

A History of RPGStuck
and its Community,
March 2015 to March 2018

by /u/12yz12ab

Dedicated to the wonderful community that has been my home for three years.

All dates are in American format (MM/DD/YYYY).

Chapter 1: Beginnings (C1/C2)

"I want to invent time and space, and I know it's possible because everything is here, and it probably already happened. I just don't know when to start.

And that's exactly where it started."

-Bill Wurtz

It all started when a post was made on /r/homestuck, a subreddit for the Homestuck webcomic, on March 9th, 2015. Homestuck was currently in the middle of a long pause between A6A6I4 and the beginning of A6A6A5, and the community was restless as always. We were left on a cliffhanger and had nothing better to do, so /u/AnionCation decided to see how many people were interested in a potential play-by-post Reddit-based roleplaying community for Homestuck.

"Pro tip: never do play by post ever, its awful and it dies within a week if you're incredibly lucky for it to last that long."

-/u/EnigmaRequiem, 3/9/2015

The interest was massive for the time. 72 comments were made on the post, and discussion was had about how this could take shape. There was a valid pessimistic reaction on how this could go wrong, and a few of these points were addressed in the future, but driven by optimism, Anion posted on /r/homestuck again a day later. She elaborated on her plans, and discussed the idea of splitting people into time periods to play Sburb in different eras. 8 hours later, the official announcement was made. Titled "Homestuck Roleplay" and later "RP Stuck," 221 comments (38 initial players) were made on a character submission discussion post. An "intro to roleplaying" post was created, and /u/Andres-gamer, Anion's friend, introduced a rudimentary system loosely based off of Dungeons and Dragons to use for the new roleplay. On March 12, 2015, the name for the idea was changed to "RPG Stuck" and later "RPGStuck." Two days later, on March 14, 2015, Day 0 started. This is widely regarded as the true birthday of RPGStuck, and the day our anniversary is celebrated on.

"Early C1 was... mainly just-- It had no system. It had no system.

You needed to roll for your stats, and psionics wasn't a thing that was, well, built. It was mainly just flavor and people agreeing with the DM to get their special powers."

--/u/SaintSayonara, C1 player

RPGStuck was very new, and very disorganized. The system of play-by-post didn't work immediately. People were regularly forgotten about and dropped to be picked up again later. Day 0 consisted of posting your backstory, and Day 1 would begin actual Sburb, or SABATH as RPGStuck called it. Timing was inconsistent, and a separate post had to be made to schedule entries into SABATH that were not done before. A few people left permanently at this stage, and

being in SABATH was not any smoother. The extent of the public out-of-character community consisted of a couple of discussion posts on Reddit and a shipping wall. A Skype mod chat for the people in charge was created, and would later serve as the first DM chat.

A prominent user at the time, /u/ATTheorytime or AT, suddenly announced the idea of bringing in players to be Exiles, NPCs, or DMs due to the DM shortage at the time. This was quickly rushed into starting an entirely new campaign with new players and new DMs that knew nothing about RPGStuck or how it was ran. The old posts on the subreddit were categorized into Campaign 1, or C1 for short. The new campaign's title would be C2, and started on April 13, 2015. This would be the establishment of much of the common customs for RPGStuck.

“so you get all this new blood in that knows fuck all about the game and suddenly have huge responsibilities”

--/u/nanakishi, head of RPGStuck

Campaign 2 was also quite a mess in the beginning. It was an effective start from scratch due to there being a completely new set of people both playing and DMing. The only constants maintained were the subreddit, and Anion and AT watching over the newly-appointed C2 DMs, not directly heading the campaign but micromanaging it. A separate chat was created by the C2 DMs so they could give each other advice while avoiding AnionCation and ATTheorytime. Not long afterwards, the first group chat for players was created. Originally this was only open to C2 players before being opened up to the general public. At some point, the sole mod of the chat left it as a joke, leaving it mod-less; eventually leading to significant problems. This chat would later be abandoned for an all-encompassing main Skype chat that is used to this day. The old chat later turned into the breeding grounds for what would become the Bane Plane, originally started by a user known as /u/DouchemasterMcChest in rebellion after getting removed from the new group chat, a forgotten “cesspool” Skype chat and old community in-joke that no longer exists.

