna, his childhood friend and daughter of an elven servant, and ascended to the imperial throne. All Elf slaves have been granted freedom, marking a significant shift in societal dynamics. However, it will take time for humans to acclimate to these new laws. In the capital of the Empire, Cartef Brenin, I often sensed a certain distance from the locals. It was not necessarily malicious, but rather a reflection of their struggle to adjust to the sight of an Elf freely walking their streets, devoid of a slave collar.

Fortunately, the local librarian harbored no prejudice against my pointed ears. She welcomed me as a fellow scholar and unveiled a splendid collection of books from the Empire. Among them, I discovered some intriguing spells. One such spell conjured a pebble into the shoe of a target, a favorite among Mages seeking to admonish

overbearing Knights who belittle them.

Another, more malicious spell, cursed its target with incessant toad-like cackles and hiccups. I could envision countless scenarios where such a spell would prove useful. Yet, the most astonishing revelation came from the librarian herself. With a few flicks of her wand, she effortlessly restored every book to its rightful place on the shelves.

Bookshelf Beckoning Charm

Casting Time: Casting Time: 1 minute (to prepare)

Range: 30 feet

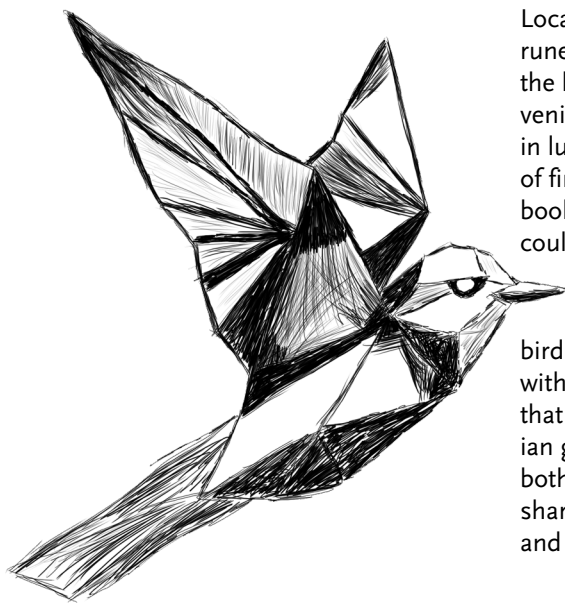
Components: V, S, M (a piece of parchment inscribed with runes - for preparation)

Incantation: "Verba magica, librum ad suum locum revocant"

After 1 minute of preparation, during which you must touch and allocate each book to its designated place on the shelf, you enchant a bookshelf or library with magical properties. Whenever a designated book is within 60 feet of the enchanted area, the bookshelf beckons it back to its rightful place.

Note: The incantation is spoken upon completion of the preparation ritual and serves as the trigger for the enchantment to activate.

"After years of working with books, I found myself in need of assistance in organizing them," she explained. The culmination of her efforts was the "Bookshelf Beckoning Charm," a spell requiring initial preparation but thereafter activated with a simple incantation. Its principles, rooted in runic magic, involved connecting an item to a designated place and employing a catalyst—in this case, the librarian's wand—to initiate levitation and return the item to its rightful position. The activation phrase, "Verba magica, librum ad suum locum revocant," or "Magical words, calling the book back to its place" in common tongue, summoned nearby books back to their designated spots in the library. I could already imagine the enthusiasm with which many Mage Apprentices would embrace the opportunity to learn such a spell.



Library Locator Incantation

Casting Time: Casting Time: 1 minute (to prepare)

Range: Self

Components: V, S, M (a miniature golden origami bird)

Incantation: "Verba Inveni, quae occulta revelant, librum quaero, in lumine mentis resplendens"

You call upon the magic of the library to guide you to a specific book. An illusionary trail of golden origami birds appears, leading you directly to the book's location. The illusion persists until the spell ends or until you find the book the trigger for the enchantment to activate.

Note: The incantation is spoken upon completion of the preparation ritual and serves as the trigger for the enchantment to activate.

Another remarkable enchantment showcased by the librarian was the "Library Locator Incantation." Intriguingly, it shared runes with the previous spell. By wielding the librarian's wand and reciting, "Verba Inveni, quae occulta revelant, librum quaero, in lumine mentis resplendens," or "Words of finding, revealing the hidden, I seek the book, shining in the light of the mind," one could manifest a small illusion leading to the sought-after book. This charming illusion, in the form of golden origami birds, guided the seeker to their destination within the library. It was a touch of whimsy that enhanced the spell's utility. The librarian graciously imparted the knowledge of both spells to me, and I eagerly anticipate sharing them with my friends in Aludonia and Silver Spires...

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 200 (16d12+96)

Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
19	11	19	3	14	8
(+4)	(+0)	(+4)	(-4)	(+2)	(-1)

Saving Throws Str+6, Dex+2, Con+6

Skills Perception+8

Damage Resistances fire, poison

Condition Immunities charmed, sleep, poisoned,

Senses darkvision 120 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 8 (3900 XP)

All Flanks Covered

The Chimera cannot be Flanked.

Clash of Instincts

The Chimera is a fused and dangerous amalgamation of different creatures. If it has more than one target in range it cannot focus its strikes. Each creature in range is given a number and a die is rolled to determine the target.

Wild Fury

The Chimera has advantage on rolls against being Grappled or Restrained. Creatures attempting to hold onto the Chimera must succeed on an Athletics or Acrobatics check of DC15 or be thrown up to 25ft in a direction of the Chimera's choosing, taking 1d4 of Bludgeoning damage for each 5ft travelled plus fall damage if applicable.

Many Heads, Many Hearts.

Creatures Hostile to the Chimera may attempt to kill portions of the monster to shut down its more dangerous abilities. On a Critical Hit whilst the Chimera is below half of its Hit Point Maximum, the attacking creature may roll a 1d4 and disable abilities associated with that portion of the Chimera.

- 1: Lion
- 2: Dragon
- 3: Snake
- 4: Goat

Keen Hearing and Smell

The Chimera has advantage on Wisdom (Perception) checks that rely on hearing or smell.



@LostLoreScholar

ACTIONS

Multiattack.

The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite.

Melee Weapon Attack: +7, Reach 5 ft., one target

Hit: 11 (2d6 + 4) piercing damage

Horns (Goat).

Melee Weapon Attack: +7, Reach 5 ft., one target

Hit: 10 (1d12 + 4) bludgeoning damage

Claws (Lion).

Melee Weapon Attack: +7, Reach 5 ft., one target

Hit: 11 (2d6 + 4) slashing damage

Fire Breath (Recharge 5-6) (Dragon).

The dragon head exhales fire in a 20-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Head of the Snake (Snake).

Melee Weapon Attack: +7, Reach 10ft, One Target

Hit: 7 (1d6+4) piercing damage plus 7 (1d6+4) poison damage

Only to be used when Head of the Snake Reaction is triggered, or against a hostile creature to the rear of the Chimera.

The Snake Head Tail guards the Chimera's flanks and attacks any hostile creature that comes within reach.

1) A hostile creature hit with this attack must succeed on a DC16 Constitution Saving Throw. On a failure, the creature suffers the Poisoned condition for the next 24 hours. This Poisoned Condition may be ended early with a DC16 Medicine Check using a Herbalism Kit, a Healer's Kit, or Poisoner's Kit.

2) A hostile creature hit by this attack must roll a DC16 Strength Saving Throw. On a failure, the creature is thrown in a direction of the Chimera's choosing up to 15ft away, taking 1d4 Bludgeoning damage for each 5ft travelled. If the creature is thrown into an object then it takes an extra 1d10 Bludgeoning Damage. The creature becomes Prone.

Wild Flail (Recharge 6).

The Chimera goes wild, flailing and biting and roaring at everything. All creatures within 5ft of the Chimera must a DC16 Strength or Dexterity Saving Throw. The attacked creature may choose which Save to make.

On a failed Save, each failing Creature is pushed 10ft directly away from the Chimera, taking 11 (2d6+4) Piercing Damage (Bite), 10 (1d12+4) Bludgeoning Damage (Horns), and 11 (2d6+4) Slashing Damage (Claws), and becomes Prone.

On a successful Dexterity Saving Throw, creatures take no damage and move 5ft away from the Chimera in a direction of their choosing.

