

Monthly Newsletter

WITHOUT LOVE

♦
March 2025



SPARKLES_MANDY

The Changing of the Seasons

Hey everyone and welcome back to the newsletter! I did take a break with these for a little bit but with all of the things we have going on this is the best way for me to get information to you all in one location!

I hope the year has found all of you well and as we move into the 3rd moth of 2025, I am so excited! As a group we have made some big changes and moves to make sure we have a great platform to work on!

With 2025 the biggest fight I have been working on is making sure how we post our content is done in the best way! We were using a program to help us post all of our content in an easier way this was at a cost of \$54.00 a month and trust me when I say it took weeks of calls to get it our sub canceled. I am finding new ways to post content now this might be a little slower but it is not at such a high cost!

We have also expanded out social outreach to now include X (formerly twitter), this is a big step for us cause it is a new set of rules and size regulations for posting. So please be kind if I mess something up, I am learning!

We have so many new people playing with us and I am so excited to see what everyone is able to dream up! I want to take a moment to thank each and everyone of you for being a part of our group in any way that you do! I have said it over and over I love this game and I am thankful to get to share it with others in any wat possible! We have some amazing players and wonderful DMs that make it all possible!

Mandy xoxo

In this newsletter
you can expect:

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News

Drink

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Knowledge

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Random
Rants



Fellowship/Cult News



As Most of you know we have once again switched out our campaigns! So currently we are working on the Curse Of Strahd and The Imperial Magpies. These are both amazing groups showing 2 different sides of playing D&D Curse of Strahd has always been a darker place for groups to go into and parties to not leave the same way. The Imperial Magpies is set in Eberron it has an almost steampunk western feel and the Magpies are full of laughs at every turn. I hope everyone can come by and give support to the campaigns and that they are enjoyable for everyone in their own ways!

Our Sunday Mandurlorians has added a JayBlurr to their group. He is bringing a multi-class cleric into the party and it will be so exciting to see if they are able to defeat Vecna. This is also we have Gummy leading a party so it is a lot of fun.

The next thing we have is the town of Levny! This a daily D&D played on the server. It is open to all people to join and the bigger the town is the more things we can get done. All of our One shots are coming from Levny, so if you are not wanting to play this way you just make a PC and they get to town and we bring them out for our streamed session. You level up your PC at your own pace and there is no wrong way to play.

We have an amazing group and I cant wait to see what we are able to build together!

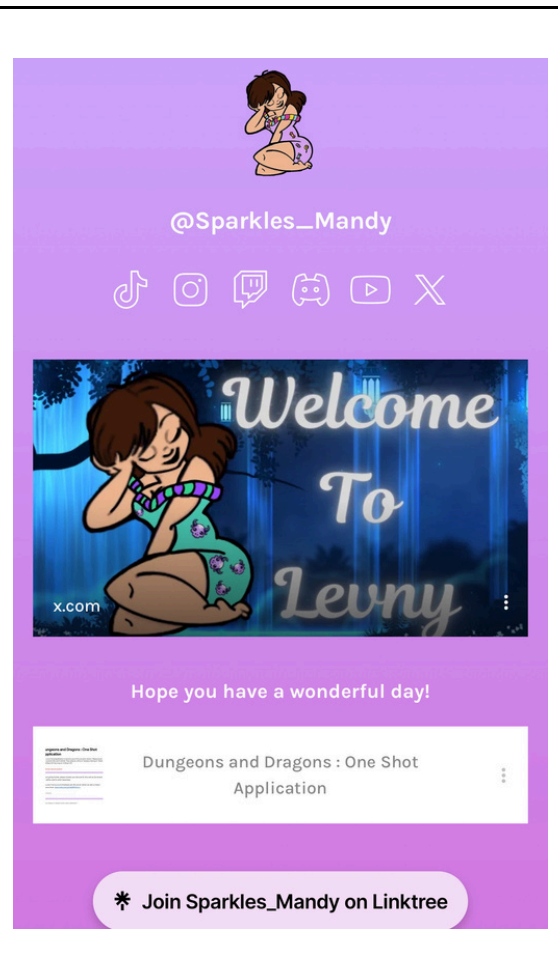


Sleep Immunity

- 2 oz Vodka
- 8oz of Energy Drink of choice

In a highball glass filled with ice add both and mix!

A simple but good time! For those who wish to not get put to sleep this is a great drink! always remember the second one is always better then the first!





Field Notes – Shadow's Ledger

Subject: The Price of Overconfidence

By EndYourStreamTV

The hunt began with two. Myself and a trusted companion, stepping into the depths of the forest, blades ready, eyes sharp. The goal was simple—track the wolves, learn their patterns, test our skill. The night, however, had other plans.