The player's perspective was a lot smoother than before. This doesn't really say much. The DM for C2S3 dropped without notice and a replacement had to be found quickly while everyone else was entering. A replacement was found, and 30 IRCs about entry were done by 4 people in a relatively short timespan. Entry in C2 for everyone finished in the first week of May, 2015. Most DMs resigned themselves to solely DMing, but a new person from C2, /u/nanakishi, also known as Becks, wanted to host community events during the time. She would later organize in-character and out-of-character activities such as tarot readings and IC parties. Game nights were held where people played Town of Salem and Board Game Online together once in a while. The community was small, but tight-knit. Somewhere along the way, Becks discovered Zion or /u/_Jumbuck_, a fellow player from C2S1 that had great ideas for a revolutionary system that would introduce psionics into the game. AT started what was supposed to be a private, serious mechanics chat, and RPGStuck was about to get its own fleshed-out system.

Chapter 2: Expansion (C3)

Around the beginning of July 2015, AT and /u/PissyDuck announced an idea for the third campaign, C3. Getting C2 together took a month, and outlook was very pessimistic considering the relatively unfinished state of mechanics at the time and the disorganization the community faced. Piecing together another campaign as the previous two just got into the swing of things (arguably) did not seem like the wisest option. Nonetheless, it was hurriedly announced on July 9th, 2015. RPGStuck had now survived long enough to be an established community, and people from C1 and C2 as well as many new people flocked to be in the new campaign which promised to be bigger and better than the previous two. Signups consisted of making a character sheet and writing your name down in a Google Doc. In the end, around 76 characters were grouped together with some players playing as many as two characters. Players were grouped by filling in spots as they rolled in over a period of a month to a month and a half.

Behind the scenes, the situation was much more tumultuous. The mechanics document was a fledgeling manual that mostly consisted of reskinned rules from Dungeons and Dragons 3.5e and 5e. Pissy dropped out of C3 and handed his responsibilities to AT, who was not very active. Becks and Anion took over responsibility for the subreddit, quickly organizing the new DMs for the campaign and coding the CSS based off the RPGStuck main subreddit respectively. Signups were messy, and delays were frequent, to the point where some C3 sessions were asking to start ahead of the rest of the campaign unless an official start date was announced. On September 4th, 2015, two months after signups were announced, Day 0 of C3 started for all sessions simultaneously. September 22nd marked the start of Day 1, usually considered the proper start of Sburb-related activities in a session.

On the bright side, individual sessions had a different attitude to planning. Unlike C1 and C2, which each had centralized plot elements between the individual sessions, C3 was too big to be centralized. Each session planned its own plot completely independent of the other sessions, allowing for more creative freedom from the individual DMs. One user was even inspired to create a session on a separate subreddit for a few of his friends in real life. A brief period of optimism began to coalesce. Around the beginning of September, a few players from C1 pooled together money to commission group art of their characters, which still resides at the bottom of the main subreddit to this day. Around the end of September, a subreddit-wide census was taken, revealing a demand for more non-canon IRC events.

The community experienced a resurgence of activity. The size of the main chat more than doubled, to fit around 50 participants. The Board Game Online games were held less often, but IRC parties, something that originally started in C2, were organized, to roleplay as your character outside of your session. More small scale IRCs became commonplace, where users would find themselves a DM and roleplay fights between two to four players. These were known as non-canon strifes and were often used either for measuring e-dicks or generally relieving boredom when their DMs would leave them with little to do. People started hearing about RPGStuck in between campaigns, and the idea of the modern sidesession, a session outside of a

campaign, was born. The first sidesessions had closed signups, which meant a group was formed and a DM was found before the session started. Reddittstuck was the first to take place on the main subreddit, and started on 11/8/15.

Chapter 2.5: The Interlude (October 2015-May 2016)

At this point in time, RPGStuck probably couldn't have survived if the administration suddenly dropped, but that didn't stop its player base from creating new things. A non-canon PVP tournament was developed and held in the beginning of October with people's C3 characters with Becks and /u/vampsquirrel acting as the primary DMs for the activity. There were strict rules for the tournament, which incorporated 12 different players. All players were required to level their characters to level 10 and could take one weapon, one set of armor, and two items from a predetermined list, and if anyone was more than 10 minutes late to their fight they were automatically disqualified. This was ultimately an attempt at testing the new ruleset for balance issues, with many being found. Becks came in second, with a formerly active member of the community, /u/K1Krystal, coming in first place.

