

One pot. Every system.

Guildstew is the system-agnostic,
homebrew-first TTRPG companion
built for the whole table.

SYSTEM-AGNOSTIC · HOMEBREW-FIRST · BUILT FOR THE WHOLE TABLE



PRODUCT Guildstew	MAKER Aetherian Studios
CATEGORY Virtual TTRPG companion	PLATFORM Web · guildstew.com
TEAM SIZE 12	LIVE RULESETS D&D 2014 & 2024 · Pathfinder 2e
LAUNCH MOMENT Kickstarter · Aug 31, 2026	PRESS CONTACT info@aetherianstudios.com

The whole table, in one place.

Tabletop role-playing exploded past **50 million players** — and the tools never caught up. A single Tuesday-night game gets duct-taped together across a Google Doc, a Discord pin, a dice app, a notes app, a wiki, and a character sheet living on someone else’s platform. None of them talk to each other. Most only care about one ruleset.

Guildstew is the one pot it all goes into.

Built by Aetherian Studios — a team of tabletop lifers — Guildstew unifies campaigns, characters, combat, homebrew, dice, and a living-world map into a single companion that works across game systems and serves players, game masters, and streamers alike.

BOILERPLATE · SHORT

COPY

Guildstew is a system-agnostic, homebrew-first TTRPG companion that brings campaigns, characters, combat, dice, and a living-world map into one place — built for the whole table, across any ruleset. Made by Aetherian Studios, it launches on Kickstarter in August 2026: backers get immediate alpha access, beta access begins September 30, 2026, open beta opens October 30, 2026, and the 1.0 launch is targeted for January 1, 2027.

BOILERPLATE · ONE LINE

COPY

Guildstew — one pot, every system, the whole table.

Guildstew comes to Kickstarter.

SAVE THE DATE · KICKSTARTER

August 31, 2026.

Aetherian Studios brings Guildstew to Kickstarter, opening the platform to its first wide audience. Backers get alpha access the moment the campaign goes live.

THE ROAD TO 1.0

AUG 31, 2026 **Kickstarter launches.** Alpha access goes live for backers who pledge for it.*

SEP 30, 2026 **Beta access begins** for backers.

OCT 30, 2026 **Open beta** opens to everyone.

JAN 1, 2027 **1.0 launch** (target).

PLANNED STRETCH GOALS

- + Forager — the living-world map
- + Additional game packs beyond D&D & Pathfinder 2e
- + OBS support for streamers

*ALPHA ACCESS INCLUDED WITH ELIGIBLE PLEDGE TIERS.

Eight modules under one lid.

Everything a table needs to run a campaign — the hub, a multi-system character library, a real combat engine, homebrew tools, dice, a marketplace, social, and broadcast — in a single connected app.

<h2>The Hub</h2> <p>HOME DASHBOARD</p> <p>The home page: app news and blog posts, community highlights, and campaign schedules — plus player profiles, friends, and social features like chat.</p>	<h2>Library</h2> <p>CHARACTERS · MULTI-SYSTEM</p> <p>One library holding characters from multiple game systems side by side — D&D (2014 & 2024) and Pathfinder 2e live today.</p>	<h2>Combat</h2> <p>LIVE SESSION ENGINE</p> <p>Initiative, turn order, spell slots, conditions, combat queue, adventurers and companions in one shared session.</p>	<h2>Brewery</h2> <p>HOMEBREW · ALWAYS FREE</p> <p>A full creator studio: races, classes, content packs, reskins, sheet mods, even code mods.</p>
<h2>Tavern</h2> <p>MARKETPLACE</p> <p>Dice skins, dice effects, UI themes, sound packs, and character portrait packs.</p>	<h2>Dice Forge</h2> <p>3D ROLLER</p> <p>Pick up, shake, release. d4 through d20 with effect presets and campaign-log integrated rolls.</p>	<h2>Guilds</h2> <p>ONE SUB · SIX SEATS</p> <p>A per-table subscription with shared wallet and shared library — built for how groups already play.</p>	<h2>Broadcast</h2> <p>NATIVE OBS PLUGIN</p> <p>Live sheets, combat overlays and HP-reactive enemy portraits pulled straight into the stream.</p>

Four moats nobody else is building.