On a successful Strength Saving Throw, creatures takes half damage and do not move.

REACTIONS

Head of the Snake

When a Hostile Creature comes within 10ft of the rear of the Chimera, it may use its 'Head of the Snake' as a reaction.

LEGENDARY ACTIONS

The Chimera can take 1 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Chimera regains spent legendary actions at the start of its turn.

Attack.

The Chimera makes one attack against a creature within range with either its Claws, Horns, or Bite.

Take Flight.

The Chimera can move a distance equal to its Fly speed. Attacks of Opportunity have disadvantage for this movement.

Wild Flail (Legendary) (Once per Day).

When the Chimera is reduced to half of its maximum Hit Points or below for the first time that day it may use its Wild Flail regardless of whether it is charged or not as a Legendary action.

Cursed Items

*Curse of Fun? Cursed Fun? Curse is Fun?
Hell yeah, it is!*

As someone who experienced Dungeons & Dragons in the 90s in both Pen & Paper and computer forms, I can confidently say this: the 5th edition of D&D made a huge mistake by ditching Cursed Items. These types of magical items often come with negative effects that vary from very minor inconveniences to powerful magic that can be lethal for users, creating challenges for the group and sometimes punishing them for not being cautious enough. Players frequently lose their rational thinking when they spot a shiny blade that screams “Magic,” grabbing it without ever considering the consequences. For a Game Master, this presents the perfect opportunity to send them on a side quest to find a way to lift the curse.

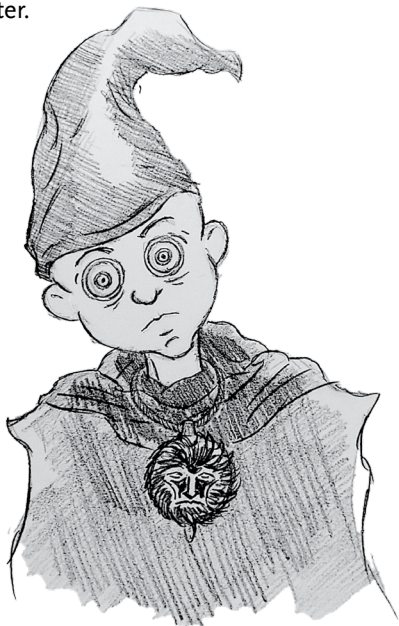
The variety of Cursed Items is limited only by the Game Master’s imagination, but there are a few things to consider before introducing such items to your campaign. Firstly, know your players. Cursed Items are essentially a “joke” made by the Game Master, and if you’re unsure whether your players can take a joke and laugh about it, then it’s best to avoid it. I learned this firsthand when creating a one-shot for old friends. The premise was simple: a Nobleman hired them to recover an artifact from a Dragon’s Lair, which turned out to be a magical belt. The Nobleman warned them, “If you

manage to recover the artifact, do not put it on.” Despite his warning, one player, a male Barbarian, grabbed the belt and put it on, yelling, “I want to be the strongest person in the world.” However, instead of granting his wish, the belt turned him into a woman. The Barbarian player was so angry that he threw his character sheet and stormed out. Understanding if your players can take a joke and what type of joke they can accept is crucial when introducing Cursed Items.



Art by Patrick Dwyer (@SketchasaurR)

Another important question to ask is how much introducing a Cursed Item can jeopardize the game. Introducing one at the wrong moment can break the game, especially with new players who may lose interest if they're unable to fight or act for more than one session. This could potentially derail an entire session or even a campaign. So, when is a good moment to introduce a Cursed Item? I've found that it can help the narrative when some players will be absent for one or more sessions due to real-life matters. By giving the absent player an item that turns them into a miniature figurine, you give the remaining players something to do—they now need to find a way to bring those players back. Cursed Items can serve as an amazing plot point for any Game Master.



Art by *Patrick Dwyer (@SketchasaurR)*

Or maybe you just want your players to have some fun, and you know they won't get "offended" by a Cursed Item—just throw it in there. You never know what players will do. I once had a situation where players were hired to assassinate a baroness and had a cursed ring in their backpack—a ring that killed its wearer after seven days. They had found this ring over six

months earlier but were cautious enough to identify it first, so they were aware of its purpose. Six months passed, and I forgot about it. I had prepared encounters, secret passages, and boss fights, but those "bastards" decided to send their bard to the baroness, use persuasion to charm her, and let her fall in love with him. Then he put the cursed ring on her finger, telling her that she was his greatest love but he needed to save orphans from a goblin attack and had to leave the city for a week, promising he would always feel her love as long as she wore the ring. My rolls were terrible, and seven days later, the baroness was dead—how bloody awesome is that?!? I was so proud of my players and that horny bard.

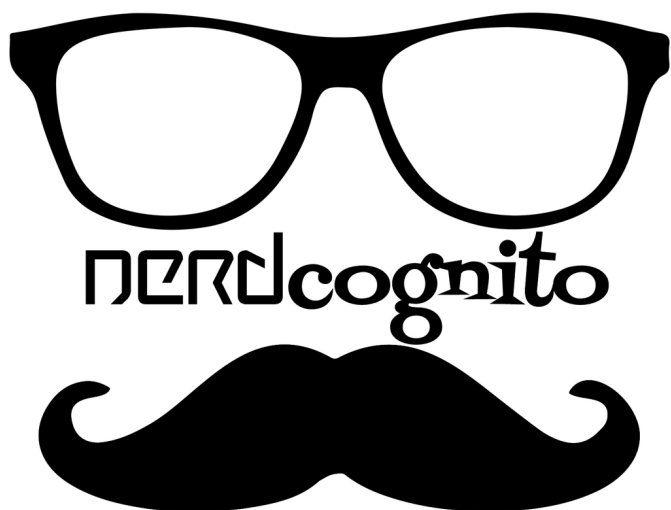
So, don't be afraid to introduce Cursed Items to your games! Use them with caution, and make sure your players are mature enough to understand that actions have consequences. You can create amazing memories with Cursed Items. They're awesome—don't let anyone tell you otherwise.



Art by *Patrick Dwyer (@SketchasaurR)*

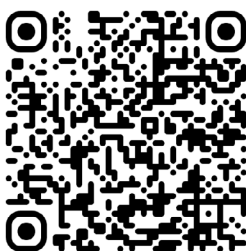
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Valen'erd Lore

Realms of Valen'erde

Valen'erde was once a singular world created by The Ancient One, a supreme God existing before time. Ancient legends claim that the creator of Seraphs and Atlantians meticulously fashioned worlds across the universe, though the purpose remains unknown. This singular world met its demise when the wrath of The Ancient One was provoked by the invasion of Seraphs, compelling Atlantians to commit the unimaginable sin known as the Atlantians Cataclysm. Consequently, the world fractured into three realms, now known as Prime Realms: Valen'erde, a realm of Atlantians transformed into Archons; Elysii Horti, a sanctuary granted to loyal Seraphs by The Ancient One; and Abyssus Inferni, a realm of exile for the Seraphs who initiated the war. Subsequently, The Ancient One withdrew from this world, abandoning creations that had disappointed him.

Millennia passed, and the Nine Atlan-

tians who survived the Cataclysm, now known as Archons, resolved to reshape their prison into a new world, assuming the roles of Gods and Creators. Over time, they birthed Lesser Gods, collectively known as The Divine Pantheon, and fashioned new mortal races. However, the Archons soon realized that the coexistence of Gods and Mortals within the same world would inevitably lead to conflict. Consequently, they forged new realms, designated as Lesser Realms: Domus Caelestis, the realm of the Gods; Silva Somniorum, a realm of Fey Spirits; Tenebrae Domus, a realm shrouded in shadows; and Mortis Regnum, the realm of the Dead. These seven realms are interconnected and accessible through magic, with the Eternal Sea, a space between realms, formed by the Atlantians Cataclysm. Despite its perilous nature, little is known about the Eternal Sea other than it teems with monstrous creations born from the Cataclysm.

Atlantian Cataclysm

The Atlantian Cataclysm is a forgotten event in history that predates the creation of Valen'erde. Millennia ago, The Ancient One created a planet somewhere in the universe. On this planet, he created a mortal race that took the name of Atlantians. The Ancient One was pleased with his creation and decided to let them mold the fate of their race on their own. Their civilization flourished, and within a few millennia, they started venturing into the stars, creating a civilization that spanned across multiple worlds.

