



# WEST STREET JOURNAL

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## THERE'S A LAST TIME FOR EVERYTHING



by Tam Marien, *Editor-in-Chief*

The end of another school year is here. For many of us, it means spending a much needed summer break so we could come back with revitalized energy levels and refreshed minds. A handful of us will probably have to attend summer school and other enrichment programs. But for the *Class of 2023*, it means saying goodbye to our teachers and friends and taking all the experiences and memories we have collected for many years to the next journey that awaits us.

*The month of June has finally come. It's time to collect signatures for our yearbooks, finish up our last projects and homework, clean out our lockers, and return our Chromebooks. It's time to thank our teachers and counselors for the guidance and support they've generously provided. It's time to bid farewell to our seniors who have been trying to soak up their last few fleeting moments with friends.*

Thank you Milford High School for another remarkable school year! It's been challenging and fun; we're another year older and another year wiser. We thank and appreciate our family and friends who helped us get to where we are now. With everything that's going on, it's difficult to take a moment to reflect on the things we have accomplished and are proud of so far.

*This school year may end on a high note to those of us dressed in caps and gowns, but now is the last time for everything we've become accustomed to.*

# LITTLE NIGHTMARES: A REVIEW

by Sophie Loss

Little Nightmares is an Indie horror game where you play as a young girl named Six. Six presents as a young child in a yellow raincoat. When the game first opens up, there seems to be a vision of a dark haired lady in a kimono with a blank white face. As the woman turns

the screen fades to black with flickering lights, marking the beginning of the game. Little Nightmares is an action packed game full of adventure and puzzles.

The game is sectioned off into segments; it starts with Six letting her curiosity get the best of her, which leads to her getting trapped. Once trapped, she tries to escape, eventually succeeding and getting led into a kitchen with two cooks present inside. In the final section, she makes her way into a restaurant and has to avoid hungry customers to freedom.

Little Nightmares is thrilling and riddled with secrets. The story is easy to follow, and it is quite obvious when one plot point is moving into a new one. This game is recommended to those that like to solve puzzles, and perhaps like connecting points to figure out the story.



# APRIL SHOWERS

by Payton Burke



Some sayings are down right famous, and a surprising percentage of those sayings have to do with some form of particularly odd precipitation. April showers in particular being attributed to the bringing of flowers in May. After all, I don't think anyone can honestly say they have never been told that April showers bring May flowers after one too many rainstorms in the span of two weeks. Where did this saying originate, however?

The saying is actually attributed to one 1500's poet Thomas Tusser who lived in England at the time. The phrase seemingly comes from his line "Sweet April showers, do spring May flowers." This could all around be seen as especially ironic as one of April's most famous attributes (aside from perhaps April Fools' day) actually originates in a poem and National Poetry

month is coincidentally April as well. Does the saying hold true however? After all, compared to sayings like "It's raining cats and dogs," its rather specific. Well, when considering the soggy weather they get in the UK during the springtime, it makes sense why Tusser would pen such a line. It ultimately depends on the area you live in though it's only natural that different areas will have different weather patterns. That is if you take this hundreds of years old saying literally. However, as you don't literally expect pets to rain from the sky, perhaps this saying is the same. One should to try and see the gloom instead of the beauty it brings down the line and how maybe it takes just a bit of patience to see what life can bring us.



# AUDITION

By Rana McCloat



**When I was like, 5 or 6, I auditioned for a commercial. I can't remember what it was, but it was a big deal because a disney actor was one of the casting directors. I'm pretty sure it was Josh Gad or something.**

I can't remember how long I was there for but it was a while. The line was really long and we got there really early and I was so tired.

When we first got there I was given the choice between two short monologues, one of them was about shoes and that's the one my mom had me memorize.

The entire time we were in line we kept repeating it over and over and over and over and over until we got to the door.

When I finally walked in, they asked for my name and *blah blah blah whatever*. They finally ask me to repeat the script and I was dumbfounded. I had completely forgotten it all and I just stood there.

That wasn't my last time forgetting everything right before a performance, but this was the only time it was okay because I was 6 and cute. *Probably*.

Josh Gad or whoever obviously could tell I had forgotten everything so he told me to say, "*I love McDonalds.*" and smile and give a thumbs up. So I did.

When I saw my mom again she asked me how it went and I really didn't know how to respond. I was scared too really, If I told her the truth she would get upset but if I lied then I would be upset.

