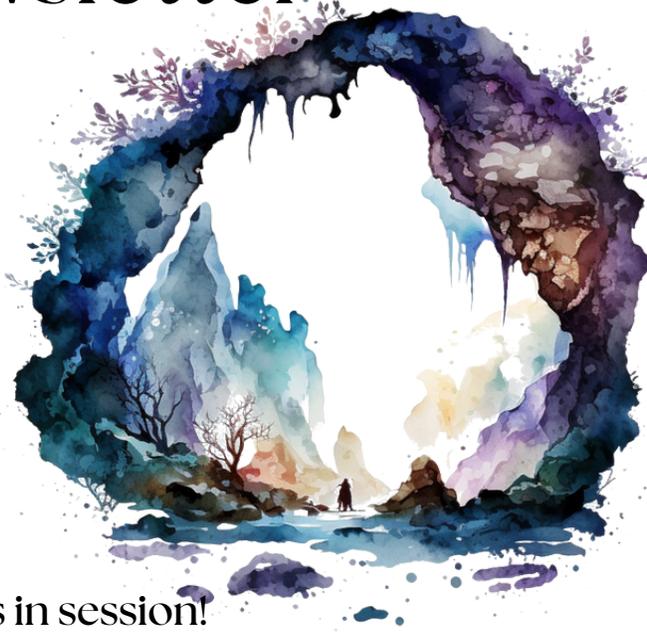


Monthly Newsletter

THE BOYS ARE
BACK

◆
August 2024



Class is in session!

As we are really getting into the full swing of phase 3, let me say well done guys! We as a group are making some big moves! In looking at the advancement of skill our group has made I want to make sure all players and DMs are informed in regards of any changes!

With these ideas in mind I feel it is only fair to let you all know what is on my plate so we have realistic expectations. Currently right now we have over 30 active players, with some of them having 3 or more characters we are talking about over 90 PCs at any given time! this is a lot, big thanks to Cloud for taking care all of that for us!! It is from all of these amazing PCs we are able to have hardcore campaigns and really get into the core of good D&D gameplay battle and tactics ... you know the good shit! We also have One Shot nights and they are almost a Battle/mixer.

we get a chance to play with new people and different classes and see what works together well!

Also I want to take a minute to thank Grim, a bunch of the back ground stuff in the server is all thanks to him (not just the birthday channel!) but also the Arcade channel is something he has build for us and it is my hopes that it will grow. My point is to say we have a lot of hard working people helping to build this fun we all get to play in and I hope you love it!

I am also working on making system of some kind to be able to help share the lore of some aspects of D&D, I want our players to be able to really build a PC that can exist in the world we play in. That means we need a good amount of background when it comes to races and actually how the classes are made to function! As always if you need anything from me, please reach out!!!

Mandy xoxo

In this newsletter
you can expect:

News

Drink

One Shots

Build/PC
Highlights

Comic

Random Rants



Fellowship/Cult News

With most of our players moving past the basics of D&D it is now time to really get into the good shit! One thing I look forward to seeing is bringing in the Pit fights! the rules will be simple. This will be a 50/50 chance to survive and if you win you will be given a whole level from the pit fight along with a gold reward! To join pit fighting you will need a PC who is level 3, open for about an hour on Fridays before Clouds one shot session (so 6pm CST)

who is pit fighting will be drawn on Tuesday one shot night! You MUST be there to accept the

challenge of pit fighting. In the Pit fighting release you will sign that you understand this is a TO THE DEATH match! You can put your name on the list for the pit fight drawing from Friday 7pm CST till Monday at Midnight (CST)

This is a different kind of combat and is all in good sport! If you have any questions, please ask me!

please check out the pit fighting channel for more information!

Underdark



~2oz white rum
~3/4oz peach schnapps
~3oz cherry juice (as dark as possible)
~2 tp grenadine

Combine all in an ice filled shaker, shake vigorously and strain in martini glass.

**Always amazing
and once you
arrive you never
wanna leave**



One shot night

As always one shots are open to all players for 2 sessions a month. I would like to give some reminders to ALL players! please show up on time, our DMs put hours in to make these adventures for us the least we can do is show up and be on time!

Please remember Cams must be on and in the end we are all friends so lets act like it and be kind to each other! This is an 18+ group so lets be adults and try to keep that in mind

DMs are going to hold more advanced players to the rules, so lets step up to the plate and do our best!! LFG GUYS!!