Defensibility comes from the architecture, not the feature list.

WHAT MAKES IT DIFFERENT · FOUR MOATS

01 MULTI- SYSTEM

By design, not as a feature.

Game-pack architecture. Each ruleset ships as a self-contained pack with its own rules engine. D&D (2014 & 2024) and Pathfinder 2e are live. Multiple partnerships in development.

02 HOMEBREW

Stays free. Always.

The Brewery is a full creator studio — items, spells, classes, monsters, entire mechanics. Always free for personal and party use. Other platforms gate this. We don't.

03 GUILDS

Per-table. Not per-seat.

\$34.99/mo for the whole party. Six creator accounts, shared wallet, shared library — the way groups already split logins, made into the product.

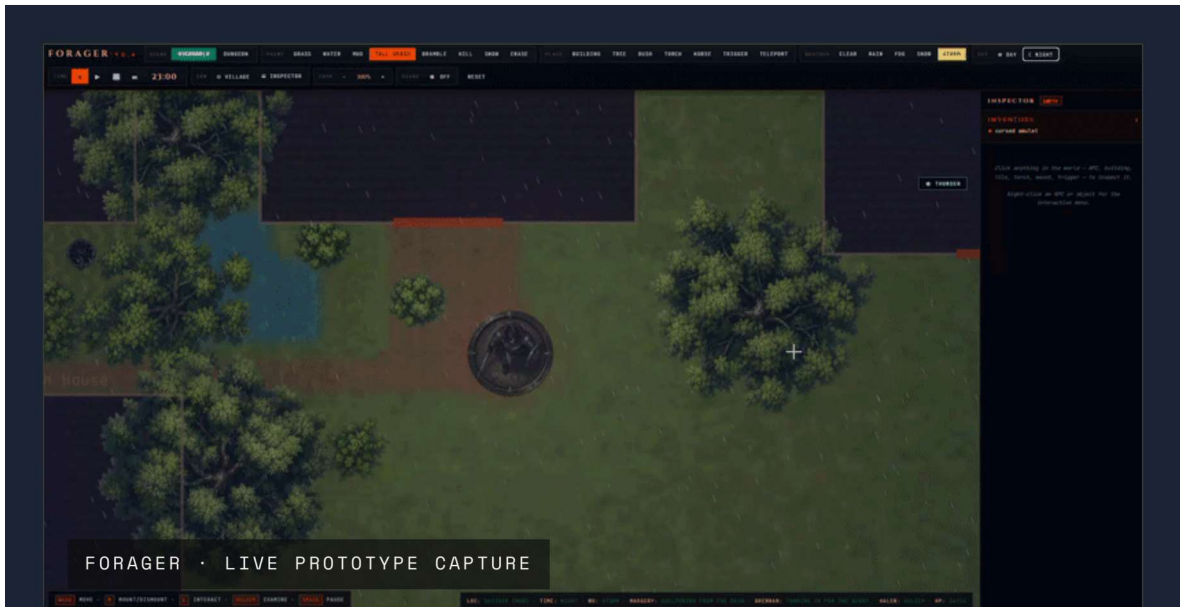
04 BROADCAST

Streamers, first-class.

Native OBS plugin. Live character sheets, combat overlays, HP-reactive enemy portraits — straight from Guildstew into the stream. The actual-play boom needs better tools.

A living world that doesn't pause between sessions.

A Three.js orthographic world map with terrain painting and polygonal building — one map, two modes.



LIVE MODE · BETWEEN SESSIONS

The world keeps moving.

NPCs walk around. Weather shifts. Towns breathe and markets restock — even when the party isn't looking.