In late October, C1SB began to be pushed towards the Reckoning in somewhat of a rushed decision. C1 was the first of its kind, an RPGStuck campaign, so there was no prior example of what pacing to set. This reckoning would drag on for a while and C1 would not be ended for more than a year after the start of it. On a lighter note, someone posted an idea for an RPGStuck version of Summerteen Romance around this time for a perpetual non-canon IRC where you could come as a summer camp version of your character and have fun. This was later organized into the first iteration of RPGStuck Summerteen in November/early December 2015, which eventually dissipated due to lack of activities and direction. To end the year of 2015, /u/WHATISLOSTINTHEMINES organized a community-driven holiday giveaway game raffle. There were nearly as many games as people.

A founder of RPGStuck, Andres, had the idea and eventually created an entire side-campaign which was announced in December 2015 and began in the first week of 2016. On a smaller scale, Gradient was created by Pissy and Logan, the first sidesession to have signups open freely to everyone. This would set the standard for much of the sidesessions that sprung up a year later. Gradient didn't last long due to inactivity from one of the DMs, but the format worked.

C1 never stopped existing. It changed hands myriads of times. On occasion, players from a C1 session had to DM other players from their same session simply because nobody else was willing to. The rapid expansion had a dark side: stagnation in C1. Because it was still the first of its kind, no example was set for it and it was blazing its own trails. /u/12yz12ab (Disclaimer: *this is the sole author of this document.*) picked up C1SB with /u/TheBillOfLefts, a player from C3, and /u/_lejon_brames and /u/_Layton picked up C1SA in late January 2016, due to the drop of one of the major DMs and the permaban of another. Due to both of the previous DMs leaving without many notes given, much of the plot had to be pieced together through anecdotes from the

players, obscure spreadsheets not touched for a year, and whatever else the new DMs could actually get their hands on. This transition was understandably not met with the most positive reception; not because of the people involved, but because of the circumstances surrounding it. Players in both C1SA and C1SB were leveled up in batches of levels at a time to hurry towards an ending that wouldn't arrive until much, much later. Around this time, a short-lived side-campaign named P1 was created, and didn't last past entry.

Behind the scenes, progress on 2e was being made. 2e was intended to be the version of RPGStuck that's finally playable, something complete and not just a copied DnD ruleset. It had much of the skeleton, but the flesh and blood is something entirely different. The idea of Pillars and Paths was thrown around by Becks since near the beginning of C3. A few months later, Zion started working with her and /u/aberrantArtificer to further flesh it out, ultimately doing much of the work himself. On 2/26/16, he made Alphastuck, a short-lived sidesession for testing his new ideas for said experimental mechanics.

The first anniversary of RPGStuck was approaching. The festivities were very small for the first year, consisting of a brief non-canon IRC party hosted by /u/12yz12ab on 3/19/16, 5 days after the actual anniversary on 3/14/16. Shenanigans were had in a fictional party room just because we could. April Fools pranks soon after consisted of Zion posting a link to RPGStuck 2e, which turned out to be Dungeons and Dragons 2e.

On 4/24/16, /u/AnionCation stepped down as the head of RPGStuck after a bit more than a year of reigning. She is still the head moderator of the main subreddit, but all official titles have been handed over to Becks, including head of C3 and RPGStuck. Anion planned to continue playing in her sessions, C1 and C3S2 at the time, until their ends.

May and June consisted of the calm before the storm. C4 could be seen on the horizon, and most people if not everyone were eagerly awaiting a source of new players and a way to hop into a new session again as old ones from C3 fell due to inactivity. Meanwhile, there were spurts of activity in C1, but nothing major just yet. May was marked by a brief idea to collaborate with The Overseer Project, something that nobody really knew the meaning of, followed by June which was marked by Fanstuck, a test in how we handle sessions that don't fit within the norm, or any norm really. Most of the activity was in the Skype chats and less in the IRC with people joining to take a look at this "RPGStuck" thing and see what it's all about while everyone kept pushing towards the moment everyone had been waiting for. On 6/28/16, C4, along with the 2e version of the RPGStuck system, was announced, spurring the greatest spike of growth yet.