Some Atlantians, however, wished to follow The Ancient One. They used advanced technology to track their creators and follow in his footsteps. They found him creating a new world with his new creations, the Seraphs. The Atlantians were welcomed by The Ancient One, and soon he started favoring the knowledge-hungry mortals.

Among those bright minds, there were ten exceptional scientists who started working on a project called "Deus Ex Machina" that would grant them immortality. The Seraphs grew jealous of how The Ancient One favored the Atlantians. A group of Seraphs led by Lucifer decided to wage war against the Atlantians when The Ancient One headed to his rest that lasted years. The war was quick and furious; many Atlantians lost their lives as they were not prepared for war.

There was only one hope left: the "Deus Ex Machina" project. Without proper testing and research, the device was activated. A shock-wave destroyed the city of Atlantis and spread across the entire galaxy, killing every single Atlantian in the universe. In a matter of minutes, their life forces were pulled out, and their bodies disintegrated—men, women, children—no one was spared. Their life forces were pulled towards the device, and ten Atlantians were granted immortality as they desired. The remaining life forces gathered around the planet and created the phenomenon known today as the Eternal Sea.

This event is known as the Atlantian Cataclysm, but its details are only known to the Archons—the nine remaining Atlantians with God-like powers—and the Seraphs.

Prime Realms:

Abyssus Inferni: This realm houses the Fallen Seraphs, now known as Lords of the Abyss, whose hearts brim with hatred and jealousy toward the Atlantians. They amass armies with the goal of obliterating whatever the Archons create. Although the Seven Lords of the Abyss pose a threat to the Realms of Valen'erde, they are unable to cooperate, engaged instead in constant warfare, which prevents the forces of the Abyss from annihilating the remaining realms.

Elysii Horti: This Prime Realm, unlike the others, was not conceived as a prison. It was a reward bestowed upon loyal Seraphs who abstained from participating in the war between Seraphs and Atlantians. Governed by the Nine Guardians of Elysium, also known as The Archangels, they are entrusted by The Ancient One with the task of averting another conflict akin to the Atlantians Cataclysm.

Valen'erde: Once a prison for Nine Atlantians who sacrificed their entire race to attain God-like powers, this Prime Realm was a desolate land where Archons were tormented by eternal guilt for their race's sacrifice. After millennia, the Archons resolved to create a new home based on their recollections of the past. Each Archon focused on a specific aspect of creation, but they soon realized that even with their powers, they required assistance. Thus, they birthed Lesser Gods to oversee various aspects of the world, collectively known as the Gods of the Divine Pantheon. This realm is home for mortal races, Humans, Elves, Dwarfs and many others.

Lesser Realms:

Domus Caelestis: Crafted by the Archons, this realm serves as the home of the Gods of the Pantheon, who govern Valen'erde from within. While most Gods possess their unique domains within this realm, a central city atop the tallest mountain serves as the gathering place for Gods to shape the fate of Mortals.

Mortis Regnum: Ruled by the Banshee Queen, Archon of Death, this realm is where souls of mortals await judgment. Governed by the Banshee Queen and her Aspects of Death, souls undergo the eternal cycle of life and death, judged and reincarnated under her supervision. Mortis Regnum is said to be surrounded by the River of Styx, crossing without a guide would lead the soul to be trapped for eternity, a passage is possible only with the aid of Charon, the Ferryman of the Banshee Queen.

Silva Somniorum: Initially created as an experimental ground for the Archons, this realm defies conventional logic, filled with magical anomalies and failed experiments. It has become home to the Fey, the first creatures crafted by the Archons, as well as the Alven'ari – Elves who were permitted to dwell in Valen'erde.

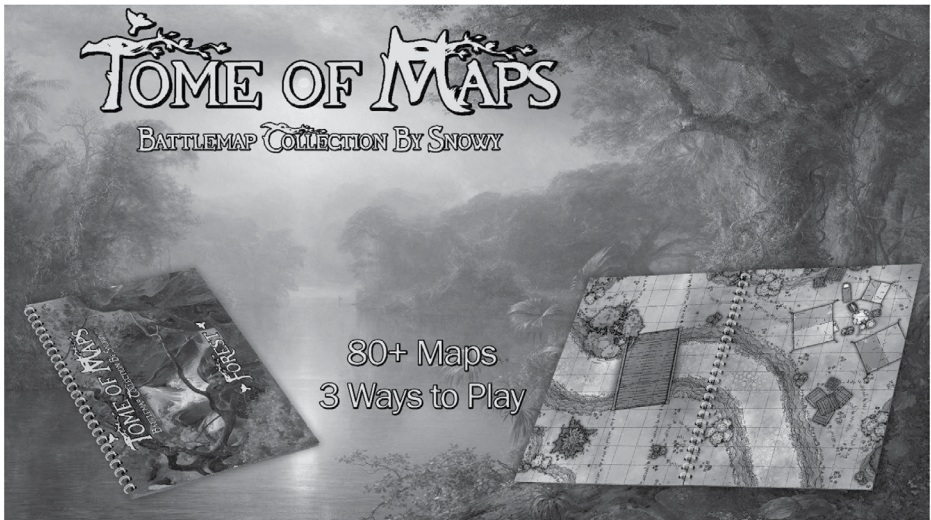
Tenebrae Domus: Similar to Silva Somniorum, this realm served as a repository for the Archons' creations, housing the most perilous and unpredictable ones. Enshrouded in eternal darkness, it became the refuge for Fallen Gods who rebelled against the Archons, rendering it a place only the most foolhardy would dare explore.

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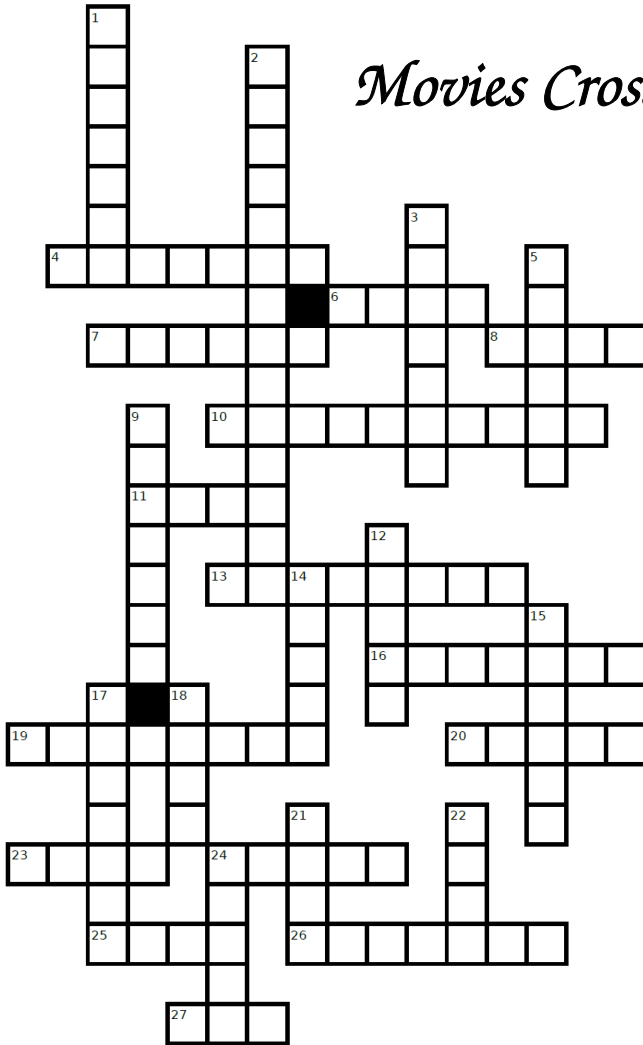


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Movies Crosswords



Down:

1. Chewbacca's species in "Star Wars"
2. Star of "Terminator" and "Predator" "
3. Archaeologist adventurer played by Harrison Ford
5. Dark Lord in "The Lord of the Rings"
9. Half-man, half-machine law enforcer
12. Connor in "Terminator 2: Judgment Day"
14. Cute creatures from "Star Wars: Return of the Jedi"
15. Dark realm in "The Lord of the Rings"
17. Hacker in "The Matrix"
18. Villain in "Star Trek II"
21. Villain in "The Fifth Element"
22. Warrior Princess from the TV series
24. Protagonist of "Escape from New York"