*I don't remember what I said.*



## Pop Culture Review:

# ***D&D Barbarian Guide***

*(A continuation from the last issue)*

**by Jason Lewicki**

*(This is just my opinion, feel free to think whatever you want!)*

### **What Types Of Barbarians Are There?**

Each class in D&D Fifth Edition has an assortment of subclasses that allow them to further specialize your character's build, from their abilities to their theme, and the Barbarian is no exception, having access to numerous Primal Paths to follow starting at level 3. Two Primal Paths are available in the Player's Handbook: the Path of the Berserker, and the Path of the Totem Warrior. The Berserker is the most straightforward of the Barbarian's subclasses, essentially being a Barbarian +. Berserkers start out being able to enter a frenzy while Raging, being able to attack an extra time each turn as a bonus action, at the cost of gaining a level of Exhaustion (a condition with six levels that makes you progressively weaker with each step, until you straight-up die at level six) when your Rage ends. In addition, as they grow more powerful, Berserkers can become immune to

being charmed or frightened while raging, frighten enemies by intimidating them, and eventually immediately retaliate with a melee attack against an opponent that has just hit you from within 5 feet. The Berserker definitely fits the classic 'mindless rampager' archetype of the barbarian, but it has a few drawbacks that should be taken into consideration before taking it. On the other hand, the Totem Warrior Path embodies a more spiritual aspect of the barbarian, giving you special benefits depending on your choice of five totems as you level up: the Bear Totem, Eagle Totem, Elk Totem, Tiger Totem, and Wolf Totem makes you better at supporting your allies. Alongside these benefits, you can cast certain spells that allow you to get more in touch with the natural world. There are quite a few other Paths for the Barbarian, but since they're not immediately available to those with just the standard Player's Handbook, I'll summarize them quickly: the Path of the



Ancestral Guardian allows you to call upon the power of fallen warriors to protect your allies; the Path of the Battlerager has you donning a suit of spiked armor to rend your foes apart; the Path of the Beast allows you to briefly draw upon the bestial power in your soul in the form of gaining claws, fangs, and a ravenous fury; the Path of the Storm Herald allows you to channel the power of the elements to really **weather** your opponents; the Path of the Zealot lets you call upon the strength of the gods



themselves to lay waste to your foes; and finally, the Path of Wild Magic allows your rage to manifest the chaotic energies of magic to give you a wide array of unique effects and bonuses. The Barbarian might be a relatively-straightforward class, but there are still many options with which to play around and get creative with.

### **What Does A Barbarian Represent?**

So now that we know what a Barbarian is, how to play one, and what options one has to further specialize it, one final question remains: what does it mean to be a Barbarian? A character needs to have character, even if it's simple. Well, since a Barbarian's main feature is channeling their rage to fight their foes, one might assume

that all Barbarians are nothing but mindless brutes who murder everything in sight. However, this is not always the case. A Barbarian can be a cruel and thoughtless savage, but they can also be a proud and noble warrior, a tortured soul cursed with an unstoppable fury, or even a reserved and quiet individual whose Rage manifests not through screaming madness, but instead through an intense and focused calm. Each of the Barbarian's subclasses can suggest a unique and distinct character: a Path of the Totem Warrior Barbarian could have a reverence and love for nature and desire to protect it and all those who rely upon it, while a Path of the Zealot Barbarian could be a devoted and zealous acolyte of a god of war like Ares or Tyr, and a Path of the Storm Herald Barbarian could have been struck by lightning while sailing the waves and gained vast strength from the event. The Barbarian's Rage feature can also allow for some interesting questions about your character: do they love the feeling of Raging and crave violence, or do they fear what it might cause them to do and use it as a last resort? Do they prefer to solve all of their problems with violence, or do they possess enough wit and smarts to think out the problems beforehand? Do they even consider themselves a Barbarian, or is there a different title they choose to refer to themselves as? Not every Barbarian has to be the same; there are a lot of factors and facets of their personality and background that are up to the player themselves to determine.

### **Why Should You Play A Barbarian?**

With all that being said, why should you play a Barbarian? Well, Barbarians are the kind of class for people who enjoy the thrill of battle. Their Rage feature, not to mention the various abilities they gain from both the base class and their subclass, allow them to wade into the thick of combat and come out on top, so long as the challenge they face is reasonable in the first place. You shouldn't be overconfident, but you can be secure in the fact that you will, in all likelihood, survive most challenges you encounter. In summary, a Barbarian is the right choice for a player who wants to tank damage, deal damage, and keep their squishier allies safe from harm.



