

GM Word of the Week: Flumph

Of all the monsters we've dealt with, none is more deadly serious than the flumph. And no, this has nothing to do with the date.

Tweaking the Core of D&D 5E

Before we can build new modes of play, we need to admit that the core rules of D&D 5E have a few oddities and are lacking in a few things we're going to need. So let's get out our tweaking tools and tinker with the core.

The Italian Campaign: On Shape and Glue

Designing a campaign is like ordering dinner at The Olive Garden. Except for the parts that aren't like that at all. Which is most of the parts. Anyway, let's talk about campaign structures, about the Shape of your game and the Glue that holds it together.