Across:

4. Blade Runner played by Harrison Ford
6. Order of peacekeepers in "Star Wars"
7. Heroine of "Aliens"
8. Skywalker in "Star Wars"
10. Cyborg assassin from the future
11. Cybernetic species in "Star Trek"
13. Alien hunter in the movie series
16. Ranger in "The Lord of the Rings"
19. Mentor in "The Matrix"
20. Sith Lord in "Star Wars"
23. Princess in "Star Wars"
24. Logical Vulcan in "Star Trek"
25. Wise Jedi Master in "Star Wars"
26. Wise wizard in "The Lord of the Rings"
27. The One in "The Matrix"

The Book Corner

Gleen Cook - The Black Company

"You who come after me, scribbling these Annals, by now realize that I shy off portraying the whole truth about our band of blackguards. You know they are vicious, violent, and ignorant. They are complete barbarians, living out their cruelest fantasies, their behavior tempered only by the presence of a few decent men. I do not often show that side because these men are my brethren, my family, and I was taught young not to speak ill of kin. The old lessons die hardest."

Croaker, The Annalist of The Black Company

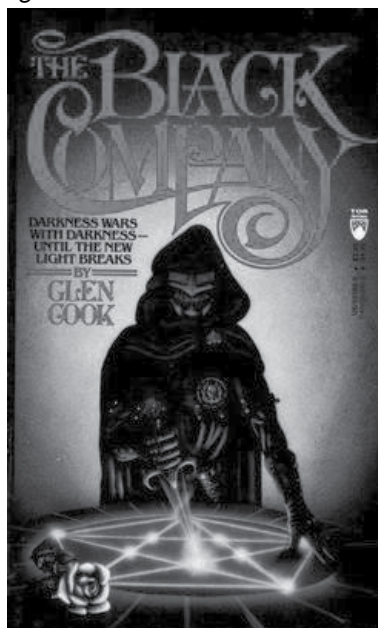
Welcome, reader, to a nook dedicated to novels that resonate with our beloved pastime: Fantasy Adventures, Sci-Fi Odyssey, Murder Mysteries. All these genres inspire us to craft worlds, quests, characters, and lore for our players or immerse ourselves as players. Gary Gygax and Dave Arneson, the creators of Dungeons & Dragons, drew inspiration from countless novels and authors. Jack Vance's "The Dying Earth" influenced the magic in D&D, while the works of Robert E. Howard, Tolkien, and others fueled the imaginations of both creators and enthusiasts alike.

Let's dive into one of my personal favorites, Glen Cook's "The Black Company," the inaugural pick for Elven Maid Inn: Tales of the Tavern.

Glen Cook's series, born in 1984, is a cornerstone of dark fantasy. Its pages transport readers to a world where the lines between heroism and villainy blur amidst a tumultuous backdrop of conflict and intrigue. The story revolves around The Black Company, a band of mercenaries entangled in a clash between an ancient, resurrected empire and the rebel forces of the White Rose, hired by the empire's powerful mage, Soulcatcher.

With eleven books to date, the series is divided into trilogies: The Books of the North, The Books of the South, and The

Books of Glittering Stone, with additional spin-offs and an upcoming conclusion titled "A Pitiless Rain." In 2007, Tor Fiction released a softcover omnibus edition compiling the series into four tomes, making it easier for readers to delve into this captivating saga.



The Company starts the book in the southern continent on Beryl under an existing contract, but they quickly find themselves headed to the north to serve the Lady. They start out fighting rebel forces in the north but find themselves fighting

backwards, mostly, across a good chunk of the continent. After an early encounter with a Folvarka, a were-leopard-vampire, The Black Company books don't have monsters, just monstrous men. There is plenty of magic, though. The Black Company keeps multiple sorcerers on staff. The Lady herself is an immortal sorcerer who is effectively a demigod. Her primary lieutenants are the Taken, ten immortal sorcerers of slightly less immense power, one of whom, Soulcatcher, hires the Company and is their primary point of contact. It is worth noting that Magic in The Black Company is not your usual D&D magic; it's much more. Mages are extremely powerful and rare, and their biggest weakness is their real name.

Glen Cook's "The Black Company" is often called a grandfather of Grimdark fantasy. The author has inspired dozens of modern authors with his unique writing style, the situations, and trauma he inflicts on his characters, and he doesn't let up on the fact that this world is a grim place to live and no one is safe. The first book of Black Company, is written and intended

to be read as a series of journal entries of a soldier on a military campaign. It can be very jarring at first, as a sentence can be three words, but this choice of narration enhances the plot and tone for the series. And one of the best parts is that with every new Black Company Historian, Glen Cook changes his writing style several times during the course of the entire series. One such narrator suffers from amnesia and memory loss like a downed soldier on the battlefield. The mystery, suspense, and exhilaration Cook introduces in this new character was a complete 180 from what we had seen before in the series. If you like Dark Fantasy and Grimdark settings, I guarantee you will love this book just as much as I do.

P.S. Arc Dream Publishing, designers of Delta Green, is working on The Black Company TTRPG, not much is known about the project but fingers crossed it will be something worth buying!

EMI Facts!

Did you know? Nymphs are the guardians of nature's most sacred places, dwellin' in forests, rivers, and other untamed wilderness. Some reckon they're creatures of purest light, radiatin' an aura of enchantment that'll captivate even the most hardened heart. Others say they're capricious beings, quick to anger and even quicker to unleash the wrath of the earth itself. Best tread lightly if you ever find yourself in their domain.

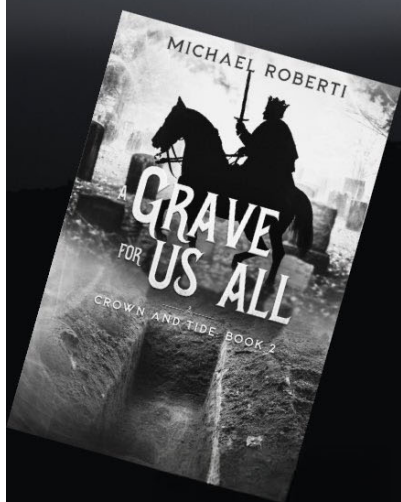


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Elven Maid Inn Kitchen Secrets

Avian and Sunfruit Salad



Elven Ingredients:

- One Enchanted Avian Breast
- One Sunfruit
- One cup of Sweet Corn
- Four tablespoons Elven Mayonnaise
- Elven secret Spices

Replacement Ingredients:

- A Chicken Filet
- Pineapple
- One cup of Sweet Corn
- Four tablespoon of Mayo
- Salt and Pepper

Begin by enchanting the atmosphere with the serenity of the forest and the whispers of ancient magic.

In a cauldron of bubbling water, gently poach the Enchanted Avian Breast until it is tender and cooked through.

Once the Enchanted Avian Breast is cooked, allow it to cool slightly before dicing it into bite-sized pieces with the grace of an elven chef.

Next, carefully peel and dice the Sunfruit, ensuring each piece captures the radiant essence of the forest sun.

In a mixing bowl, combine the diced Enchanted Avian Breast, Sunfruit, and sweet

corn, blending them together with the harmony of nature's symphony.

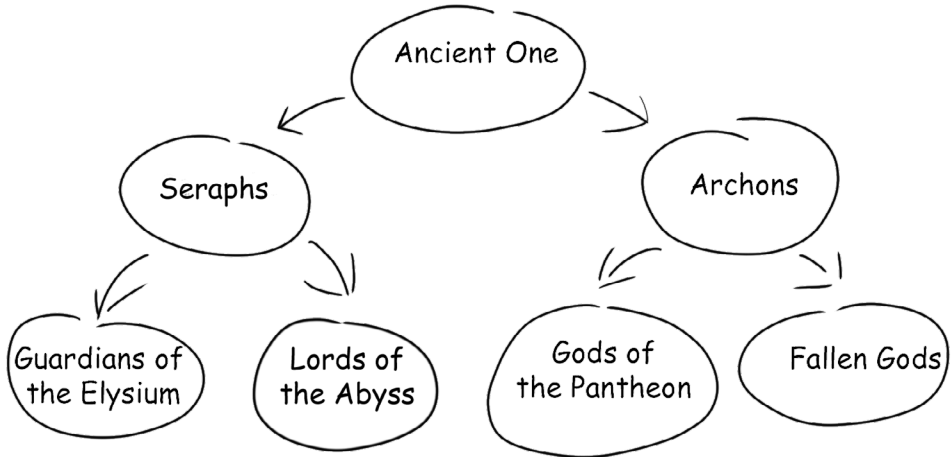
Add the Elven mayonnaise to the mixture, stirring gently until all the ingredients are coated in its creamy embrace.