## ***Dungeons & Dragons Class Guide: The Bard***

*“Give yourself to the rhythm!”*

- Lúcio, Overwatch

### **What Is A Bard?**

A Bard is a master of performance and creation, utilizing the power of their magical melodies to inspire their allies and hinder their foes. A traveling minstrel, a renowned storyteller, and a talented musician are prime examples of what a Bard can be, as no matter their respective styles or methods of self-expression, every Bard has at least a couple of things in common: their versatility, their charisma, and their ability to support their allies on every step of the adventure. Your Bard can be whatever you want them to be, but there will always be one primary conclusion: your teammates will always appreciate the work of a good Bard.

### **How Does A Bard Work?**

First-level Bards start out with a lot of useful tricks up

their sleeve. Your Hit Dice is a d8, meaning that while you won't often be the most resilient of your party members, you at least have enough bulk to take a few decent hits. More importantly than that, though, are your two defining features, both of which primarily utilize your Charisma: 'Spellcasting' and 'Bardic Inspiration'. Spellcasting is a feature that both Bards and several other classes in D&D (such as the wizard and cleric) get, and it allows you to, well...cast spells. Each class has their own individual list of spells to choose from, so a Bard might have different options than, say, a Sorcerer, and vice versa. You gain more powerful spells as you level up, going from 1st-level spells at level 1 to 9th-level spells at level 17 (the maximum player level is 20). The Bard has

access to a lot of powerful and useful spells in their repertoire, such as a lot of options for healing and strengthening allies, as well as charming and disrupting enemies; damage is the only thing a Bard's spells usually aren't superb at. Besides spells, though, you also have another important feature: Bardic Inspiration. You can use this ability as a bonus action an amount of times equal to your Charisma modifier before needing to take a long rest (8 hours or longer of sleep), and when you use it, you can grant an ally that is close to you a bonus to a roll of their choice equal to a roll of your Bardic Inspiration die. For example, if your Bardic Inspiration die was a d6 (six-sided die) and you gave it to your barbarian buddy who wanted to turn an ogre into two halves of an ogre, when





they next roll to attack, they could choose to roll an extra d6 and add the result (I rolled a 4) to the result of the attack roll, which could potentially give them just the edge they need to strike the ogre with their ax. The dice scales up as you level up as a Bard, and though it might seem pretty tame in comparison to some other class features, it can turn the tide of a battle with one lucky roll. As you level up, you gain more and more impressive abilities: Jack Of All Trades gives you a slight bonus to every skill check; Expertise allows you to select a few skills to get an even higher bonus to than you would normally get; Song of Rest allows your allies to recover more health when they take a short rest (Countercharm (which, not gonna lie, is pretty terrible) allows you to use your action every round for a full minute to make your allies better at resisting being charmed or frightened; and finally, Magical Secrets, which allows you to select some

extra spells from any other class' spell list in the entire game, giving you some serious magical versatility. Overall, a Bard is a multipurpose tool that can be slotted into any role the party needs. Support? Bards have that in spades, with healing, enhancements, and battlefield control options galore. Stealth? Bards tend to have incredible Dexterity scores, as well as access to illusion magic. Social interaction? With their insane Charisma and wide array of skills, Bards are probably the best at it in the entire game. Spellcasting? Bards get so many spell options that if they're the only dedicated caster you have on a team, you should be mostly fine. Damage-dealing and tanking? Admittedly not the Bard's strong suit, but if you're smart about how you build them, their d8 hit die combined with a decent Constitution score can make them a pretty decent off-tank (a character who is not meant to be the primary

recipient of damage, which a tank is, but instead has enough health to help distribute the damage between the two of them so that the tank doesn't die as fast; alternatively, if your tank is missing or indisposed, the off-tank can fill their role decently well until they are able to be returned to the fight). That's the joy of a Bard, though: if you know what you're making beforehand, they can do anything your party needs.