Build/PC Highlights

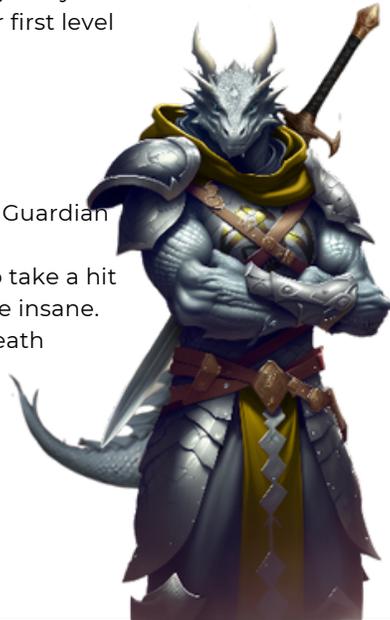
Krangor Kul

Krangor is being played by GrimGrixis and is our first level 20 paladin of the Mandurlorians!

~build~

- *Dragonborn
- *Paladin
- *Oath of the Lunar Guardian

This build is made to take a hit and also his auras are insane. Not to mention a breath weapon! AMAZING!



Parsec

Parsec is being played by GetoffMacCloud and is currently in the Shattered Obelisk campaign

~build~

- *Owlin
- *Sorcerer
- *Wizard

This build was made to showcase the focus of a support build and how brilliant they can be!



Look at this relic I found

I don't mess with those

whats the worst that could happen

I feel strange Tim, STOP!!!

Oh fuck! hey, sis you ok?

don't worry I will fix this

*hoots

POOF

Family Changes

By Mandy



Random Rants w/Mandur Lets talk teamwork!



Here is a fun one! Now I don't think I know better than any other person but I do feel that this is a place for me to talk about the deeper and darker things in D&D. One of those things is what does it take to build a party. Let me try and shed some light on this topic and fair warning as always this isn't to make friends!

Part of campaign work is building a team, but for the individual it is a path of compromise. Yes, you could have a really great build idea that would be fun but are you building something that works for a team and gets them through a hard battle. This is what we should be thinking about as we build for going into campaigns!

As a person who is the face of the Mandurlorians; a campaign that has lasted 2 years here are some notes I would give to anyone looking to start campaign work! Quit meta-building, frankly it is dumb and will lead the group to not be able to work with the PC as well. I shouldn't have to hear your backstory and the 5 goggle docs you have put together to work with you. That not being deep that being a pain in the ass! I have said it before and I will say it again don't build for a party of one; every player should have something they bring to the party.

Backstories! OMG here is one of my favorites! is it dark? tragic? awesome your going to need to get over that shit fast! Are you flirting with darkness? cool don't get pissed when your shit isn't working! Also, once you write a backstory its done! thats it. Once a backstory has been given to the DM don't try and add "you know what I think would be a good idea" that time is over; sit down buckle up and enjoy the ride sweetheart! Backstories shouldn't be used to bully the DM they are a tool to help give the DM an idea of what you would like to work on in sessions.

Oh, on that note backgrounds! so you are a hermit? sweet, get ready for those con saves in large taverns because you are not used to groups of people. From royalty? what kind? a king a duke? Keep in mind unless you are in your area these things might have no effect in the game, so plan for them.

The last big thing I am going to talk on is the hidden player in every game, the DM. We as players need to remember they are playing too. If you bully the DM or deny them the chance to grow and work with your PC do not get upset when the story fizzles out. I am not a DM but I can see how players trying to push an angle or write their own story could make you not want to continue. With that keep in mind all of our DMs spend hours thinking, prepping and planning if you are not willing to do what is needed to keep up your end do not be shocked when your DM falls off. It is your job to learn you PC, not just the fluff of a voice or jokes but get your spells to you DM early, work with the DM on what the party needs in your leveling, know how your spells work and don't drag out combat.

These all are small parts that come together to build a great team, some session you'll talk alot and some you won't talk much at all. this is all normal and we work around it! with both of our campaigns coming back I mentioned to them both try to hold off on long speeches or long conversations. We are all working together and there is no "star" in any campaign some players shine really bright in some roles and we should lift them up and give them a chance to show what they are able to.

I love what we are making together and I am ALWAYS open for talking to players to help with any questions they have

Thank you for reading!