Allow the flavors to meld together for a few moments before serving, letting the magic of the forest dance upon your taste buds with every forkful.

Enjoy the enchanting flavors of this Elven delicacy, where the mystical union of Enchanted Avian and Sunfruit creates a salad worthy of elven feasts and forest gatherings.

Valen'erd Lore

The Gods



The Pantheon of Valen'erde comprises many entities. Some were created by The Ancient One, a god-like entity that emerged from beyond time and forged worlds in the universe. Others were mortals who attained god-like powers by committing the greatest sin, while some were created with a singular task in the newly formed world. Each possesses a power beyond mortal comprehension, seeming almost unattainable. But is this truly the case?

We can categorize these god-like entities into groups. The first two are Archons and Seraphs, both crafted by The Ancient One. Seraphs, winged humanoids, are immortal beings with access to "Divine Magic." Incapable of reproducing among themselves, the death of a Seraph spells disaster for

their entire race. The Archons, remnants of an advanced civilization, were compelled by the Seraphs to utilize an untested device, resulting in the demise of the entire Atlantean race. In exchange, they gained immortality and god-like abilities, earning them the moniker "Primordial Gods" responsible for creating Valen'erde and its mortal races.

Both Seraphs and Archons can further be categorized. After the war with the Atlanteans, Seraphs split into two factions: those who engaged in the conflict and those who remained neutral. Those loyal to The Ancient One were granted the realm of Elysium, guarded by The Nine Guardians of Elysium, who constitute the Leader Council of the Seraphs.

The Nine Guardians of Elysium:

- Aanfiel, Archangel of Judgment
- Araphiel, Archangel of Knowledge
- El Auria, Archangel of Light
- Gabriella, Archangel of Redemption
- Lelahel, Archangel of Protection
- Samael, Archangel of Wisdom
- Ezekiel, Archangel of Honor
- Raphael, Archangel of Compassion
- Nathaniel, Archangel of Death

Tasked by The Ancient One to prevent another war, even if it entails destroying mortal worlds crafted by the Archons, The Nine Guardians of Elysium hold a crucial role.

Seraphs who participated in the Atlantian War faced punishment. Stripped of their Divine Magic, they were cast into Abyssus Inferni, a dark realm where they transformed into twisted monstrosities, often dubbed as Devils and Demons by mortals. Driven by a hunger for power and pride, they sought new sources of magic, spawning armies of Demons with the sole intent of annihilating everything created by the Archons. Abyssus Inferni became a realm perpetually embroiled in eternal war, with Seven Thrones occupied by the “Lords of Abyss.”

The Seven Lords of Abyss:

- Belphegor, Lord of Sloth
- Mammon, Lord of Greed
- Beelzebub, Lord of Gluttony
- Lilith, Lady of Lust
- Abaddon, Lord of Wrath
- Lucifer, Lord of Pride
- Leviathan, Lady of Envy

During the Archon Wars, Lucifer, Lord of Pride, vanished, leaving his throne vacant. Despite power struggles, Lucifer remained a significant figurehead among the Lords of Abyss. Therefore, Baal, Mistress of Pride, assumed leadership of his domain until his return or confirmed demise, albeit without

the title of Lord of Abyss, often perceived as a nuisance by other Lords.

The Archons, on the other hand, remained united. Nine known Archons exist, though some argue there should be ten. Former mortals who invented “The Deus Ex Machina,” they discarded their names, known only by their aliases:

Archons:

- The Stone Father - Archon of Earth
- The Banshee Queen - Archon of Death
- The Lady of the Night - Archon of Lies
- The Arbiter - Archon of Knowledge
- The Witch of Evergreen - Archon of Nature
- The Lord of Storms - Archon of Storms
- The Dreamweaver - Archon of Dreams
- The Lord of Tides - Archon of Oceans
- The Crimson Lady - Archon of War

Over time, they enlisted assistance to govern specific aspects of Valen’erde, known as Gods of the Divine Pantheon, or Aspects, responsible for specific Archon domains.

Gods of the Divine Pantheon:

Aspects of Earth (Archon of Earth Domain):

- Shargesh, God of Sands
- Qotorr, the Great Burrower
- Terroth, the God of Mountains

Aspects of Death (Archon of Death Domain):

- Imis and Remis, Twin Gods of Justice
- Charon, the Ferryman of The Banshee Queen

Aspects of Lies (Archon of Lies Domain):

- Fifi Keijukainen, Goddess of Pranks
- Fortunius, God of Luck
- Kanari, Goddess of Beauty
- Neito, Goddess of Youth
- Ai, Goddess of Love
- Juomingit, God of Grape Harvest
- Crow, God of Secrets

Aspects of Truth (Archon of Knowledge Domain):

- Alusir, Goddess of Wisdom
- Teos, God of Knowledge

Aspects of Nature (Archon of Nature Domain):

- Inukami, Goddess of the Hunt
- Mori, God of Forest

Aspects of Storm (Archon of Storms Domain):

- Torden, God of Thunder
- Anuri, Goddess of Wind
- Lieti, God of Rain

Aspects of Dreams (Archon of Dream Domain):

- Yuno, Goddess of Destiny

Aspects of Water (Archon of Oceans Domain):

- Sakpata, God of Depth
- Nadee, Goddess of Rivers

Aspects of War (Archon of War Domain):

- Kyus The Conqueror, God of War
- Katiasaha, Goddess of Strategy
- Aura, Goddess of Peace
- Valhallen, God of Honor

Valen'erde. Initially four, one betrayed the Archons, becoming a Fallen God.

- Haru, Goddess of Spring
- Natsu, God of Harvest
- Fuyu, Goddess of Winter

In the early days of Valen'erde, a group of Gods challenged the Archons, leading to the Archon Wars. Though victorious, the world faced near destruction from an entity named Kravgi. Only through the combined might of Archons, Gods of the Pantheon, and unlikely allies was Kravgi subdued, not slain, but sealed into slumber. Banished from Valen'erde, most of these Fallen Gods now reside in the realm of Shadows - Tenebrae Domus.

The Fallen Gods:

- Xiguras, God of Decay
- Erisis, Goddess of Vengeance
- Kravgi, God of Destruction
- Kira, God of Hate
- H'dnum, God of Darkness
- Sinne, Goddess of Anger
- Sel'Alath, Goddess of Web
- Mortrex, God of Murders
- Nethra, Goddess of Disease and Poison
- Morgron, God of Plague and Famine

Considered gods by mortal races, these entities have inspired the creation of churches, orders, sects, and cults. However, following the Archon Wars, the Archons prohibited any god from personally intervening in the mortal realm, permitting only indirect channels of influence through their faithful.