### **What Types Of Bards Are There?**

Like every class in 5e, Bards have numerous subclasses to choose from that allow you to further specialize them to suit your playstyle. Known as 'Bardic Colleges', two come pre-packaged in the Player's Handbook: the College of Valor and the College of Lore. A College of Valor Bard is based on the archetype of the 'skald', a Nordic poet and storyteller who recited tales of great warriors and heroes. Valor Bards are all about fighting:



they are able to use better armor and weapons than most bards, can add their Bardic Inspiration die to the damage of their allies' attacks, can attack twice with a single Attack action (like barbarians, fighters, and other classes focused around fighting with weapons), and at their strongest, they can make an attack with a bonus action after casting a spell as an action. The Valor Bard is the subclass for those who wish to play a more active role in combat while still providing their team with the same level of support all Bards are capable of. On the other end of the spectrum, College of Lore Bards are more focused on being a scholar and a historian than just a traveling minstrel. Lore Bards are more focused around skills and spellcasting: they gain extra skills, can use their Bardic Inspiration to give enemies a negative to their rolls, and gain more spells from Magical Secrets than other Bards. If you would rather

play a Bard that stays on the backline and supports the party rather than getting up close and personal, you can't go wrong with the good ol' Lore Bard. Besides the two provided in the Player's Handbook, there are a few other Bard subclasses released in later supplements that you might be interested in: the College of Glamour allows your Bard to channel the magic of Fey beings in order to charm and bedazzle onlookers; the College of Swords makes your Bard a daring swordfighter who wields their weapon with grace and finesse; the College of Whispers turns your Bard into a malicious manipulator that uses their magical words to sew fear and discord in all who hear them; the College of Eloquence grants your Bard the skills of a master orator, capable of resolving arguments and ending wars with nothing but your silver tongue; the College of Creation gives your Bard the ability to tap into the

Song of Creation and will both objects and beings into existence; and finally, the College of Spirits transforms your Bard into an oracle who can commune with the dead, learning their stories and using them to empower yourself and your allies. Bard subclasses are about as varied as Bards themselves are, but one thing is for certain no matter which one you choose: with their Charisma, versatility, and sheer overwhelming awesomeness, your Bard is going to be the star of the show. Metaphorically, that is; please don't hog the spotlight or make yourself the 'main character' in your D&D games. Nobody likes to play with a drama queen.

### **What Does A Bard Represent?**

I think you get the idea of what a Bard is at this point: a suave and charismatic storyteller that can do darn-near anything the party needs. That said, just how exactly could you go

about playing your Bard? Many tend to associate this class with a singular archetype: a romantic and chaotic traveling minstrel who plays annoying tricks on people and charms everyone in sight. While this type of playstyle can be fun for the right groups, I think it's also been done to death. Why not play a religious monk whose memorization of the sacred texts of their faith granted them magical powers? Or a rebellious revolutionary whose songs are battle cries meant to inspire the people to revolt against oppression and tyranny? Heck, why not have an opera singer whose voice can both move an audience to tears and reduce a brick wall to rubble? A Bard doesn't need to sing, or play an instrument, or even have a musical aesthetic at all! They can be storytellers, lawyers, politicians, poets, writers, historians, theologians, leaders, or whatever else allows them to tell a good story and bring hope to their allies. A Bard is what you make of it, and with a class as versatile as they are, coming up with something interesting is, frankly, extraordinarily easy.

### **Why Should You Play A Bard?**

I would probably not be alone in proclaiming that the Bard is probably one of the most useful and powerful classes in the entirety of 5th Edition. Their combination of a varied spell list, versatile class features, and sheer unbridled Charisma make them helpful in almost any situation...you know, when the player playing the Bard decides to actually be productive and not mess with the party just for a laugh. Bards are good support, good spellcasters, good negotiators, good infiltrators, even good damage-dealers (sometimes)...Bards are just good in general, and their aesthetic of creativity and charm makes them really fun to both play and play alongside. Your party will love having a Bard in the mix, so long as you remember to play nice.



# “City of Mist” Review

by Jason Lewicki

Hello, all. Today, I’m going to do a little bit of what’s called ‘self-indulgence’: there’s a game I wanna talk about today, and it’s called “City of Mist.” “City of Mist” is what’s known as a ‘tabletop role-playing’ game, in much a similar vein as “Dungeons & Dragons”: you make characters, roll dice, and tell fun and unique stories as a group, all under the watchful eye of the DM. However, there are some key differences that make it stand out, and that make me enjoy it so thoroughly.