TACTICAL MODE · DURING COMBAT

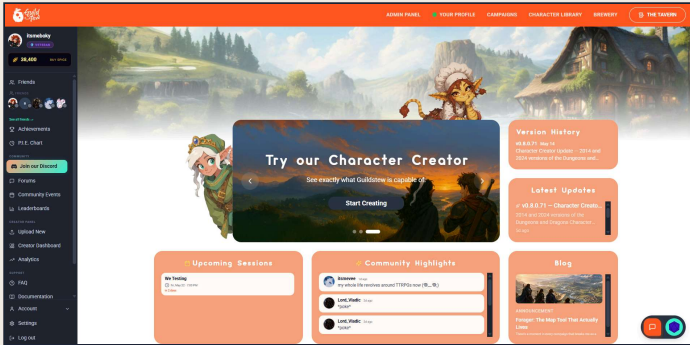
No mode switch.

The combat engine runs on top of the same map. Same initiative, same dice, same engine — now played across real terrain.

No other VTT does the living-world part.

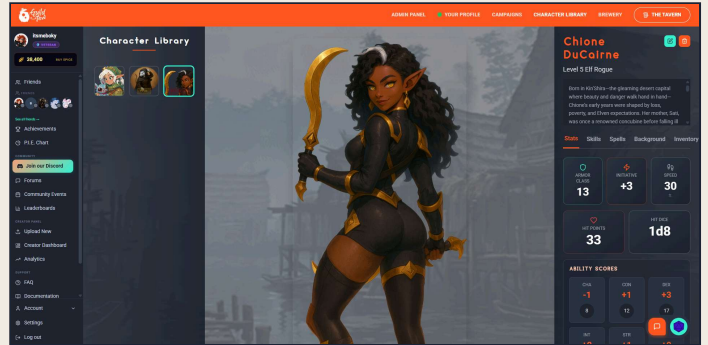
Press-ready screens.

Live captures from the alpha. Click any download to grab the full-resolution PNG.



