

BANYULE YOUTH SERVICES

DUNGEONS & DRAGONS



monthly e-newsletter



MOVE OVER "BAG OF HOLDING"

The enchanted "Bag of Holding" has nothing on this edition, as it is overloaded with info, artwork & articles that I think you will find handy and be of great use!

Check out;

- **"Chronicles of Banyule" updates** from our August session on pages 7-15.
- Pics from our **"Games Takeover"** nights on page 18.
- Article from Lucas about upping your gameplay at "Chronicles" using one page rules (simplified Warhammer) using really cool miniatures on pages 16 & 17.
- D&D tables at coming to **YouthFest** for the first time!! We are taking over the hall with all things RPG. Mark it in your diary now - Sunday 11 September @ Macleod Park, details on page 5. We will be running one shots & workshops.
- **School holidays** are soon and we have you covered - check out the events on page two, including the return of the successful, **"Immersive worlds"**.

Our next D&D sessions are on;

"Game Night Takeover" on Friday 26 August @ Ivanhoe library, 6-9pm (ages 16-25 years). Bookings; <https://ypri.spydus.com/cgi-bin/spydus.exe/ENQ/WPAC/EVSESENQ?SETLVL=&RNI=439815>

"The Chronicles of Banyule" Sat 3 September @ Jets, 11am-3pm (ages 12-17years).

Please note the earlier finish time of 3pm. Make sure to book in early to get a seat at the D&D table. There will also be a waitlist set up as we are limited to 30 so if you have a ticket & then can't attend please let us know so that we can make more tickets available as needed. Bookings; <https://www.eventbrite.com.au/e/397554886367>

Don't forget you can also upload your character(s) to our D&DBeyond campaign which you can find here; <https://ddb.ac/campaigns/join/26014093088678605> - this will give you access to all our source books too!

If you have any questions or anything to include in the next edition contact me on 0427 833 321 or lisa.said@banyule.vic.gov.au

- Lisa Said

SCHOOL HOLIDAY EVENTS

SEPTEMBER & OCTOBER 2022



For more information on these great events or to find out more visit banyuleyouth.com or call 9457 9855

Banyule Youth Services | BanyuleYouth |

Banyule Youth Services acknowledges that these events will be held on the land of the traditional owners, Wurundjeri Woi-wurrung people of the Kulin nation. We pay our respects to their elders and leaders - past, present and emerging

YOUTHFEST

Sun 11 September
Macleod Park,
Birdwood Ave, Macleod
12 - 5pm

Live music, rides, body art, sport zone, skatepark, inclusive activities, dungeons & dragons, photobooth, workshops, giveaways and so much more!!

Ages: 12 - 25 years

FREE

No bookings required

SLIDE NIGHT

Friday 16 September
WaterMarc, 1 Flintoff St,
Greensborough
6 - 9pm

Join us for a fun night with unlimited rides on the Tantrum Alley & Pipeline Slide. We have giveaways & local upcoming DJs performing on the night.

Ages: 10 - 17 years

Cost: \$3

No bookings required

IMMERSIVE WORLDS

Tuesday 20 September
Ivanhoe Library, Ivanhoe
1 - 5pm

VR headsets, dungeons & dragons, table top games & Switch on the big screen. We also have an escape room if you dare!!

Ages: 12 - 25 years

FREE

Bookings essential:

linktr.ee/BanyuleYouthServices

This event is a partnership with Yarra Plenty Regional Libraries

BIKE HUT

Thursday 22 September
Malahang Park,
West Heidelberg
3.30 - 5.30pm

Come down to the Bike Hut for some fun activities & BBQ with our friends from Open House. BYO helmet

Ages: 12 - 20 years

FREE

No bookings required

This event is a partnership with Open House

MOVIE: "DC LEAGUE OF SUPERPETS"

Tuesday 27 September
Hoyts Greensborough
1 - 3:30pm

We have hired out whole cinema to watch Krypto the Super-Dog and his friends save the day!