The main draw of this game is that your character has been chosen by a ‘Mythos’, which is a story, myth, legend, or historical figure that gives them amazing powers. Besides your Mythos, however, you also have what’s called your ‘Logos’, which is who your character is as a person, entirely separate from your Mythos. Both your Mythos and Logos are equally important, and they can work to compliment each other quite nicely. For example, one of the sample characters provided in by the creators of City of Mist is Salamander, a city water worker with the Mythos of a mythical being of both fire and water known as the Salamander. You have four Theme cards that define key aspects of your character, with each of the four Themes being either based on your Mythos or Logos: Mythos Themes include Adaptation (power to change), Bastion (power to protect), and Subversion (power to deceive), while Logos Themes include Defining Relationship (someone your character is close with), Mission (an important goal your character has), and Routine (your character’s job or daily schedule). Each of these Themes present you with a multitude of questions for you to answer, and in doing so, you are basically creating your own powerset; every answer you provide becomes a ‘power tag’, which you can add to any roll you make in which that tag would be relevant. For example, Salamander has an Expression Theme revolving around his ability to fire burning plasma from his hands, so the tags provided by that, such as ‘Burning plasma whips’, could be added to rolls related to attacking with that primordial plasma.

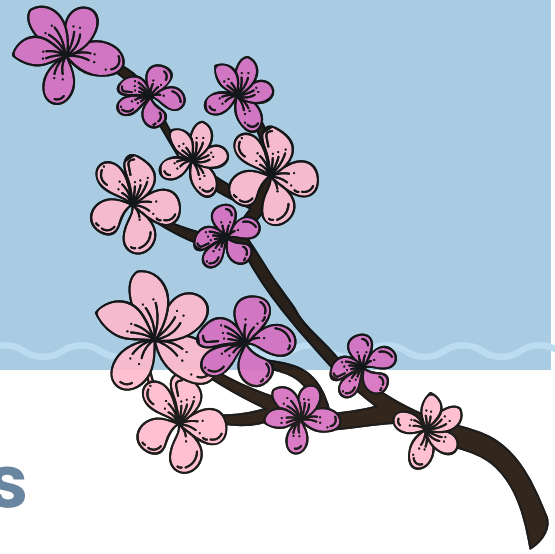
On the more personal side, your Mythoi and Logoi (yes, those are the plural forms of those words, according to the game) also have stuff that allow for roleplay and

characterization: Mythos Themes have a Mystery tied to them, a question sparked by the Mythos that your character asks themselves, and Logos Themes have an Identity tied to them, a statement fueled by the Logos that your character makes about themselves. Along the course of your escapades in City of Mist, both your Mythos and Logos will be challenged and tested by the events you witness, experience, and endure, and should you find yourself falling too far into either the mundane or the mystical, the other might be lost forever.

Another big draw of City of Mist is its strong cinematic elements and storytelling. The titular City is a bustling metropolis blanketed (figuratively and literally) in an arcane force known as the Mist, which is what gives ordinary people legendary powers by awakening them as Rifts. An art teacher with a bright and optimistic attitude could manifest the Mythos of Quetzalcoatl, the Aztec feathered serpent god of wind and knowledge, while a lawyer with a strong desire to help their community and never give up could awaken as the Rift of Rocky Balboa, one of the greatest boxers in cinematic history. The game revolves around solving mysteries, catching criminals, and investigating the occult, just like a classic noir film or TV series. Actions are taken by rolling 2d6 (two six-sided dice, like those used in Monopoly) and any relevant power tags are added onto the roll. As an example, a detective with the tags ‘Keen eye’ and ‘Deductive reasoning’ would get a +2 to their roll when investigating a crime scene, a situation in which both of these tags would be relevant. What you roll dictates the result, obviously: 6 and below is a fail, 7-9 is a partial success, 10-12 is a success, and anything higher than 12 is an overwhelming success. The rules sound somewhat complicated at first, but trust me, once you actually start playing, you’ll get them really quickly.

I could probably go on and on about the rules here, but I don’t want to take up too much of your time. So, I think I’ll just sign off with a promise: if you like urban fantasy, noir stories, flexible and engaging character creation, and a focus on cinematic storytelling over boring and overcomplicated rules, then I guarantee that this game is worth your time.

# Artsy Things



## Featured Works of Cassandra Marie Marien





# Behind the Scenes

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