

# Monthly Newsletter

AND THE BEAT  
GOES ON

July 2024



## An eye on the horizon

Welcome to another month! As we fully embrace Summer, I am so excited for what is to come for our group! In a few months we have grown in so many ways and for that I am thankful!

With that I would like to issue a quick reminder to all, things change and our lives change! The idea we had building this group was we were going to work around people so they would not have to stress if life was just getting the best of them for a bit. If that's you please reach out and we can work with you but please know if you were to ever need to bow out, you are always welcome back! We are friends and I would never want someone to feel rejected.

I will always be working to add more ways for our group to have fun. Speaking of let's also make sure there is clear understanding of roles, if players have an issue (one Shots or Campaigns) please bring them to me. The reason

we do it this way is to try and keep as much burden off our DMs as possible. I care that they are enjoying working with us, remember they are doing their best!

The reason we do as well as we do is because of the standards we keep. I will always do my best to be fair to all players and DMs. If the players have an issue it will be dealt with as a group because we have to accept the lasting effect of our group choices. Also the DMs must be united in their choice (and keeping the players in mind) for the way we play the rules!

This still follows the idea that DMs have the final say in sessions so let's be respectful!!!

*Mandy xoxo*



In this newsletter  
you can expect:

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News

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Drink

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One Shots

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Build/PC  
Highlights

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Comic

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Random Rants

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## Fellowship/Cult News

Firstly, I would like to say, that to me this is a beautiful thing we have going on! From new players to Veterans, the forever tanks to the forever DMs we have it all! Just take in for a second with me, what I get to see

~ Men and women from all walks of life with just a passion for the game!

~ We have an age range from 19-57 years old!!

~ The support that I have seen within our group, and the "families" that are made in our campaigns

~ getting to see our friends grow as players and as people IRL!

It is truly amazing guys! So, from the bottom of my heart thank you! I know we all love to play but I get so much joy in knowing we will have the stories of these PCs to hold on to.

Also, we will be having a change of campaigns this month! So what does that mean for our parties?? BOSS FIGHTING! You love it and I do too!! So put on your war face and get a drink cause its going to get real for our active campaigns!

This also means we will be having the return

~Shattered Obelisk

~ Rise Of The Drow

Will be returning! This is our Phase 3 kick off and It is going to be bad ass!

So, lets show up and show some support to our friends in the big fights ahead of them and an eye on the future with the new coming adventures!

We will also have the start of a new min series with DM Morgoth! This will be a different take on our normal D&D pushing more of the RP and the dramatics of what we can build working together! I can't wait!!!

### Orktavius

- ~ 1oz green Creme de Menthe
- ~ 1oz Creme de Cacao
- ~2oz half and half

Combine all ingredients in an ice-filled shaker and mix gently.

Strain into a chilled martini glass

\*A note - this drink will improve your rizz rolls and make you think you have relentless endurance



### One Shots

We will be having another month of double Tuesday one shots! I think we have a great thing going with this. unless

Also as some of you have noticed we have lowered the Friday session size to 5 players per session (unless big party is set up ahead of time)

The store has been doing well and I look forward to adding to stores so our one shots will be more fun for everyone!



## Build/PC Highlights



P'Chuk'Chuk

P'Chuk'Chuk is being played by Ron and is currently in the Tomb of Annihiltion campaign.

-Build

- Grung
- Sorcerer
- Divine Soul

On top of having hops! this build packs a punch with natural poison and also the need to be in water for 1 hour a day! Not an easy thing!



Orelia

Orelia is being played by Lex (sexyslothh) and is currently in the Rise of the Drow Campaign.

-Build

- Half-Elf
- Cleric
- Life Domain

What makes this an amazing build is that is top healing! Also the she is played with the kindest heart! Makes her 1 in a million!

## Sauce for you thoughts... By Mandy





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## Random Rants w/Mandur

### Lets talk chaos!

So, all people like D&D for different reasons. For some it is the way we can go to a fantasy world and find adventure. Some of us quest for thrills, seek love and even just making friends! All of these are wonderful but lets talk about a different kind of player, the chaos player.

No let me start by saying the trade lines!

\*omg your special!

\*you can play how ever you want!

\*yeah you can totally do that!

\*let the players play!

do you feel better? cool! So now to the real shit no one wants to say (I am here for the hate! Bring it!) chaos players and also "toxic" players are truly close to the same thing as far as I see it. There is truly nothing better then to hear the distant "but thats what my character would do!" when your all about to die!

In a one shot you can be more of a chaos PC yes but in the end if your whole drive is to fuck over your team or the DM why did you show up to session? It honestly is about the same thing isn't it? Yeah, you might be out for the meme build and it all be in good fun, but when your bullshit stops the story or starts making the other players not be able to play theirs... that is just being a dick.

As always I am not pointing fingers or saying OMG that person at all! This rant is to express clearly why we should look at the goals of the session. Yes, you might be a more chaotic PC but that isn't always destructive and why are you holding back your friends from their goals?

Now here is where I am going to bring out the big guns! Chaos/ Toxic players in campaigns (yeah, we are going there). As a person who loves her party and has been with them for over 2 years, all PCs have moments of chaos, fear and worry! You don't need to add that and chances are you will take your party off the track of what they are needed to get done. This is not a good plan, the DM is in charge and IS the storyteller let them! It is their job to guide you in this world and help you to reach your goals. Another key point to think of is the fact in campaigns there is no set list of who goes in, they are based on who the DM wants to ask to join them in those sessions. With that in mind being a chaos player might not be the best play.



I know, I know "but Mandy...." follow me on an idea, I have not seen one PC that there isn't some part of the person in it. Maybe for some they are playing a PC who has a brother or a safe home or just something they never had. What right do we have to hurt that? That is not how we treat our friends? This is the main reason why I do not allow evil PCs in campaigns unless it a "villains" campaign.

Now this is not saying there is no room for fuckery! Oh there totally is!! Any PC can cause a lil chaos in their own way but they should work closely with their DM as to not ruin a set up or the storyline for some else. It is part of our job as players to allow the DM to tell the story.

"Oh Mandy that isn't fun" Really? I think it is, this is just what works for us. As a group we love working with different DMs but it is important that we be working towards a common goal. Still, anyone is more then welcome to not agree with my thoughts on this. I just know in the editing I do, these chaos players don't look good. They end up looking like they are picking on others.

My final words are this, we as players signed up for an adventure, sit back and pay attention. Our DMs got this!

*Thank you for reading!*

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