Ages: 12 - 25 years

Cost \$8 includes movie, choc top & popcorn. BYO water bottle

Bookings essential:

linktr.ee/BanyuleYouthServices

MAKING MONEY MAKING MUSIC

Wed 28 September
Jets Studios, 2/24 The
Concord, Bundoora
12 - 4:30pm

Make money from your original music & performances! Presented by The Push Inc & APRA AMCOS.

Ages: 12 - 25 years

FREE

Bookings essential:

linktr.ee/BanyuleYouthServices

BOWLING

Thursday 29 September
Greensborough Lanes,
445 Grimshaw St, Bundoora
11.15am - 2.30pm

We have booked heaps of lanes for ten pin bowling.

Ages: 12 - 25 years

Cost: \$7 incl 2 games & lunch

Bookings essential:

linktr.ee/BanyuleYouthServices

This event is a partnership with headspace Greensborough

BIKE JUMPS @ VIEWBANK

Thursday 29 September
Viewbank Reserve,
Viewbank
1 - 3pm

Check out our pop-up jumps and grab some freebies and a feed. BYO helmet

Ages: 12 - 18 years

FREE

Bookings essential:

linktr.ee/BanyuleYouthServices

IMMERSIVE WORLDS

TUESDAY 20
SEPTEMBER

1-5PM @ IVANHOE LIBRARY
& CULTURAL HUB

Explore new worlds through VR headsets, dungeons & dragons, table top games & switch on the big screen. We also have an escape room (sci-fi themed) if you dare!

AGES: 12 -25 years only

FREE

Bookings essential:

linktr.ee/BanyuleYouthServices or check out
www.banyuleyouth.com





Banyule Youth Focus

**Are you aged between
12 & 25 years?**

**Do you live, study,
work or play in
Banyule?**

Council are inviting local young people to sign up to our Banyule Youth Focus database. Young people on this database will be invited to take part in focus group discussions about a range of things that matter to young people.

Participants in each consultation will receive a reward for their time.

For more information contact:
9457 9855
banyuleyouth@banyule.vic.gov.au
banyuleyouth.com/youthfocus



**Sign up is
quick and easy**



YOUTHFEST '22

LIVE MUSIC • RIDES • BODY ART • SPORT ZONE
INCLUSIVE ACTIVITIES • SKATEPARK • PHOTOBOOTH
AND SO MUCH MORE TO EXPLORE

12–5PM
SUNDAY
11 SEPT

BIRDWOOD AVE
MACLEOD PARK

FREE
EVENT



FIRST TIME EVER

D&D

TABLES COMING TO
YOUTHFEST



DUNGEONS & DRAGONS

We have 2 D&D monthly sessions for young people;

- 12-17yrs we meet on the first Saturday of each month, 11am-4pm
@ Jets Studios, 2/24 The Concord, Bundoora.
- 16-25yrs we meet on the last Friday of each month, 6-9pm
@ Ivanhoe library, Ivanhoe.

BOOKINGS ARE ESSENTIAL FOR THESE EVENTS - for booking info go to www.banyuleyouth.com/dungeons-dragons-group

**For more information contact Lisa Said on
0427 833 321 or lisa.said@banyule.vic.gov.au**



Banyule Youth Services

"Chronicles of Banyule"

"MONSTERS & MUD" DM: SCOTT

Scott (pronouns: he/him) is an experienced DM who is also works at Ivanhoe library and leads our "Game Night Takeover" nights at the library.

The party tracked down who hired a mercenary hit against them, finding out it was a man named Ezekial who is a high ranking wizard in the mages guild. After arriving at his manor and sneaking in through a portable hole party member Lev confronts the wizard in his study, questioning why he tried to kill them. In response the wizard attempts to read Lev's memories but fails to break through the mental barriers. In frustration the wizard reveals themselves to be a Mind Flayer and it's full power is unleashed. The party retaliates in an intense battle for survival, the walls around them started to drip with mud and all the exits close over. They are trapped. The Mind Flayer summons reinforcements with a few Cranium Rats who are quickly gobbled up by Abhain's Fiend.