Apart from the Archons are the Gods of Seasons, governing the cycle of seasons in

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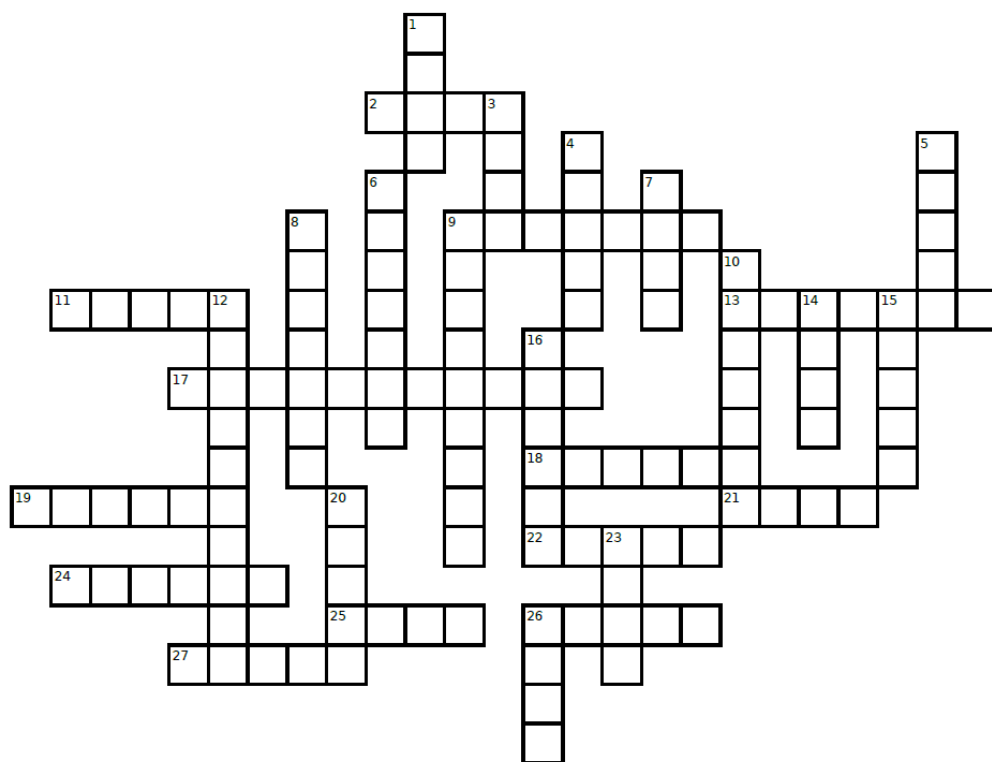
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*DriveThru***RPG**



Video Game Crosswords



Down:

1. Insane antagonist in "Far Cry 3"
3. Assassin in "Assassin's Creed 2"
4. Female bounty hunter in "Metroid"
5. Female Mage in "Warcraft 3"
6. Commander in "Mass Effect"
7. Summoner in "Final Fantasy X"
8. Protoss warrior in "StarCraft"
9. Dragonborn in "The Elder Scrolls V: Skyrim"
10. Legendary soldier in "Metal Gear"
12. Protagonist in "The Elder Scrolls V: Skyrim"
14. Hero of "The Legend of Zelda"
15. Nathan, in the "Uncharted"
16. Witcher protagonist in "The Witcher"
20. Demon hunter in "Devil May Cry"
23. Brave hunter in "Horizon Zero Dawn"
26. Child of Destiny in "The Witcher"

Across:

2. Brotherhood of Nod Leader in "Command & Conquer"
9. Marine in "Doom"
11. Mercenary in "Final Fantasy VII"
13. Betrayer in "Warcraft III: The Frozen Throne"
17. Spartan super-soldier in "Halo"
18. Fallen prince in "Warcraft III: Reign of Chaos"
19. Scientist in "Mass Effect 2"
21. Keyblade wielder in "Kingdom Hearts"
22. Assassin in "Mass Effect"
24. Spartan warrior in "God of War"
25. Female Fighter in "Final Fantasy VII"
26. Lara, the adventurer in "Tomb Raider"
27. Solid, protagonist in "Metal Gear Solid"

EMI Facts!

Did you know? Trolls are nasty creatures, born from the muck and filth of the world. But here's the thing: you can't just kill 'em and be done with it. No sir, these buggers'll just keep comin' back, regenerating from even the worst wounds. Only fire or acid can put 'em down for good, so if you ever find yourself face-to-face with a troll, you best have a torch handy.



Harmony Hair Chromatic Transmutation

Casting Time: Casting Time: 1 minute

Range: Self

Components: V, S, M (a lock of the target hair, gemstone of desire colour)

Incantation: "Bynd ylf teirin avagarth, veritae finum colrath!"

Upon completing the incantation and performing the necessary gestures, the caster combines the powdered gemstone with the lock of hair. Subsequently, the hair undergoes a metamorphic process, assuming the desired color with a mystical sheen. The duration of the effect varies based on the caster's proficiency and the quality of the components employed, typically ranging from several hours to several days.

Harmony Hair Chromatic Transmutation



From the Journals of Elven Maid:

Today, I stumbled upon a fascinating tale passed down through generations, whispered among the corridors of arcane knowledge academy. It speaks of an ancient spell, Hair Chromatic Transmutation, crafted by a mage named Harmony, who hailed from the renowned School of Aludonia. The enchantment is said to bestow upon its caster the ability to manipulate hair color, whether it be their own or that of others, albeit for a temporary period.

Harmony, as the tale goes, was not merely a gifted mage but a soul burdened with the weight of isolation and ridicule. Her distinctive ginger locks made her a target of scorn among her peers, igniting a fervent desire within her to change her fate. Driven by a yearning for acceptance and a determination to alter her appearance, she delved into the depths of her studies with unparalleled focus.

Months passed, and within the seclusion of her study, Harmony succeeded where many would falter. She crafted the Hair Chromatic Transmutation spell, a feat that

typically required years of dedication and mastery. Yet, her heart was not filled with the joy of achievement but instead with bitterness and resentment.

In a moment of recklessness, Harmony unleashed the spell upon the entirety of Aludonia, causing what would be known as the Ginger Apocalypse. Overnight, the once diverse array of hair colors within the academy transformed into varying shades of ginger, plunging the institution into chaos.

The aftermath of this event was swift and profound. Harmony, confronted with the unintended consequences of her actions, was consumed by remorse. In an act of redemption, she shared the spell with her peers, allowing them to revert to their original hair colors.

Thus, Harmony's Hair Chromatic Transmutation became a symbol not of chaos, but of reconciliation and forgiveness. Today, it is wielded by sorceresses and witches alike, offering a versatile tool for personal transformation and a reminder of the power of redemption in the face of one's mistakes.



The Quill and Magic Guild

presents:

*Winner of the First Edition
of Writers Royale*

"Knights vs Monsters"

Chapter 1.

On the edges of the small village of Willowbrook, located near the canopy of ancient Oak trees, a woman named Aeliana stepped down out of her cottage. The morning had just begun to cast a delicate spell, and the remnants of a refreshing rain shower still clung to the leaves and grass. Aeliana's steps were gentle as she descended the worn wooden steps of her home, her bare feet making contact with cold, damp earth. The clouds once shrouded in heavy rainy clouds, had now begun to unravel the blue sky, like a masterful artist, strokes of golden light started passing through the sky, covering the world in vibrant colours.

Aeliana glanced over the village, her new home, as the first signs of the day emerged. She could not believe that she had a peaceful life, once, she had been an adventurer, exploring dark caves, and fighting monstrous creatures in pursuit of gold and glory. Her fingers, almost unconsciously, brushed against the scars that covered her body. As the morning sunbathed the village in a gentle light, her thoughts inevitably turned to Ethan, the Paladin who had stolen her heart. He had chosen duty over love, and she respected him for it, even if it caused pain in her heart. Unpleasant memories resurfaced like ghosts from the past. Memories of their time together, the passion that ignited between them, and the bittersweet farewell when he left to serve his calling. She knew that her defiant spirit could forever clash with Ethan's unwavering faith, but she couldn't help but hope for a way to overcome the gap between their worlds. Aeliana quickly carried out her patrol and watched the village come to life, she quietly hoped that someday she and Ethan could find a middle ground, a place where they could flourish.

The laughter of children and the distant calls of a woman snapped Aeliana back to reality. She observed as the children ran and played in the fields, enthusiastic and full of energy, a woman, their mother, yelled at them to help with the work in the fields. Aeliana's heart was filled with gratitude for the life she had now, it was more than she had ever imagined. One of the kids noticed Aeliana and began waving enthusiastically, Aeliana couldn't help but smile in response and waved back. Soon after, children were running toward her, their faces bright with excitement. "Tell us a story, Eli!" one of the boys shouted, his eyes full of anticipation. "A story about princes and dragons!" Aeliana loved the company of the village children, they reminded her of the innocence and wonder that she had once possessed as a child herself, she used to sneak out from her home and spent time in a tavern listening to stories about heroes. She knelt to their level and began to weave a tale of brave princes and fearsome dragons, of epic battles and quests. Their imaginations ignited, and the children listened with attention. During this time Aeliana

couldn't help but feel anxious, she dreamed of a family of her own, children who shared her blood and her spirit. But, she also knew that her heart belonged to Ethan, she could never love another man or woman, like she loved him. Their storytelling was interrupted by the approach of the children's mother. She wore a warm smile as she greeted Aeliana. "My apologies, Eli. I can't control those little rascals, especially when they see you." Aeliana returned the smile. "I could never refuse them a story," she replied with a warm smile, kids followed their mother to help in the fields. As she resumed her daily patrol, Aeliana carried with her the bittersweet feeling of love she could never forget and a newfound love for the village that had become her home.