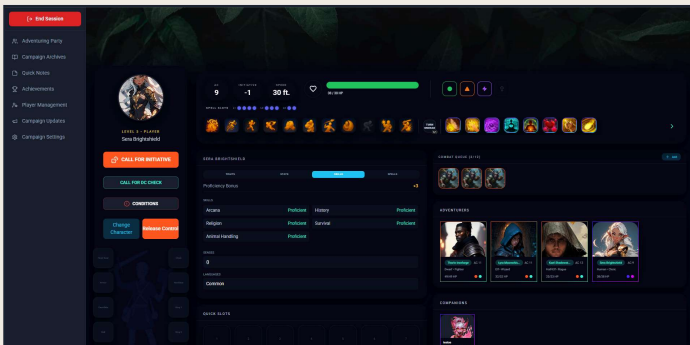
THE HUB · DASHBOARD

DOWNLOAD



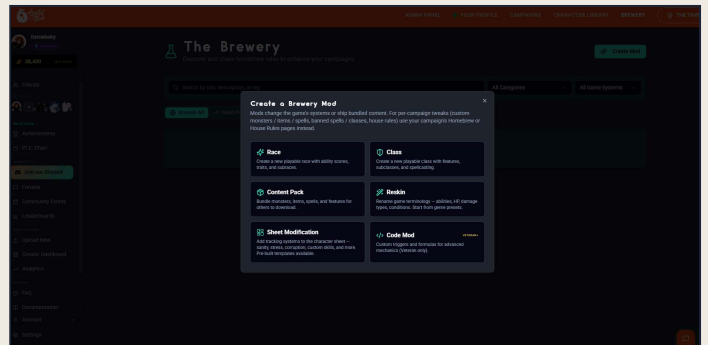
CHARACTER LIBRARY

DOWNLOAD



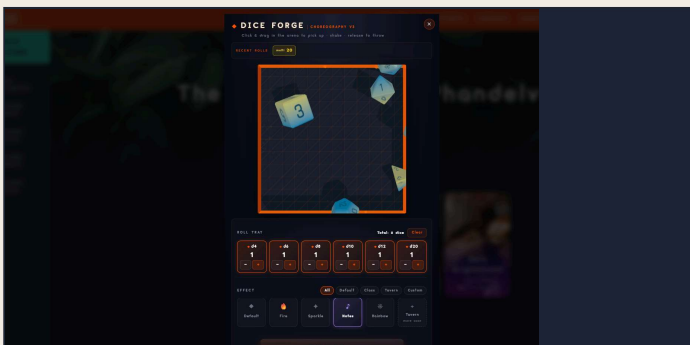
COMBAT ENGINE

DOWNLOAD



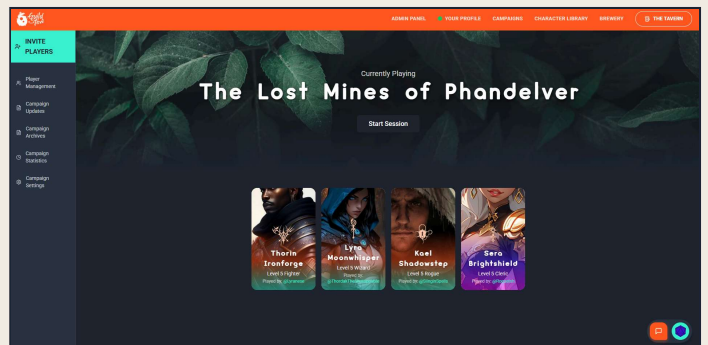
THE BREWERY

DOWNLOAD



DICE FORGE

DOWNLOAD



CAMPAIGN LOBBY

DOWNLOAD

Also available: shot-party.png (Adventuring Party) · forager-map.gif (Forager prototype). Request originals or additional formats via the press contact.

Subscriptions + game packs + a curated marketplace.

Free is a real product. Adventurer is the default upgrade. Veteran unlocks creator publishing. Guild covers the whole party.

TIER	PRICE	BUILT FOR
Free	\$0	New players testing the water · 4 characters, 1 active campaign, 4 archivable campaigns.
Adventurer	\$6.99 / mo	Default upgrade · 12 characters, Brewery access, lower marketplace fees.
Veteran	\$12.99 / mo	Creators · unlimited characters, code-mod homebrew.
Guild	\$34.99 / mo	The whole party · 6 seats, shared Vault, Guild Hub.

NOTE · PAID MONTHLY SUBSCRIPTIONS BEGIN AFTER THE 1.0 LAUNCH. EVERYTHING BEFORE THEN IS FREE FOR ALPHA & BETA PARTICIPANTS.

Creators sell what they make — and keep more as they level up.

Publish dice skins, effects, themes, sound packs, portrait packs and more to the Tavern. Your subscription tier sets your revenue split — the higher the tier, the bigger your cut.

<p>FREE</p> <p>50%</p> <p>YOU KEEP</p> <p>50 / 50 split with the platform.</p>	<p>ADVENTURER</p> <p>70%</p> <p>YOU KEEP</p> <p>30 / 70 split — you take 70%.</p>
<p>VETERAN</p> <p>80%</p> <p>YOU KEEP</p> <p>20 / 80 split — you take 80%.</p>	<p>GUILD</p> <p>80%</p> <p>YOU KEEP</p> <p>20 / 80 split, plus guildmates download anything a member makes free from the shared Guild Vault.</p>

We're Aetherian Studios. Build weird. Build bold. Build worlds.

Tabletop lifers who got tired of duct-taping six tools together to run one Tuesday-night game — so we built **the companion we wished we had.**



MEET LADLE — THE STUDIO'S KITCHEN-GOBLIN MASCOT.

THE ROSTER · 8

Bojana Milenkovic

CREATIVE DIRECTOR · CEO · PROGRAMMER

Brandon Hazell

CFO

Chris Brink

LORE MASTER

C'Jay Wylie

MARKETING MANAGER

Olivia Hardy

ARTIST

June River

ARTIST

Skylar LaBounty

OUTREACH COORDINATOR

Joshua Stanford

OUTREACH COORDINATOR

Logos, art, palette & type.


Please use official assets without distortion or recoloring. Maintain clear space around the logo.

GUILDSTEW · LOGOS



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WHITE

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MARK

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Art, palette & type.

CHARACTER ART



KEY ART · COOKING SCENE

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LADLE · EMOJI

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COLOR PALETTE



guildstew.com

FOR INTERVIEWS, ASSETS & REVIEW ACCESS

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