The air was thick with silence, the kind that whispers of unseen dangers. Then came the movement—too many legs, too many eyes. We had hunted the wrong quarry. The forest did not belong to wolves tonight. It belonged to the spiders.

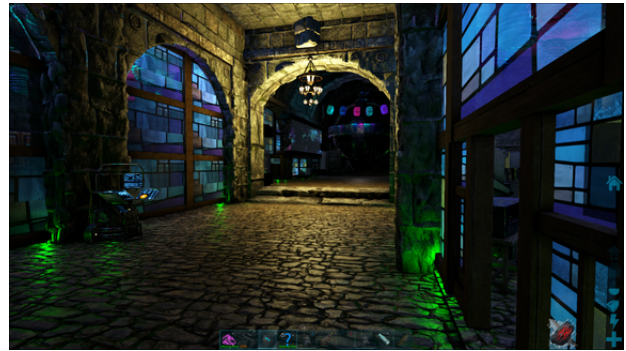
The ambush was swift, ruthless. My friend was the first to fall, ensnared in silk and venom, limbs trembling as the creatures moved in for their feast. I fought, but alone, there was no victory. There was only the choice that cut deeper than any blade—I ran.

Cowardice? Some might say so. But strategy is the difference between a dead rogue and a rogue who fights another day. Reinforcements were gathered, warriors who could turn the tide. We returned as a force, steel and fire meeting fangs and shadow. The battle was brutal, but in the end, the spiders lay slain, their twisted bodies littering the ground.

I cut my friend down, barely breathing but alive. We had survived, but survival came with a lesson. Overconfidence is a slow blade. Next time, we will not be the hunted.

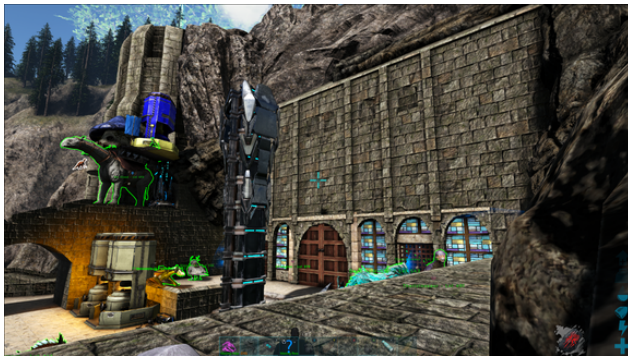
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From Our servers

We Have 2 online servers offering both Ark and Minecraft! Here are some screen shots from both of them!



JOIN US

If you have something you would like to add to the group or share in the newsletter, please send me a Message! I would love to be able to get it out there!

Also if you have a subject you would like to write about monthly? Lets do it!

If you have gaming screen shots! Art? just send it my way and I will get it in!!

-Mandy!!





So you wanna fight a Monster?

In this month's rendition of "So you wanna fight a monster?" we are going to discuss one of my ever favorites, Kobolds. Now we all know of kobolds, but what do you know about the inner workings of what their stat block and traits represent? Well, that's what this piece is for! A quite bite of tasty information so that the next time you run into some miscreants.... well, just maybe you'll have the upper hand! So, first let's break down the raw numbers behind the stats of a kobold. So if 10 is our "average" of a score, then let's say these kobolds are just about below average in everything except well.... dexterity, so what does that mean for our cave dwelling dragons? Well, that means that as a basic monster, they aren't going to very good at much of anything other than hiding, running away, or throwing/shooting things at you. So stat wise they don't seem that scary. Moving on to the traits however, things get a little more interesting. Our first trait to cover is Sunlight Sensitivity, meaning, they don't like the sun. So what this suggests is that Kobolds are either a night time creature, or they stick to their caves and caverns, where they never have to touch the light of day. Knowing that, and taking into account their next trait, it makes sense why they work how they do. So, the next trait, Pack Tactics. This trait is going to let us dive into another stat of the Kobolds, their wisdom/intelligence. Now why would that be the case? Well, let me tell you, a monster with low wisdom/intelligence lacks the simple thing we like to note as advanced tactics, so to make up for that what is the tactics of Kobolds? Swarm, surround, beat the shit out of, and kill whatever is in their territory before it kills too many of them. Kobolds are confident in numbers hence their trait for Pack Tactics giving them advantage when near an ally, but once you start to thin out those numbers, they start to get a little more uneasy. Beyond that kobolds are a truly treasured monster to me, they're interesting, unique, and I feel under appreciated. As a DM I have gotten thorough enjoyment from homebrewing some new kobolds to beef up their ranks! Who knows, maybe they'll be seen around town soon! But I hope you enjoyed the little thoughts of "So you wanna fight a Monster?", next time we cover DRAGONS!