The morning had passed peacefully for Aeliana, a former adventurer turned guardian of the peaceful village. She was among the few who took up the mantle of protecting the villagers from the occasional threats of wild monsters and bandits. The role was relatively easy, and she often kept her sword by her side, having abandoned her armour some time ago. It felt as though nothing bad could ever happen in this peaceful haven. As she began to make her way back towards the village, a rumbling in her stomach reminded her it was time to head back for dinner. She turned her steps, ready to return to the warm comforts of home. As Aeliana head back, her sharp eyes caught a plume of smoke rising from the fields. Without a moment's hesitation, Aeliana started sprinting, her heart pounding with a sense of urgency. As she approached the fields, a harrowing scene unfolded before her. Lifeless bodies lay strewn about, and four menacing figures in blood-soaked armour stood callously above them. Among the fallen was the young girl she had met that very morning, a sword cruelly thrust through her back. Unadulterated rage consumed Aeliana. She acted instinctively, launching herself at the knights with the skills honed by years of experience. Surprise worked in her favour as she delivered swift, precise blows to their vital points, eliminating two of her assailants in quick succession. Her sword, however, was stuck in the armour of one fallen foe. Undeterred, she used the momentum of her spin to retrieve a concealed dagger hidden beneath her sleeve, which found its mark in the neck of the third knight. As victory seemed within reach, a searing pain sliced through her lower abdomen, causing her to gasp in agony. She glanced down to see a vicious wound, her once-white shirt now drenched in crimson. With sheer determination, she jumped back, creating distance between herself and the last remaining foe. Her heart sank as she looked upon the knight's armour adorned with the markings of The Order of the Flaming Rose. Panic threatened to consume her as she realized that Ethan, her beloved, was a member of this order. Desperately trying to suppress her pain, she focused on the immediate danger, the knight charged, but it was too late. Aeliana's proficiency with various weapons allowed her to adapt quickly. She dodged to the left, biting her lips to endure the searing pain. Her hand reached out for a nearby farmer's scythe, a makeshift but lethal weapon. With a swift spin, she brought the scythe's blade close to the knight's neck, and the sun bore witness to the grim spectacle as his head rolled to the ground. With her adversaries vanquished, Aeliana's heart ached as she examined the lifeless bodies of the children and farmers, but it was too late, she could not save them.

Aeliana's eyes widened with fear as she looked towards the village. The ominous plumes of smoke rising above it filled her with dread. She knew that something terrible had happened. She felt an urgent need to protect the peace and safety of her village and her home.

Chapter 2.

Pain coursed through Aeliana's body, threatening to consume her. She had lost a significant amount of blood, and her vision blurred at the edges, but sheer determination and iron will push her forward. Every step was a battle against her frailty. As she drew nearer to the village, her vision sharpened, revealing the gruesome scenery that unfolded before her. The sight of lifeless villagers, once filled with warmth and laughter, now reduced to pale, lifeless forms. She knew every single one of them by their names, their faces embedded in her memory, they had welcomed her into their hearts with open arms. But amidst the sorrow and despair, a scream shattered the silence. A group of knights had surrounded a young girl from the village. Her clothes were torn, and her body bore numerous wounds, each a testament to the terror she had endured. Blood stained her torn garments. Aeliana's heart pounded with rage as she rushed toward the group, her every instinct screaming for her to protect the innocent. But before she could reach them, a cruel blade pierced the girl's back, and a guttural cry of agony escaped her lips. The anger within Aeliana surged, a fiery tempest threatening to consume her. She was prepared to exact vengeance upon every one of these heartless knights who had brought such devastation to her home. The knights turned their attention to her, assuming defensive stances. Amid the bloodshed and chaos, a deadly standoff loomed, and Aeliana's eyes burned with a fierce determination, not to protect what remained of her village but to seek justice for those who had fallen.

Blades clashed in a whirlwind of fury as Aeliana faced off against the knights who had brought death and destruction to her village. Her body was exposed, devoid of armour, but this very vulnerability made her more agile and swift compared to the heavily armoured knights. Years of experience in combat allowed her to predict their movements with precision. Every attack they made was clumsy, born of brutality rather than skill. Aeliana recognized that these knights had no real combat experience, their only proficiency being the slaughter of unarmed civilians. This realization fuelled the fire of anger within her, pushing her to fight with relentless ferocity. Aeliana parried and dodged their strikes, using their lack of finesse to her advantage. She danced around them, her movements fluid and calculated. One of the knights, the very one who had taken the young girl's life, made a sloppy swing towards her. He had no helmet, and Aeliana seized the opportunity. She used the hilt of her sword to strike him in the head, the impact forcefully penetrated the knight's skull. His lifeless body crumpled to the blood-soaked ground. With ruthless efficiency, Aeliana continued her assault. She spun to the left and lunged at the second knight, knowing that the armour's weak point would be beneath the armpit. Her blade slid effortlessly into the gap, and a harrowing scream filled the air as

the knight's life was extinguished. Aeliana was ready to take on the next opponent when she heard a voice from behind. She turned and froze, her heart pounding in her chest, she could not fathom the image she just witnessed. A man sat atop a horse, surrounded by dozens of knights. But her gaze was fixed solely on him, the one whose voice had shattered her world.

"Ethan," she whispered, her voice with a soft voice that seemed almost drowned by the cacophony of the scene. Disbelief and shock painted her features as she locked eyes with the man she had loved, a man she hoped to never see in this context.

"Drop the sword, Aeliana," he ordered, his voice devoid of the warmth she once knew. Tears welled up in her eyes, a mixture of sorrow and disbelief.

"Why?" she pleaded, her voice breaking. "They were unarmed... you murdered them all, even the children... Why?"

Ethan's response was callous, and it sent a shiver down her spine. He pointed towards the lifeless body of a girl, her once-peaceful expression now locked in a terrifying visage. It was Cale, the daughter of the innkeeper, who had made such delightful stew.

"This entire village was a nest for all those creatures," he accused, venom lacing his words. "Orcs, Goblins, Dwarfs and even Elves like you. Stain on this land that belongs to us, Humans".

Aeliana was stunned, unable to comprehend the hate in his voice as he pointed towards her. They had spent countless days together, shared their lives, and their bed, and now this unfathomable betrayal was unfolding before her eyes. Her thoughts swirled in confusion and pain. She tried to focus on the human knight she had once loved, but her vision was blurred by a combination of agony and tears.

"Drop your weapon!" he commanded, his voice demanding compliance.

But Aeliana could not comply. Her body assumed a defensive stance, determination burning fiercely in her eyes. She could not surrender to this man, not now, not ever again. He glared at her, clearly seeing her defiance.

"Very well," he declared, dismounting from his horse and drawing his blade. The surrounding knights formed a ring around them, sealing Aeliana's fate. She knew that these were likely her last moments, but before she embraced the inevitable darkness, she vowed to take their leader with her to meet the Banshee Queen, the lady of the dead.

Their blades clashed in a ferocious dance, a symphony of steel that resonated with their shared history and knowledge of each other's weaknesses and strengths. Aeliana fought with every ounce of strength left in her wounded and tired body, struggling to keep up with Ethan's relentless assault. But the odds were against her, pain in the abdomen slowed her movement, and he toyed with her like a cat with its prey.

"Time to end this," Ethan sneered, his voice laced with disdain as he looked down upon her. A sudden, sharp pain lanced through Aeliana's back, she dropped to her knees, struggling to catch her breath. She looked down to see two crossbow bolts sticking out from her stomach, the taste of blood filled her mouth.