Party members Erean, Mae and Naslenn make flashy entrances into the study! Naslenn swings from the roof and smashes through a nearby window while face planting into the mud. Erean turns into an Owlbear stomping on the roof and crashes through into the room. Mae flies through the now open roof cavity and strikes a pose hovering above the muddy floor.

With five party members Vsing one Mind Flayer it should be easy right!? The Mind Flayer attacks by releasing psionic blasts that down multiple party members to 0 HP and severely damage the others. Through some good healing and hard hitting attacks they do enough damage to scare the mind flayer into retreating. The creature opens a dimension door and escapes to teleport into a different part of the manor. Investigating the dimension door shows that the Mind Flayer retreated into an underground skyship dock that houses the Mind Flayers living ship.

Realising that the party is worn down and in no shape to potentially fight more Mind Flayers they decide to regroup at the Grey Guild headquarters and further question the Githyanki prisoner who seems to know a lot about where these Mind Flayers have come from and why....



"Chronicles of Banyule"

GUEST DM: JAMES

James stepped in last session as our guest DM. James is an amazing Dungeon Master who has been a D&D adventurer with Banyule Youth Services since the early days of this program.

We begin our session with a half elf rouge, fighter and an Owlin warlock preparing for a battle. Sky pirates have recently been seen utilizing technology far beyond their reach and the Grey Guild is concerned.

After locating a base in an abandoned temple that floats on a sky Terrence, the Grey Guild has put together this team to infiltrate the temple, take out some of the arcane turrets firing on the Grey Guild forces, and take out their demonic leader. A Tiefling called Suctos Bendari. The party quickly put together a plan and flew towards the temple with the help of the pilot, captain Rosemary Breeze, while a massive sky battle ranged beyond them. Combined efforts of helping sky their small skiff and shotting projectiles out of the air meant they were just able to fly to the docks of this floating island and crush the small amount of resistance opposing them.

But they found the docks completely abandoned and a secret room in the storage facility revealed a pile of sky pirate bodies lying in a circle. The party then decided to descend from the cliffs into the sky pirate's base. However, after one of the half elves were dropped, an array of magic barrages was shot at the party, gravely injuring them. However, they were able to survive and infiltrate the temple. There, they defeated other sky pirate captains, destroyed arcane turrets, and gathered mysterious demonic relics. These included a pin of Tiefling horns, a bracelet of shifting light, and a statue of a god with a shifting face.

In a courtyard of this temple, the party encountered red cloaked figures who appeared to be normal humanoids. But they eerily all held a blank smile despite some gruesome activities displayed by the party. Eventually, they found themselves in battle with Suctos Bendari, who revealed herself as a demon who wields sharp chains and flails. The party engaged in battle and attacked her by calling a barrage from the Grey Guild onto her. In the confusion of the blast, she escaped through an archway into the Abyss where a fallen angel lay waiting. While the party struggled to fight off the remaining sky pirates, it came through the portal and presented them with their truest desires and deepest fears.

However, with the help of the artefacts they had collected along the way, the party were able to drive it back through the portal, into the Abyss.

The Grey Guild was victorious.



"Chronicles of Banyule"

"WELCOME TO BLUEVAULT" DM: LUCAS

Lucas (pronouns: he/him) is an experienced DM who has the most amazing RPG miniature collection that you will ever see!

The crew of the Atlas continue their journey to the Black Mountains to seek out the source of the curse on their ship.

On the final day of travel they flew into a storm and then a young Bronze dragon that demanded they pay a toll of flesh. With an incredible performance from the bard and some fine cooking skills the party was able to convince the dragon to accept some of their rations instead. After soothing the dragon they learned about two feuding dragon siblings who are powerful enough to have placed the curse.

The party set a course and arrived at the dragon's cave without accident. Confident from their previous encounter they went straight in to find a sleeping adult red dragon on a hoard of treasure. A little quarrel then ensured as the party debated on how to approach the dragon. The quarrel turned physical and the scuffle woke up the dragon.

Without a clear plan they failed to win over the dragon diplomatically and a fight ensued. The fierce dragon took down many pcs but one of the party started summoning fey creatures to help distract the dragon long enough for the party to wear it down to the point of desperation.