-GrimGrixis



Telekinetic



You learn to move things with your mind, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the mage hand cantrip, cast it without verbal or somatic components, and make it invisible. If you already know this spell, its range increases by 30 feet when you cast it.
- Its spellcasting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

Ah, the *Telekinetic* feat—D&D's way of saying, "Why bother with muscles when you can flex your mind?" This feat, found in *Tasha's Cauldron of Everything*, lets you channel your inner Jedi and move things around with the sheer power of your brain.

When you take the *Telekinetic* feat, you gain the following abilities:

1. **Your brain gets buffer** – You get a +1 to Intelligence, Wisdom, or Charisma. Pretty standard for feats that want to act like an ASI in disguise.
2. **Mage Hand, but make it spicy** – You learn the *Mage Hand* cantrip, and if you already have it, congratulations! Yours just got an upgrade. This version is invisible, because clearly, waving around a ghostly floating hand wasn't subtle enough.
3. **The Mental Shove** – As a bonus action, you can telekinetically shove a creature within 30 feet of you 5 feet in any direction. They get to make a Strength save (DC = 8 + your proficiency bonus + your mental stat modifier) to resist your rude brain-push.

This feat adds some great bonus action economy – Not everyone has something to do with their bonus action every turn. With this, you can be a nuisance *all the time*. It has the added benefit of ruining enemy positioning. Oh, your DM carefully placed a guard in front of the only exit? *Boop*. Not anymore. I know it's not done much, but helping your buddies is a great benefit of this feat. Do you need to give the rogue an opening for sneak attack? Move an enemy. Need to nudge your barbarian into range? Shove them forward. Need to yeet your enemy off a cliff? Look at you, being all creative. A nice feature for you paladins and rangers where it seems like ALL your spells require concentration, the feat doesn't require concentration, and the shove isn't limited to size categories. This means even your bookish wizard can (attempt to) push an ogre like a schoolyard bully.

However, Yoda, you are not. Why can't I force push all the things? Well for starters, Strength saves exist. Should you try this against a raging barbarian, expect to be ignored. Hard. Also, the feat only provides 5 feet of forced movement. If you're hoping to hurl enemies around like a Force user having a tantrum, prepare for disappointment. At best, you're repositioning them, usually to get them *out* of melee so you use that ranged spell or weapon attack and then skedaddle.

So, in closing, if you enjoy playing a character who constantly invades other people's personal space but from a distance, this is the feat for you. It's great for battlefield control, hilarious in social situations ("I swear, the Duke *tripped* over his own feet"), and adds a bit of flair to an otherwise normal spellcaster.

By GetOffMyCloud



Random Rants w/ Mandur

Lets Talk about Party Dynamic!

Welcome to Random Rants this is where I talk about subjects and give my take on them! Now this is in no way saying you have to play this way and that you are a terrible person if we dont see things the same way. I never mind people having their own thoughts on the matter this is just giving you my thoughts on the subject.

So you want to play D&D! Awesome! you think it will be super easy? WRONG! getting a good party together isnt that easy, this is because not everyone is going to get along and people could have different goals in how they play. Making sure you have a well aligned party is really important, if you take on a moral good party and add one evil PC you can have a lot of issues. other issues you can deal with come from our action before, during and after session.

The best thing we can do when going into a session is what I call "making sure our house is clean" so what I mean is making sure we show up ready for the session. DMs spend hours getting this ready for you the least you can do is be ready! this includes

- going over you PC sheet
- making sure you have a way to take notes
- making sure you are ready at least 5-10 mins before you should be there
- reminding yourself you are a party of many and not a party of one
- if PC make sure all updates are done before

All of these things will help a party to do well and making sure we set a standard of how we play is important. We all add something to the party so making sure we give our best is the goal.



In my history of streaming D&D I have had many complains. Im going to share a few so maybe you can avoid things that could cause party tension

- Playing other games during session
- not knowing what they are going to do before their turn
- speaking over people
- always walking away during session
- being on your phone
- missing sessions
- cutting people off
- Meta gaming

now we all have lives and families of some kind so making sure we plan if we can commit to a campaign is important. Our goal in telling stories is to have a good time so lets make sure we bring our best to the table and not make anyone feel left out!

Also, if you have any issues on a table please always let me know because we all make mistakes and the sooner we know the sooner we can fix!

Thank you for reading!

