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Dispatch SR-002

The Wicket KillBox & Bad Moon Blueprints

The Great River is a graveyard of secrets today. A low, iron-grey mist has swallowed the far bank, leaving nothing but the sound of water grinding against the stone foundations of the Wicket. It is a cold, mechanical noise—the sound of a world that has forgotten how to be soft.

REINFORCEMENTS FROM THE FRONTLINE

"The world needs these stories; they are embers of hope glowing in the deepest gloom. Our guide... Whispered around dying campfires, sung in the great halls of kings, they are the bedrock of civilization."

The Scarred Realm is a vast, dark place, but you don't have to wander it alone. I've partnered with a cabal of other authors to bring you a hoard of free Grimdark and Fantasy reads to hold the shadows at bay:

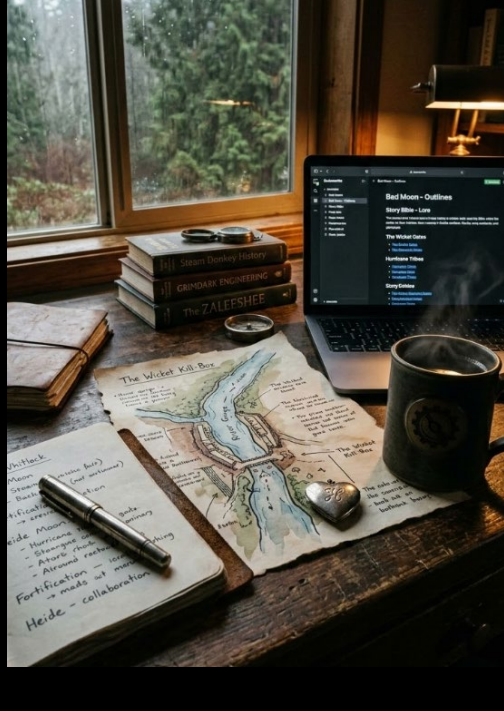


THE GRIMDARK HOARD



EPIC QUESTS & DARK MAGIC

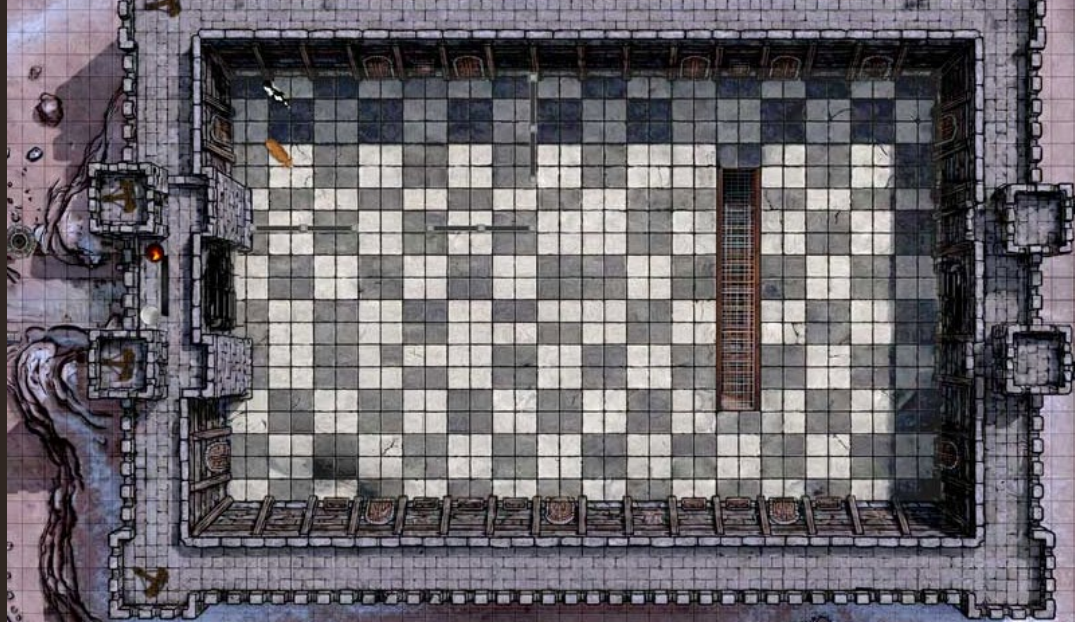
MISSION STATUS



With the launch of *A Game of Gods* successfully underway, the focus shifts to the logistical backbone of the Scarred Realm. This month is about fortification: refining the internal world-wiki and preparing the soil for the next narrative push.

Work on *Book 3: Bad Moon* (working) is also intensifying.

Collaborative Development: I am pleased to share that I am developing several narrative threads alongside my wife, Heide. Having her perspective helps sharpen the emotional stakes—ensuring that for every bone that pops and breaks, there is a heart that refuses to quit.



ENTER THE WICKET

The Wicket: The Maw of Lotro

The Wicket is a bottleneck killbox, ready for any assaults or even criminals attempting to enter the realm of Lotro. It sits beside a great river, guarding the only available crossing. Built to exert pressure, you'll rely on Social Skills as much as Combat to get to the river.

DOWNLOAD

RIDE-OR-DIE SPOTLIGHT

Nothing fuels the forge like hearing from the legion. This month, a massive thank you to Jim McCullough for this war cry:

"The *Trials of Yara Whitlock* is gritty, dark, and emotionally raw... It's bones popping and breaking, blood and dirt under your fingernails, raw. Yara's strength doesn't feel glamorous or easy. It feels earned through pain, sacrifice, and sheer will."



If you haven't yet left your mark on the archives, a review on Amazon is the highest tribute you can pay.

LEAVE YOUR REVIEW HERE

THE GLASS FORGE



The Architectural Consultant

Transparency is the marrow of the Glass Forge. In my process, I use Sudowrite as an Architectural Consultant—the digital scaffolding that ensures the Scarred Realm remains structurally sound as it grows.

The Living World Bible: The Scarred Realm is built on rigid internal logic. I use the Story Bible feature to ensure the "physics" and political allegiances of my world remain constant, tracking everything from the mechanics of magic to the shifting relationships. Sudowrite's memory is perfect. Mine is not.

Stress-Testing the Outline: Before I strike the iron, I must find the flaws. I use AI as a sounding board for First Draft outlines, identifying pacing lulls or logic gaps before I spend weeks writing into a dead end.

YOUR NEXT MISSION

The Titan's gaze is heavy, but the voices of the survivors are loud. If you've braved the path through *A Game of Gods*, help other travelers find their way by leaving a brief transmission on Amazon.

STRENGTHEN THE REALM. LEAVE A REVIEW.

JG Backus
The Scarred Realm

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