The dragon went to the body of a fallen player and threatened to finish him off if the party don't leave. The party responded with a combination of a synchronised range attack and the paladin desperately going to grab the player's body. The party failed to one shot the dragon but the paladin rolled high enough to place himself in the way of the dragon's attack and so saved the fallen party member. The dragon was then finished off and the players cleared out its hoard of treasure.

They took a long rest and made their way back to Bluevault to see a huge demonic rift open up above the city...



"Chronicles of Banyule"

"CLEANING UP THE CITY" DM: ADDIE

Addie (pronouns: they/them) is an experienced GM and long-time player. They are running a series of intrigue- and character-lead adventures, aimed at immersing new and experienced players alike in the world of The Chronicles of Banyule.

The city of Bluevault is rife with factions great and small — each vying for prestige and influence over the great city and its riches. While every one of these powers has been known to dirty their hands from time to time, it is the mysterious Grey Guild that puts the schemes and secrecy of their sometimes rivals to shame. For, while the harbourmasters of the Skydocks guard the flow of wealth, and the Wizards Tower weave the flows of Arcana that keeps the city skyborne, it is the flow of information that gives the Grey Guild its power. Webs of adventurers and informants sworn to Guild service saturate Bluevault. And so, when one such thread is cut, it is not long before the spider at its heart takes notice...

Our story begins with five renowned adventurers called into one of the Grey Guild's many hidden quarters. A Guild informant by the name of Zahara — a trader in rare and oftentimes illicit arcane goods — has disappeared, and her minder is willing to pay handsomely for her return. Accepting the offer of riches, and a promotion, our band of heroes are sent to the city's Market District to track down any who might have a lead on their mark's whereabouts. After a brief altercation with a local fishmonger, the party decided to split up. The towering Warforge Artificer, Blitzo, made his way to the Crimson Crafts to meet an old friend, while the rest of the group wove their way through the crowds of merchants and patrons to the Copper Coin: one of Bluevault's more notorious taverns, and the last-known location of the Elf, Zahara.

As the band reach the doors of 'the Coin', their party Warlock — a white Dragonborn by the name of Rithcar — takes a moment outside to collect his thoughts. The rest of the group step through the tavern door to a bustling, dark-lit common room. Scanning the four or five dozen patrons, gathered together in parties, or glaring over long-stemmed pipes in solitary corners, the trio notice a stocky dwarf eyeing them with some interest. Striding forth with a self-assurance becoming a servant of the Light, the party's Tiefling Cleric, Tabby, introduces themselves to the Dwarf in the common tongue — asking if he knows of Zahara. However, after a brief exchange, it soon becomes apparent that the Dwarf does not understand what Tabby is saying. In an attempt to bridge the apparent language gap, the Tiefling Cleric repeats herself, this time in Elvish. Interpreting the Elfin tongue as an insult, the Dwarf rises out of their stool, hand already reaching for their axe.

Meanwhile, outside the tavern, Rithcar is approached by a friendly band of Halflings. Flush with coin from a morning of trading, and concerned by the pale Dragonborn's natural pallor, the group offer to buy the Warlock a meal in exchange for conversation. Upon entering the tavern, the odd group notice Rithcar's companions in their heated exchange. Assuring their newfound companion that one of the group speaks Dwarvish, the Halflings bustle over to the table just in time to clear up the misunderstanding. After a brief exchange, during which Blitzo returns to the group wearing a red beanie, hand-knitted by the Crimson Craft's patroness, it is discovered that the Dwarf — a visitor to the city by the name of Torban — not only met and befriended Zahara, he was invited to dine with her family on several occasions.

"Chronicles of Banyule"

"CLEANING UP THE CITY" CONTINUED...

Meanwhile, alone with dark thoughts, Rithcar called out to his patron, the Archfey, for assistance. Surrounded by all the heat and noise of the tavern, the Warlock's concentration shatters: no sooner had the incantation left his lips than the full weight of his dark master's madness began to envelop his mind. Overwhelmed, Rithcar fell to his knees — ceremonial dagger clasped tight in one hand, blood dripping from the palm of the other, and the sound of mad laughter cutting through the tavern din. All eyes now on the unsettling sight, Tabby acted quickly: calling on the Divine to dispel the foul touch, allowing Rithcar to regain control of himself. Not a heartbeat later, Blitzo and Obith — the Dragonborn Rogue — helped Rithcar to his feet, and carried him outside (away from the Coin's decidedly unfriendly patrons). After a moment, Shiv — the party's Kenku monk — follows the band with a tankard of apple juice to settle the Warlock's nerves, now resting under the shade of a nearby tree. Once it was established that Rithcar was well enough to proceed, and accompanied by Torban and their halfling translator, the party made its way to Zahara's home, where they were greeted at the door by a half-elf child, no older than seven. After the party explains they are on a quest to find Zahara, the young girl calls out to her father — a tall human with a pronounced limp, trailed by a small Half-Elf boy of four or five — who hurriedly invites them inside. Introducing himself as Erwin, Zahara's spouse, the human informs the party that Zahara went missing a week ago, and that all three of their children are worried sick by her sudden disappearance. Erwin admits that their son was the last to see her, and makes the party nettle tea while they speak with the children. Amalfi, the girl who met them at the door, has little more to offer than her father. But the small boy, Toron, recounts how his mother had come to soothe him after another nightmare — with a bundle in her arms, and a promise that she would return. With Toron clearly on the brink of tears, Rithcar promised the boy that they will do everything they can to find his mother. Grateful for the Warlock's kind words, Erwin sent Toron to rest.

Asking to search the house for clues, Erwin accompanied Obith and Shiv to the room he and Zahara share, while Blitzo and Rithcar go to speak with Toron about that night. After a brief discussion, Rithcar learns that it was the sound of Zahara rummaging around in the next room that had woken Toron from his bad dreams. Springing to action, Rithcar dashed out of the room. A step behind him, and already stooping to pass under the lintel, Blitzo paused — growing a small flower in the palm of his hand, and offering it to Toron before following after his companion.

"Chronicles of Banyule"

"CLEANING UP THE CITY" CONTINUED...

Meanwhile, as Obith and Shiv search Erwin and Zahara's bedroom, Tabby notices Amalfi standing at the door. Going over to her, he notices that she has a soldier's amulet around her neck. After some discussion, Tabby learns that Erwin used to be a member of the city guard. Forced into an early retirement after an injury on the job, Erwin now works long hours at the Bluevault City Library. Erwin gave Amalfi the amulet after her mother disappeared, as a sign of protection. As Obith notices a heavy, oaken chest pressed up against the far wall, Amalfi whispers, "I wish he had given it to mummy before she disappeared..."

Rithcar bursts into the room, followed by Blitzo. The Warlock points to the chest — directly on the other side of the wall from Toron's cot. Obith asks Erwin if they can open the chest, but Erwin informs them that the chest belongs to Zahara: he cannot give them permission to open it. Drawing out a badge of the Grey Guild, Shiv tells Erwin that they need to see what is inside that chest. His face paling in fear and recognition, Erwin nods, "do what you must". Turning, and taking Amalfi by the shoulder, Erwin leaves the band to their work. Throwing open the lid, the party reveals the chest is full of rare and potent artefacts — many highly illegal. Together, the Cleric and the Artificer detect the lingering presence of a great evil, intertwined with that of powerful Divination magic. Noticing a particular amulet that seems to reach out to him as he scans the contents, Blitzo takes the item with him as the group reseals the chest, and make their way to the front of the house.

Once there, the party begin to make their goodbyes to a still clearly wary Erwin, when the front door swings open, revealing a young Elfin woman. Greeting Amalfi as little sister, and Erwin by name, the Elf is told who the adventurers are, and why they are here. Introducing herself as Rowen, and with a meaningful look at each member of the party, the young Elf informs Erwin that she will walk the guests to the street...



"Chronicles of Banyule"

"ADVENTURES IN THE UNDERCITY" DM: BURKE

Burke (pronouns: he/him) is our resident RPG expert with a D&D library that is the envy of all.

On a mission from the Grey Guild, the strike team were sent to investigate a disturbing event in the midst of the most aristocratic district of the city. The Party arrived amidst all manner of wealthy citizens in fancy clothes and feathered, broad-rimmed hats meandering nearby to casually pretend they weren't gazing at the splatter in the centre of a prominent intersection. In the meantime, horse-drawn carriages rattled by without any apparent care to the detritus in the middle of the road.

With no means of determining how it arrived there, the cleric disguised themselves as a common street-sweeper to get closer to the body. They discovered it was unlike anything they'd ever seen: multi-limbed, with strange blue-pink skin, and what appeared to be an enormous tongue, as long as their arm. It was difficult to tell because there wasn't much left of the body. The rest of the group stood nearby, until the wizard was hit by something falling from the sky; another body had fallen!

This second body also splattered upon the ground, breaking apart upon impact. The monk, alone among the group, sensibly sought shelter at this point. The wizard, having moved away from the second corpse, was hit by yet another body as it fell from the sky, wondering if they were being targeted by something. However, as more bodies began to fall, and splatter upon the ground, it soon became apparent that it was completely random, though located in this one intersection.

As the bodies increased from a drizzle to a downpour, the barbarian started chopping into them as they fell, and the rogue took "shelter" in the ever-growing pile of bodies in the centre of the street. More and more bodies fell, until the pile was so large that it loomed over some of the smaller local buildings. At this stage, some of the creatures would bounce down the incline of the pile, and stagger around, disoriented, injured but still alive... at least, until the barbarian got to them.

Not wanting to hang around to see what more might fall from the sky, the Party determined that something must be behind it, and so they split up to investigate. The barbarian visited the great library in the Wizard's Tower, and not being particularly adept at research, discovered little. The monk and cleric decided that there must be a spiritual answer, and visited the temple of Loku. Despite being pranked by the local priests (Loku is a god of mischief, after all), they were granted access to the sacrificial chamber, yet the cleric's offerings were insufficient to appease the god and grant their wisdom.

"ADVENTURES IN THE UNDERCITY" continued..

Meanwhile, the wizard, rogue, and bard tried their hand at the fortress, whose towers soared over the rest of the city. While they failed to bribe the guards, they momentarily distracted them with the lure of a nearby slug-fighting event, a local speciality which drew unusually large crowds. With access to the fortress district, they asked around to determine if any strange goings-on may have transpired. Sure enough, several of the militia mentioned a powerful warlock who had joined their ranks recently, who was surely the best person to ask about magical oddities. Descending down a very long spiral staircase to the "dungeon" in which the warlock resided, the rogue was just about to throw open the door when they remembered the number one rule of confronting dangerous entities: wait for the rest of the Party.

And so, once the group had reunited (after the barbarian had some trouble explaining himself, covered as he was in the blood of six guards and a merchant he had murdered on his way to the fortress), the Party entered the dungeon. Inside, they could see nobody; only a large circle with glowing runes and an eerie purple light emanating from it. The wizard, sensing no danger, pilfered a number of healing potions from amidst the workbenches and bookcases in the room (which was more like a study than a dungeon, in the end).

Suddenly, a voice emanated out of nowhere, demanding to know why the group were stealing her stuff. Having already consumed the healing potions, they apologised and asked how they might instead assist her. She accepted their apology and made them an offer: to steal a large shard of warpstone hidden in the Grey Guild's own vault, and to bring it back to her for... testing. If they did so, she would forgive their trespass and in fact grant them items of magical power for their trouble.

The Party looked at each other, considered the dire ramifications of what this might mean, for the city and its citizens, with only them between the warlock and whatever scheme she might have, the stakes unimaginably high... and then said, "okay".

And so, the Party waltz back into the Grey Guild Headquarters in the city's Slums District, unbothered by guards or questions, until they reach the vault. There, they try to convince the elf guard to hand over the shard, but being a stickler for bureaucracy he will not. He offers to retrieve the stone, but the Party insist it is deadly to elves, and can only be handled by dwarves of the Stoneaxe clan, of whom the barbarian Thorin belongs.

Unfortunately, the elf called for Thorin's cousin, Bobby, also capable of handling the stone, to test this theory as to whether dwarves of that lineage might be safe to handle the stone, and why it was not clearly marked when it was put into the vault in the first place. However, when Bobby arrives and discovers that it isn't all that dangerous at all, a fight breaks out. Thorin attacks, and kills, his own cousin, after the rogue snatches the large shard from his hands. In the battle, the bard, Yakoid, is mortally wounded; Thorin bravely hoists him like a sack over his shoulders as he flees... but it is too late, as Yakoid succumbs to his wounds as they escape the Grey Guild.

"ADVENTURES IN THE UNDERCITY" continued..

The Party, triumphant (though having paid a high price), return to the warlock, who is overjoyed at their success. She asks them to place the warpstone in the centre of the ritual circle, which they do. Afterward, she directs them to a chest, where their reward waits. True to her offer, each finds a magical item awaiting them. Their mission complete, the head to the arena in the fortress so that the barbarian and cleric could show down in a fight to the death, as was the brutal habit of this particular crew (possibly why they were both valued and mistrusted by the guild).

As they climbed the stairs to the top of the arena, they heard a thunderous boom, as dark clouds began to brew over the city, and a great purple rift shrieks into existence atop the city. Wondering what might possibly have caused such a thing, they shrugged and entered the arena to watch the cleric overwhelm and defeat the barbarian in a fight to the death. The monk, at least, had been successful in another regard - making quite a bit of money selling food at the event to bystanders watching the fray.



BATTLE FOR BLUEVAULT - LUCAS

The end is coming.

Swarms of demons are falling out of a great rift in the sky and onto the city. The rulers of Bluevault thought themselves safe high above the clouds and never thought to build walls or have a standing army. Their arrogance may now be their undoing.

Bluevault's only real defence force are the city's guards, well equipped but have only previously been tasked with maintaining order and not face a full scale invasion.

Those that haven't gone into hiding rally around warpstone warehouses, seemingly the targets of the demonic attacks.

Hope comes in two colours, blue and grey.

The Skywardens, cerulean coloured warforged constructed and maintained by the predominately Gnomish Engineer's guild are being brought online enmasse and deployed across the city on swift flying skiffs. Though few in numbers, they are highly efficient, incapable of fear and utterly loyal to their masters.

You and the Grey Guild, are another matter. You have made a good living in the shadows of this city but your loyalty only belongs to the guild and your party. The guild does not owe allegiance to Bluevault and as yet your superiors have not issued any orders other than to protect the guild's property.

Disrupting or sabotaging city's Warpstone supply could send the whole city crashing down though so it may be in your best interest to help defend the warehouses. At the same time, powerful forces are at work here and there could also be rewards for siding with whoever is opening the demonic rifts.

COMMANDING THE GUARDS

The city guards lack experience but with the right leader they can still be an effective fighting force.

If your party wishes to command a group of guards and Skywardens then you will be playing the game with a wargame system called One Page Rules, a simplified version of Warhammer.

This ruleset works very much like D&D in combat; units will take turns to move and to perform actions. The differences are that often you will be moving groups of models together as one unit and you will be using 6 sided dice for all your rolls.

If you want to try this system let your DM know and send through your character sheet so that they can convert your character into this system and you can use them on the battlefield.

We will be running 30 minute missions of this system with some pregenerated heroes at Youthfest, giving you an opportunity to try it out and to make an impact on the finale of this year's campaign. Players will be able to choose to help defend the city or help the Daemons seize the warp stones. We will be recording the result of all games and will apply the outcome to the campaign.

One Page Rules is a free and easy rule set to pick up and learn. If you want to find out more and download the ruleset check out their website here;
<https://onepagerules.com/portfolio/age-of-fantasy/>

BATTLE FOR BLUEVAULT





**PICS FROM OUR GAMES NIGHT @
IVANHOE LIBRARY**



ARTIST' CORNER

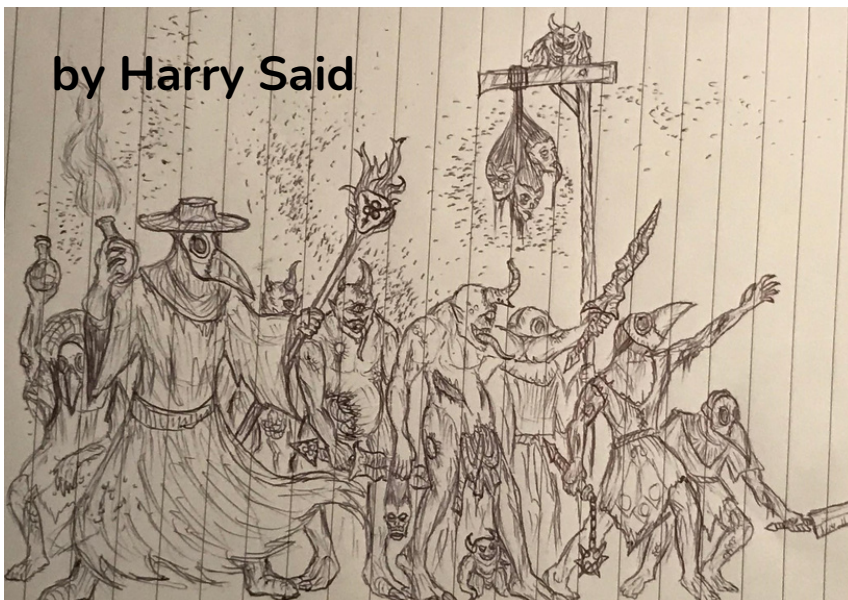


by Harry Said

**if you would like to be included in the
next e-newsletter please send your
artwork to;**

lisa.said@banyule.vic.gov.au

"Supreme Cultist"
by Will Cook



by Harry Said



BANYULE YOUTH D&D FACEBOOK GROUP

We have our own private Facebook group for you. Open to all young people who are part of this group. We share updates, info & more.

You can find us by searching groups in Facebook "Banyule Youth Dungeons & Dragons (Role Playing Games)" or at this link here;

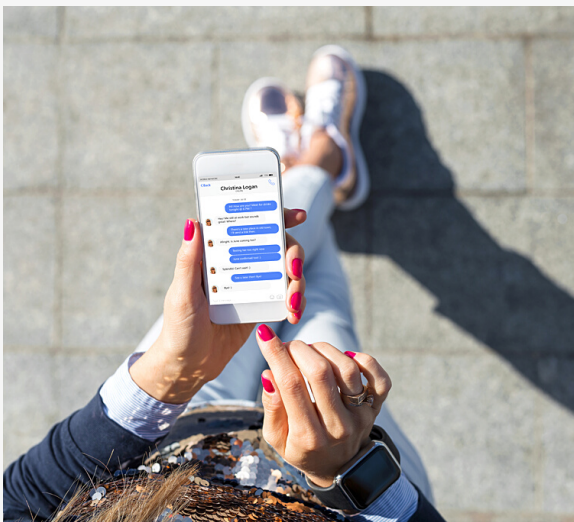
<https://www.facebook.com/groups/315926696209941>

BANYULE YOUTH WEBSITE

You might also be interested to know that we have a page on our website that is dedicated to this group;

Check it out here -

<https://www.banyuleyouth.com/dungeons-dragons-group>

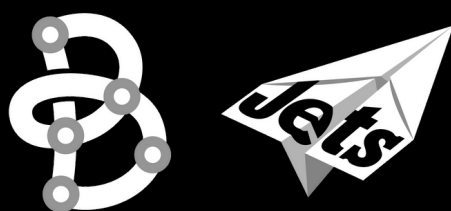


WANT TO CHAT?

At Banyule Youth Services we are offering FREE 30-minute support sessions for you. We can call you on the phone, by video call, send you a message on Facebook or your phone or even send you an email - whichever you prefer! Our youth workers are available for casual conversations and to offer you advice.

Head to:

<https://www.banyuleyouth.com/support> to let us know how we can support you or someone you know



BanyuleYouthServices



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Banyule Youth Services



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