Chapter 3: Improvements (C4)

C4 was quite unlike C3 in that it was run by people who managed it from the start up until today, specifically Becks and /u/aberrantArtificer. Signups were in a “black box” format: you enter your information, send your character sheet, and you were matched with a group of other players four weeks later when signups were over. You could choose preferences for who you wanted to play with and who you didn’t want to play with, making the random selection process a little easier on the players. Most sessions were randomly selected, except for C4S3, which was created as a group a month beforehand and started when C4 started as an “official” session. C4S6 had a large group of people who went on to form Ancestorstuck when C4S6 collapsed, an unusual sidesession run on a secret subreddit where each server player DMs their client player. Sessions were officially announced on 7/26/16 with over 100 players in total (1 character per player), and started in August.

A few short sidesessions were created in the following months, but a story running parallel was C1. C1’s original plan was to end by May 2016, after which C4 would be released. However, despite C4 being delayed due to complications with the mechanics, it was not able to wait until C1 was finished and was ultimately announced first. The entirety of C1 was lagged by a set of circumstances including both the DMs and the players having no idea what was going on, and dealing with the legacy of a railroad mess that refused to be explained. 12yz took over C1SA in August, seemingly one of the only people willing to say he was going to clean up the mess simply because he was unaware of the mess made. No mess was cleaned up. Unrealistic promises were made about how soon C1 would end as no timescale was known to RPGStuck sessions. C1SB had a four-month long final boss fight from July to October 2016, culminating in the plot death of a player character. A few IC memos were made soon after, where most of the post-boss plot took place for both C1SA and C1SB. After a long, staggering journey, the finale of C1 aptly named “C1: Finale” was posted on 11/23/16, marking the first campaign of RPGStuck to be completed from start to finish. The campaign was marked by many rough periods, and the general opinion of it as of writing is that although the ending was also far from perfect, it was the best cap someone wanted to write to put on the rest of the story.

During the great sprint to the end, in October 2016, a wholesome group artwork was created of a few characters from RPGStuck playing a tabletop game together. It lightened the mood of the community a bit and is the first gilded post on RPGStuck. With November came Horrorterror Edition and Stand Crash, two sidesessions that arguably kicked off the wave of them to come. C2S3 began its own non-rushed journey towards an end, and as with last year, WHATIS ended the year with another game giveaway raffle with more prizes than participants. With C4 in full swing and C1 behind us, the future was looking very bright for RPGStuck.

Chapter 4: The Boom (January-May 2017)

This is where things get complicated. C4 had been going for a while, and AT scrambled together a chat on Skype to see who wants to run C5. The chat was open access and was a vitriolic mess for much of the beginning, further hammering in the point that a completely community-driven campaign was out of the question. Any actual C5 planning would not come until much later, especially not just 5 months after the new C4.

The short-lived drive for C5 was representative of something: the need for expansion. RPGStuck now had the resources to run autonomously, it only needed the push. Some people had backlogs of characters they wanted to play and not wait for the next campaign, whenever that may be. The community was now big enough that people from outside caught word and began hanging around. A couple of people took the example of Gradient's open sidesession format and created their own sessions. There were a couple of small ones throughout the second half of 2016, but the first half of 2017 was when it really took off.

/u/Mathmatt878 created *Whose Turn is it Anyways?* in the beginning of January 2017, which is a discussion post with a prompt or topic each week. The community coalesced over weekly threads and the Skype chat, dragging in new people like a gravitational pull. A couple of weeks later, 12yz introduced Heroes of RPGStuck, a rebooted project from the C2 days where people submit written stories about cool things their characters were in.

The first long-lasting session after Stand Crash was Lighter and Softer, or LaS. It was announced in late January of 2017, and attracted mostly veterans along with a few newbies. The next two serious ones were Arcstuck and YASS, which were announced two days apart from each other in the first week of February. Both were started by veterans and attracted newbies from LaS and entirely new people. In the end of February, Scratchstuck was announced; a twelve-player session run by two DMs who have never seen an official campaign, and joined from LaS. Something like this was unprecedented, and although the session faced problems many sessions face, it still lives today. Most importantly, it itself attracted new people to RPGStuck, who would later go on to start sessions of their own. The community no longer seemed to need the forced push of official campaigns, as the ball was now rolling entirely on its own.

This shift coincided with the second anniversary of RPGStuck on 3/14/17. More shenanigans were had in yet another fictional party room. People talked about how great RPGStuck is for a day, taking a break from the other 364 days where they discussed its problems. Whose Turn had a special anniversary edition where we recounted our favorite memories of playing RPGStuck. 12yz made an anniversary video about most of the things that happened in the past year. Everything was very wholesome.

Before and after the anniversary, the sub's main activity shifted from official announcements to signups for new sessions. New ones were being made almost daily, and people were more than eager to sign up. April Fools jokes for the year consisted of a fake sidesession allowing ERP (which is normally banned), and another fake sidesession which is just a repeat of

C1. Work on 3e began, keeping the skeleton from 2e but reworking levels and balancing remaining features. More than 7 posts were made in 7 days with various sidesessions being announced and started. /u/TWRedditaccount announced his latest creation: The Homestuck Impromptu Character Creator, or THICC for short, which allowed all of the eager sidesessioners to easily make sprites of all of the characters they created without significant time spent in MS Paint.

April was defined by the sidesessions that had just started continuing, while May was defined by a brief lull in them. Chatstuck briefly started, which was another attempt at a perpetual non-canon event, and more mechanics posts were made along with an update to the PHB, going from 2e Jade (the first one) to 2e Teal. /u/spinydoughnut33 released an album titled The Lands of Chronostuck, the first music project made for RPGStuck.

By this point, the community that joined after C4 was at least as active as the community that joined before C4. C4 beginning was almost a year behind us at this point in time, and it was hard to call these players “new”. Time could no longer be marked by the start and end of campaigns. Chapters will now be separated by lulls in the creation rate of sidesessions, the first one happening in May of 2017.

Chapter 5: The Renaissance (June-October 2017)

The brief lull in sidesessions ended with the announcement and start of Protostuck in late May 2017. Protostuck was run by Flynn, the creator of THICC, also known for his artistic talents and making fake flashes, or [S]'s, for characters he runs. Over 22 signups for a session of 4 were made, and he picked 4 with the help of careful scrutiny and a d20. Meanwhile in the mechanics chat, a debate was being held on how to handle stats in 3e with the level cap being reduced. A few posts were made on the sub about the stat change ideas, and long comment chains were created as reactions to the ideas. A satirical post was made in all caps by one of the pro-change advocates, containing numerous references to sexual intercourse with equines.

June started a second tidal wave of sidesessions with a few of the people who didn't start them the first time around choosing to start them then. The format was by now more than well-developed, and quite a few had a "theme" or "gimmick" they were going for, such as being based off a certain franchise, or a specific structure to the Sburd session that makes it unusual. Newbies were accepted into sidesessions at more or less a constant rate, a significant switch from the tidal waves of newbies that came at every new campaign, which made it easier for new people to integrate into the community. July was marked by two musical projects: Spiny's "The Lands of Duostuck", an electronic album, and 12yz's "Legacy", a string quartet. A census was taken for the first time in a year and a half to see the change in demographics of the playerbase. Now that Discord was becoming a viable platform, the Discord created back in C3 but rarely used was beginning to be a funnel for new people, who were often quickly redirected to the Skype chat much to their chagrin.

The beginning of August was marked by a transfer of the ownership of said Discord. The former owner stepped down a few months before, and transferred ownership to an alternate account which was left inactive. The former owner was also inactive on said Discord server. 12yz contacted Discord support to inform them, and they transferred ownership to his account. Roles were reorganized, and a moderation team was formed to welcome the newbies. Activity slightly increased on it with the discovery of the voice chat. With the new Discord policies also began the podcast, recorded entirely on Discord. 12yz and /u/HeirotHearts began recording weekly episodes of an official RPGStuck podcast, the first one coinciding with the release of the results of the RPGStuck census. Guests were brought on each week with topics relating to mechanics to art to characters to sessions, but every episode had one thing in common: 12yz derailing the conversation and HeirotHearts (or Gemnus) desperately trying to get it back on track. Episodes stopped being recorded due to schedule mismatches, but 7 episodes were recorded and can be found on a SoundCloud account.

September's activity was driven by the podcast and posts for new and existing sidesessions on the subreddit. Newbies who joined from the tidal wave of early 2017 and even some who joined just a few months before wanted to make their own sidesessions. Some long-lasting ones such as Pizzastuck, Femstuck, Duestuck, and Partystuck started this month. Pizza noted for its incredibly fast pace in a medium known for its lack thereof.

On 9/30/17, a post was made by Matt attempting to gauge interest of DMing Campaign 5. Many people responded with numbers of players they could DM, and the total came out to around a little less than C4's total yield. At this point, many people were already involved in both playing and DMing sidesessions, and the community had a fear that a large-scale campaign such as C5 wouldn't be possible or even of interest to the new community who have only seen sidesessions. A request was made to hold back on making sidesessions in order to have more DMs for the future to DM C5, creating the brief lull of October 2017. October saw an announcement for something that was already previously planned, and the reboot of another session that needed one on a different subreddit.

In the midst of no new sidesessions, people took to other creative endeavors. A Halloween IRC was planned to start the tradition of IC IRC chats again, and at the end of the IRC, a plan for a new version of RPGStuck Summerteen was announced. It was short-lived due to business of most of the counselors, and lack of direction, though has the capability to become active again in the future due to the new structure which allows people to join and leave at will. On a more long-term note, the biweekly Art Thread was created on 10/23/17 by /u/silverleaf2431, a prominent artist in our community, to showcase the creative endeavors the people in our community come up with.

Chapter 6: The Shift (November 2017-March 2018)

November of 2017 started off with a bang with a public working version of the 2e monster manual containing expansions to all 9 normal tiers of monsters, along with alternate monsters for when throwing five basilisks at your players just wasn't fun anymore. Summerteen cabins were announced as everyone was whisked away to /r/Summerteen_RPG and its new affiliated Discord server to begin their adventures. A new podcast episode was released after a hiatus lasting about two months. Most of its remaining activity consisted of weekly-made threads, a post on net neutrality, and questions from new people.

In the beginning of December, the influx of new people hearing about us as our SEO continues to get better on multiple websites while not knowing many of the customs or what to do on the subreddit lead to 12yz's creation of a FAQ which (as of writing) is pinned to the top of the subreddit. Since many of the questions were about how to use the spreadsheet, an instructional video in the style of Bill Wurtz was made on 12/7/17. New people are now referred to the pinned post and video, making integration of large quantities of newbies much easier. The request for sidesessions to stop began to wear off as soon as it was announced, but December 2017 saw a return to the normal sidesession rate with sidesessions started specifically for new people waiting for one, such as Vesselstuck.

The end of December 2017 saw multiple events. Whose Turn hit week 52, its prompt for the end of the year being ideas on who to improve Whose Turn. A holiday IRC party much like the one for Halloween was announced, but not many people showed up in the IRC. Rather, people showed up in the Discord voice chat for OOC discussion, which was until then considered something that was not used often. It was thought to be a one time thing, but regular voice chats lasted throughout the months of January and February, before returning to the Discord text chats. WHATIS was not here with us to start the third annual game giveaway as he has left RPGStuck a while ago by this point. Instead, we celebrated the holidays in the voice chat by giving each other the gift of people to talk to.

January 2018 was a continuation of the usual pace as activity slowly started to shift from Skype to the Discord server. Skype has had a history of many updates that break old versions and include bugs and features nobody really wants. As of writing, this is still a topic of much controversy, as both sides are accused of pushing their own agenda. It should also be noted that the author of this document owns and moderates the RPGStuck Discord. On the subreddit, more sidesessions were announced, and a couple of shitposts were made, one from very late December mocking the selection pattern, format, and tone of sidesession announcements. A mechanics post was made, showing that progress is still being made on 3e.

February 2018 was the start of many of the sidesessions that were announced back in January, but otherwise, it serves to mark the beginning of the next sidesession lull. Activity continued to shift naturally to the Discord, and the arrival of Russian bots to the Skype chat in early March 2018 only served to further the switch. A brief IRC event was held for Valentines

Day that only served to herald the creation of another on 3/17/18, but as of the time of writing, that is a date in the future.

3e is still in development by the mechanics team, fixing the issues and barebones parts of 2e first before moving on to the next project. C2S1 and C2S3 are about to face their respective final bosses, keeping the lesson learned from C1: never, under any circumstances, rush a session. It will only end terribly. C5 is tied to whichever happens first: C2 ending, or 3e's release. There is still some debate over whether it can happen now or how it will be structured, but these issues will be resolved when either of the first two events happens. We have a very active Discord server, a subreddit of over 550 subscribers, and most importantly, a friendly, helpful, and excellent community that I as the author am glad to call home.