"This is it, huh?" she muttered, her voice strained as she struggled to maintain her posture on her trembling knees. "I should have seen this coming... You, crusaders don't care about right or wrong, you just see us as monsters to be exterminated."

More crossbow bolts pierced her body, Aeliana collapsed onto the ground. Despite her grievous wounds, Aeliana mustered all her remaining strength to get up, to swing at his opponent, but she was at her limit. Her eyes, filled with pain and anger, locked onto Ethan.

"Are we so hateful to you?" she continued, her voice weak but defiant. "Our children listened to stories about glorious knights saving princesses, never would they have thought they were the monsters to be slain."

Aeliana's consciousness began to slip away, and Ethan stood over her fallen body. With a casual gesture, he turned her onto her back with his foot, a final act of disdain.

"And you, my beloved, did I perhaps break your heart for you to slay mine?" Aeliana whispered, her voice barely audible, yet it carried a weight of sorrow that transcended words. "Know that I never lied to you, not once. I sincerely wanted to live with you, be happy with you, grow old with you... But now... All is lost."

She fixed her eyes upon him for the last time, filled with a mixture of hate and anger. Ethan, holding his sword poised for the final strike, looked down upon the woman he had once loved.

"One... last... thing... darling..." Aeliana gasped with her dying breath, her words barely more than a whisper. "Is your god happy now?"

Darkness descended as Ethan's blade pierced her heart, and the battlefield fell into silence, marked only by the weight of their choices and the legacy of their love, now forever lost to the legends of history.

The End

T-SHIRTED HISTORIAN

"HELLO EVERYBODY OUT THERE IN
YOUTUBE LAND."



T-Shirted Historian is a YouTube content creator in the pop culture commentary niche, with a focus on independent or underground media. His personal mission is to combine positivity and passion for his various hobbies and niches, and use that to build a strong community of like minded fans from various different geek spaces. From Tabletop Roleplaying Games to retro toys and movies, T-shirted Historian doesn't put a hard limit on what he covers. He occasionally veers into critique and ridicule when dealing with things he doesn't like, but he prefers to focus on things that feed his passions instead of his anger.

As his name may suggest, a portion of T-Shirt's content covers history as well. From the history of iconic manga series & retro movie franchises (such as his Deep Dive into the Fist of the North Star Manga), to broader world history (Like his Weird History series). His casual and sometimes irreverent delivery create a low bar of entry for his content so that you feel like you're chatting with a friend rather than being lectured or preached to. At the same time, the extent to which T-Shirt dives deep into his areas of interest are nothing short of scholarly at times.

He hosts a weekly show, *The Week In Geek*, where he is joined by a panel of friends and fellow geeks to discuss the latest developments, releases, and stories in the world of Geekery. It airs at 5pm Eastern/4 central on Saturdays.

Crosswords Solutions

D&D Crosswords:

Down:

1. Zombie
4. Castle
5. Proficiency
8. Advanced
9. Dungeon
12. Necromancy
13. Vampire
17. Magic
18. Catacombs
19. Goblin
23. Troll
27. Tavern

Across:

2. Drow
3. Mimic
6. Fantasy
7. Fireball
10. Cleric
11. Wizard
14. Werewolf
15. Assassin
16. Lich
19. Gygax
20. Dragon
21. Paladin
22. Fighter
24. Avenger
25. Elf
26. Curse
28. Warlock
29. Demon

Video Games Crosswords:

Down:

1. Vaas
3. Ezio
4. Samus
5. Jaina
6. Shepard
7. Yuna
8. Zeratul
9. Dovahkiin
10. Big Boss
12. DragonBorn
14. Link
15. Drake
16. Geralt
20. Dante
23. Aloy
26. Ciri

Across:

2. Kane
9. Doomguy
11. Clourd
13. Illidan
17. Master Chief
18. Arthas
19. Mordin
21. Sora
22. Thane
24. Kratos
25. Tifa
26. Croft
27. Snake

Movies Crosswords:

Down:

1. Wookie
2. Schwarzenegger
3. Indiana
5. Sauron
9. Robocop
12. Sarah
14. Ewoks
15. Mordor
17. Trinity
18. Khan
21. Zorg
22. Xena
24. Snake

Across:

4. Deckard
6. Jedi
7. Ripley
8. Luke
10. Terminator
11. Borg
13. Predator
16. Aragorn
19. Morpheus
20. Vader
23. Leia
24. Spock
25. Yoda
26. Gandalf
27. Neo

Join the Staff!

Thank you for being part of the inaugural issue of our brand-new magazine! As we launch this exciting venture, we are seeking passionate and talented individuals to contribute as guest writers, artists, and TTRPG content creators. This is a fantastic opportunity to showcase your work, share your unique voice, and promote your social media and products to a dedicated audience.

Guest Writers:

Do you love diving deep into movies, books, comics, video games, or anime? We are seeking guest writers for various corners of our magazine:

Movie Corner: Share reviews, analyses, and features on the latest and greatest in film.

Book Corner: Focus on independent authors and provide reviews, author interviews, and book-related articles.

Comics Corner: Highlight independent comic artists and writers with reviews, artist spotlights, and discussions on comic culture.

Anime Corner: Review new series, delve into anime culture, and discuss trends in the anime world.

Video Games Corner: Explore the gaming universe with reviews, game analysis, and discussions on gaming trends and culture.

Artists:

Are you an artist looking to promote your work? We are offering a platform for you to showcase your art to a wider audience. Whether you create digital art, traditional paintings, or illustrations, we would love to feature your work in our magazine. Gain exposure and connect with art enthusiasts who appreciate your talent.

TTRPG Content Creators:

Do you have a passion for tabletop role-playing games and a knack for creating homebrew content? We are looking for TTRPG content creators who want to share their unique homebrew settings, campaigns, characters, and more. This is a fantastic opportunity to promote your content and engage with fellow TTRPG enthusiasts.

Please Note:

As we are in the initial stages of our magazine launch, we are currently unable to provide monetary compensation. However, we offer you a platform to promote your social media, products, and other projects to our readers.

If you are interested in joining our team and contributing to our magazine, please reach out to us with your portfolio or a sample of your work. We look forward to collaborating with you and creating something amazing together!

Contact Us: elvenmaidinn@gmail.com

Advertisement:

We are excited to offer advertising rates for the second issue of our brand-new magazine. Promote your business, products, or services related to our nerdy hobbies to a dedicated and engaged audience at unbeatable prices.

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This is a fantastic opportunity to reach a wide audience of nerd culture enthusiasts at a fraction of the usual cost. Our magazine covers a diverse range of nerdy hobbies including movies, books, comics, video games, anime, and tabletop role-playing games, ensuring your ad will be seen by people who share these passions.

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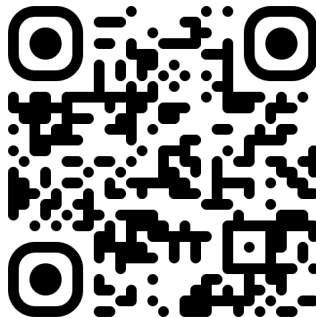
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Elven Maid Inn Ko-Fi:



Thank You!

As you reach the final page of our magazine, we want to express our deepest gratitude for your unwavering support. Your journey through these pages means more to us than words can convey.

Our mission to promote creators is at the heart of everything we do. That's why, in our inaugural issue, all advertisements were graciously given away for free. Our commitment to showcasing talent and celebrating creativity remains unwavering.

To ensure that our magazine continues to thrive and provide a platform for creators, we need your support. As part of our pledge to keep our content accessible to all, our magazine will always be free to download. This promise will stand as long as I am in charge.

If you believe in our mission and want to support us in our endeavor, please consider visiting our Ko-Fi page at [elvenmaidinn](#). Your contributions will help us maintain our commitment to fostering creativity and providing a space for creators to shine.

Follow us on X: [@elvenmaidinn](#) to stay updated with our latest news and releases. We value your feedback, so please let us know how we can improve our magazine. Your insights are invaluable as we continue to grow and evolve.

Once again, thank you for joining us on this journey. Together, we can continue to make a difference in the world of creativity and beyond.

Warm regards,
K.B.
Elven Maid Inn

Elven Maid Inn Ko-Fi:

