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April 2025

# Monthly Newsletter



SPARKLES\_MANDY

## A Gift From a Mandur

First thing I want to say is thank you! Thanks for being a part of this! All I am putting out today is a token of my love to all of you. I know we joke and say we are just playing a game, but I wanted all of you to see what you are making as I do. This, my friends is real!

So, my gift I would like to humbly invite you all to the RPG-SIDEBAR! This is our website for all things we make and build. The name of course is to honor our discord server that is the lifeblood of what we do.

I spent hours building this and oh the tears that have gone into it! This has been such a hard and loving project for me. I did all the design and built it from the ground up. This was a dream for us for so long, just putting out like a beacon "This is us". We are different from other groups we are friends and we made our group so no one has to spend money to join in and learn.

That is something I take great pride in! The idea of what this site means to me is huge. Personally, I have thrown so much into streaming and building our teams. Feeling almost like Willy Wonka with all this wonder and magic, yet people only see the candy.

So take a breathe, count to 3

and come with me for a moment and see what I see . . . my friends shining like stars

Welcome to  
<https://rpgsidebar.com/>

Thanks for being a part of the best D&D streaming group!

love you guys  
And  
A big thank you to my  
dad for helping me!!

*Mandy xoxo*

### In this newsletter you can expect:

Fellowship/Cult  
News

Drink

Field Notes

Monster  
Knowledge

PC  
stories

Feats

Member  
showcase

Papa Sparkles  
Presents

Random  
Rants





Our next campaign shift will be in May! So if you are a player in a campaign on break make sure your leveled up and pay attention for your pre-return meeting date!

One thing I think we have not talked about is pre-return meetings! This is a meeting with the whole team to make sure we are all on the same page for the return of our campaigns! This is where if the DM has notes or changed they would like to see in the campaign they can bring that to you! Also this is where I as the streamer point out some things I need or we need to work on!

A small note to take in! Just because you are in a campaign and the players want to show up the DM at any time is allowed to quit that campaign. Our dms are people too and your dm is a part of your team so work with them. If a dm wishes to join our group they need and should have the freedom to walk away just as we do.

Silly to say I know but It still must be said.

One shots are back and It is my hope they do not have to break again! If you want to One shot and have the role with us just make a PC with us and your good! If you do not have the server role with us send me a message and we will get you the right form!

- \* One shots are streamed Tuesday only
- \* Daily D&D is available for those who would like
- \* Daily D&D not required for playing One Shots
- \* Must have One Shot role in server

Currently we are running the Cures of Strahd and Imperial Magpies! these groups will be going till mid May then should be starting their 12 week break!



### Roll with Advantage

- 1 1/2 ounces of rye whiskey
- Ginger ale

#### Instructions

1. Fill the highball glass with ice cubes.
2. Pour in the liquor.
3. Top with ginger ale.
4. Gently stir to combine.
5. Garnish with a slice of lime or lemon, if you like.

## 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!**





Field Notes – Shadow's Ledger  
Subject: The Binding of Deathvice & the Power Left Behind  
By EndYourStreamTV

A heavy burden. A cruel task. A choice that was never mine to make. It started with a shadow, then a Dark Knight. But shadows lie, and knights can wear false faces. Through careful inquiry—and the druid Amanita's wisdom—the truth was revealed. Deathvice. An ancient dragon, far beyond the power of our small town. His will was absolute. His voice, a command I could not refuse.

He stabbed a greatsword through my chest, not to kill, but to brand my very essence. A mark of his will. His demand was simple. Retrieve a bauble from the depths of the mines. Deliver it to him. Easy, right?

The party gathered. Vaelith, the Dragonborn Monk; Ciorra, the Barbarian; Reinora, the Dragonborn Ranger; Amanita, the Druid; and myself, the rogue cursed with an errand. We entered the mines. That's where the trouble began.

Despite having a rogue and a druid—two who specialize in movement and caution—the Monk and Barbarian took the lead. And in doing so, they triggered trap after trap. Not one, not two, but several. By the time we made it through, our patience had worn thin. Then came the water.

A still pool, deceptively peaceful. We barely noticed when our minds started slipping. But the charm wasn't from the water itself. A Water Weird emerged, dragging a few of us under. The enchantment shattered, and steel found its mark. We slew the creature, sending it back into the depths.

Deeper into the mine, we faced a choice: left or right. We chose right. Amanita, delighted, gathered strange mushrooms along the way. Then, we found it—a gazebo with a pedestal, a diamond resting atop. A trap, plain as day.



FROM  
ARK



MINI  
CLOUD  
JOINS  
US!



ALE & TALE  
TAVERN  
FOR GRIMS  
BIRTHDAY!



ARK  
LIFE!



GROWING



FROM OUR SERVERS

WE HAVE 2 ONLINE SERVERS  
OFFERING BOTH ARK AND  
MINECRAFT!!



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## Tales from Levny cont.

I took my shot. A true strike, knocking the diamond free. But before I could act, the Monk sprinted straight into the trap. The structure slammed shut. No way to break it open with force. We had to solve it. A few puzzles later, the mechanism released. The Monk, bruised but alive, held the diamond.

Did she thank me? No. Instead, she offered the diamond to Amanita, who had little use for such things. A minor slight, but one I would remember.

Moving forward, we encountered kobolds. Not the weak, pitiful creatures of legend—something had strengthened them. No matter. We dispatched them, but one escaped into the darkness.

Another tunnel. Another chance for the druid and rogue to scout. And yet, once again, the Monk and Barbarian charged ahead.

By luck alone, no traps awaited them. Then, we found it. A dragon's tomb. Not Deathvice's, but that of his rival. The fight came swift and brutal—kobolds, swarming, and a war lizard among them. A true battle. It didn't last long, but it was worthy of our steel. When the last body hit the ground, I felt it.

A pull from within.

And there it was. The prize. The bauble. The object of my binding.

The moment I reached for it, I felt him. His hunger. His desire. The power surged through my body, intoxicating, overwhelming. It was mine. I could feel it reshaping me, burning through my veins. And then I moved.

Out of the cave. My mind barely registering anything else. The others shouted, followed, but I was already at the entrance..

He was waiting.

Deathvice. Towering, patient, his gaze boring into me. The others arrived behind me, breathless from the chase. I wasn't tired. I wasn't weak. I had power now, just at my fingertips.

I prepared Misty Step. Just a twitch of my fingers, and I would be gone.

He knew.

His eyes never left me. He spoke, coaxing, taunting. Daring me to keep it. And for a moment... just a moment... I wanted to.

Then, I looked at my party.

Their faces. The people who fought beside me. Trusted me.

I couldn't doom them for my own greed. The moment passed. I threw the bauble into his maw. He smiled. Grew larger. But for the briefest second, I could have sworn he wanted me to keep it.

The binding in my chest was torn away. The mark remained, a scar that would never fade. Deathvice took to the sky, his form vanishing into the clouds.

The power still lingers in my bones. I can feel it, deep within my muscles, woven into the fibers of my being.

We saved the town. The party succeeded.

But I lost something I desired.

And gained something else.

Perspective.

End of entry.





## Working with Fantasy Grounds

Since the Beginning of our D&D adventures we have only used 1 VTT and thats Fantasy Grounds! Now it isnt perfect this is true but with the wide range of what D&D is honestly who could! I am so proud that we get to work with this program!

As a group we are members of the Fantasy Grounds Affiliate program! This isn't something we brag about but it is something I am thankful for the opportunity. So if you get dice or anything make sure to use our link! (our group gets 5% commission)



**Send in yours by April 21st**  
to Mandy in the server!

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# Thistle

Character Writing  
By SexySlothh



In the heart of the lush and vibrant Greymoss Forest, where the trees whispered ancient secrets and the rivers flowed with laughter, lived a young satyr named Thistle. With soft, moss-green fur, curling horns that resembled delicate vines, and a mischievous twinkle in his amber eyes, Thistle was a creature of both nature and whimsy. He had always felt a deep connection to the natural world, sensing the heartbeat of the forest and the stories woven into each rustling leaf and babbling brook.

Thistle was born during the Spring Festival, a time of renewal and celebration among the forest dwellers. His parents, both revered druids, instilled in him a profound respect for nature and its cycles. They taught him to listen to the wind, to dance in the rain, and to nurture the delicate balance between all living beings. As a child, Thistle spent his days frolicking among wildflowers, befriendng the woodland creatures, and learning the ancient ways of the druids.

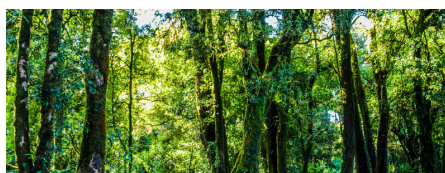
However, tragedy struck when Thistle was just a young adult. A dark blight began to spread through Greymoss Forest, poisoning the land and causing the once-vibrant flora and fauna to wither. His parents and the other druids worked tirelessly to combat the encroaching darkness, but it was a formidable foe.



In their final desperate act, Thistle's parents unleashed a powerful spell meant to restore balance, but it came at a great cost. They vanished, leaving behind only echoes of their laughter and the lingering scent of wildflowers.

Now orphaned, Thistle was determined to honor his parents' legacy. He vowed to protect the forest they had loved and to seek out the source of the blight that threatened their home. Gathering a few possessions—his mother's staff adorned with intricate carvings, a satchel of herbs, and a hand-drawn map of the forest—he set out on a journey that would take him beyond the familiar trees of Greymoss.

As he traveled, Thistle encountered various creatures and beings from all walks of life. He befriended a grumpy but wise old badger named Bramble, who became his companion and mentor, teaching him the ways of survival and the wisdom of the wild. Thistle also met a wanderlust-driven elf named Seraphine, who shared tales of distant lands, igniting a sense of adventure in Thistle's heart.



Through his travels, Thistle learned to harness the powers of nature. He discovered how to summon vines to ensnare foes, to heal wounds with the touch of a petal, and to commune with the spirits of the forest. He wandered from village to village, helping those in need—using his abilities to mend crops, purify water, and protect the weak from those who would exploit the land.

Despite the challenges he faced, Thistle's spirit remained unbroken. He was determined not only to save Greymoss Forest but also to understand the balance between civilization and nature. His journey led him to ancient ruins, wise druids, and even dark forces seeking to harness the blight for their own gain. Each encounter taught him more about himself and the interconnectedness of all life. As he wandered, Thistle began to gather a following of his own—a band of misfits who shared his love for nature and his desire to protect it. Together, they formed a small but fierce group dedicated to restoring balance to the world. They danced under the stars, shared stories by the fire, and fought against the encroaching darkness with laughter and love.

In his heart, Thistle knew that his parents were watching over him, their spirits intertwined with the very essence of the forest they had nurtured. With every step he took, he felt their presence guiding him, reminding him that even in the face of despair, hope could thrive like the wildflowers after a storm. And so, the young satyr continued his journey, ever hopeful that one day he would return to Greymoss Forest, not just as a guardian but as a beacon of light in a world that desperately needed it.







## So you wanna Fight a Monster?

By GrimGrixis

On this week's episode we're gonna talk dragons. Now let's take a look at dragon's through the eyes of two different editions, first, 5e "dragons". Now you may be asking why the quotes around dragons, well, 5e "dragons" aren't really dragons, they are a pale comparison to their previous might and fury. Their breath weapon is locked behind the cages of a recharge and beyond that they have a ghastly health pool, shitty AC, and most of the time hit worse than a paladin. So what is a DRAGON DRAGON. If we take a step back in time to 3.5e those dragons were indeed dragons, they could breathe in and then exhale their breath weapon with ease, no recharge, no roll for breath, it just happened, now that is a dragon. But that being said, when building homebrew dragons I've decided to bring the fear back into the eyes of players with them. They are a powerhouse and if they are special, i.e. Ancient Dragons, you best believe they'll have some neat tricks up their sleeves. But that's dragons through the editions. What IS a dragon? Most will remember and recall that dragons are ancient mythological beasts of wings and fire, but in some cultures they have no wings, Chinese dragons, Western Dragons (Our dragons) are prominently known for being terror inducing, fire breathing, winged beasts of death and destruction. So with the history lesson out of the way, how do we transfer that into the fantasy world of DND? Well first we take the stats of a dragon into account and I don't mean 5e. If you were to look at the stats of a dragon, most will have at least one or two stats above a 20, what this means is these creatures are the apex, now that of course does also depend on how old the dragon is. Younger dragons, worse stats, older dragons well they're the beefcakes. But the fun thing with older dragons is while they are beefy, they aren't exactly the quickest. Because you can't have a monster be the best in every stat. You have to create it with strengths, advantages, and also vulnerabilities. And that's where some dragons the bigger they are, the slower they get, so while they may have a 30 to strength they may only have a 14 to dexterity, you gotta have some form of balance! But as you well know dragons have one tell tale sign about them that you can figure out what kind of dragon you are fighting. Their color of scale. This coordinates to their breath weapon and their mentality to how they see themselves to other dragons. It also distinguishes whether or not the are a more evil dragon, more benevolent, cowardly, aggressive, or even practical. You see, chromatic dragons, so red, white, black, green, blue. They're the "bad" dragons of DND, they give no fucks and take no shit, where as their metallic counterparts are genuinely the good dragons, for example, brass, copper, silver, gold, platinum. All in all, dragons are to be feared, dispatched, or spared. They aren't these weak little things 5e has decided to make them, so buyer beware, if you go against a dragon, expect the unexpected and be prepared to have a fight for your life!! Thank you for reading and if you have questions feel free to message me! Next month we discuss! Lycanthropes and Vampires!!

## Member Showcase!

### BusDrivingPony

We asked a few questions to get to know Bus just a little better!

***Favorite color?***

Blue

***Tell us about your hobbies?***

Knitting, crocheting, and gaming

***Any pets?***

2 cats

***What is your favorite style of game, and what got you into it?***

Simulator, starting with The Sims



***If you would recommend a game to someone in that style, what would you recommend?***

Timberborn

***What's something interesting that people wouldn't guess about you?***

I love hiking during the spring

***Feel free to share anything else!***

I'm always creating, be it crafts or writing, and always try to spread positivity or laughter



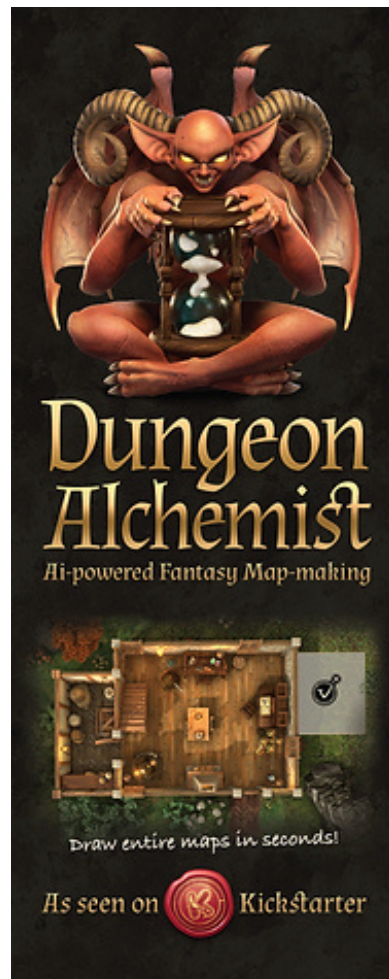
## New Hats are here!

It almost makes me want to cry at just the idea we are on our 3rd years of hats! The colors are great! Big thank you to the Merch team for all the work in getting these done!

are our hats more costly? yes but they are fully embroidered!

what kind of hat? a flex fit with our stream logo on back!

do I have more? Yes I do and I can always reorder!





# Observant – The Ultimate “I See Everything” Button

By GetOffMacCloud

So, you want to be that player at the table? The one who spots every trap, reads lips from across a battlefield, and flexes their passive Perception so hard that the DM just gives up hiding clues? Congratulations! Observant is the feat for you.

## What It Does

1. +1 to Intelligence or Wisdom. (Because Sherlock Holmes wasn't swole—he was just really smart.)
2. You can read lips. (Ever wanted to eavesdrop on a villain's monologue from 50 feet away? Now you can.)
3. You get a ridiculous +5 to passive Perception and passive Investigation. (Your DM is crying already.)

This feat makes you a walking security camera. You see everything. Shadows shifting? You notice. A single brick out of place in a 200-year-old temple? You notice. The rogue trying to steal your rations? Oh, you better believe you notice. Your passive Perception is so high that the DM has to start making things up. “Uh... the door handle is slightly shinier than the others?” You destroy every stealth-based encounter before it even starts. That assassin sneaking up on the party? “I roll a 32 to spot them.” “It's a surprise round.” “I see the surprise.” Suddenly, lip-reading is the most overpowered ability ever. The DM describes two NPCs whispering across the tavern? You sit back, sip your drink, and get all the exposition without rolling a die.

With Observant, you don't even have to roll for half of what you do. If your passive Perception is absurdly high, you're basically in God Mode. The DM describes a dark alley? You already know how many rats there are. If you want to be the Sherlock Holmes, Batman, and CIA spy of your party while forcing your DM to rethink their entire campaign strategy, take Observant. Just don't be surprised when the DM starts designing puzzles that only respond to active checks instead.





## The U.S. Postal Service's Dungeons & Dragons (D&D) Inspired Stamps

By Papa Sparkles

This article introduces the U.S. Postal Service (USPS) D&D Stamps and the four 2018 dragon stamps that have been released in collaboration with the American Philatelic Society (APS). The stamps were issued as a special series that pays homage to the game and one of the most beloved mythological creatures of all time: the dragon. These stamps below were unveiled during the 2024 APS Stamp Show in Columbus, Ohio. The pane of 16 Forever stamps feature four unique dragon stamp designs, each drawing on various cultural depictions of these legendary creatures. The stamps showcase dragons in different settings, ranging from medieval-inspired castles to the mystical landscapes of ancient Asia.

This 2018 series of four colorful, intricately designed stamps features dragons, drawing inspiration from European and Asian folklore. These stamps are more than just pieces of postal history; they reflect the global fascination with dragons as mystical creatures and their enduring impact on cultural storytelling. The myth and cultural significance of the dragon is as old as human civilization, spanning continents and cultures. The USPS notes that throughout history, people from Europe, the Middle East, Asia, and the Americas have shared stories of mythical creatures resembling dragons. While dragons appear differently in folklore across various cultures, the common thread is their embodiment of power, mystery, and the untamed forces of nature.





## Our Guild Is Growing and We Still Have Room For More

At the heart of D&D is a love of fantasy! This is why I felt embracing that and letting it have its own place to shine was really important. Our Writer's Guild is so much more than just D&D writing it is an open place to explore and see where our minds can take us!

So, If you would like to join, please let me know and we can get you in! Also, if you know a writer who would like to add anything send them our way!

Here is a big thank you to our guild members

GetOffMacCloud

GrimGrixis

SexySlothh

EndYourStreamTV

Papa Sparkles



Next months  
Deadline  
April  
21st





## Dragon stamps cont.

Artist Don Clark, a renowned Invisible Creature studio member, created the four dragon stamps digitally. Clark's work on the stamps exemplifies a deep understanding of dragons & mythological and artistic aspects. Greg Breeding, the art director for the project, oversaw the overall design and presentation of the stamps. The choice of digital illustration allows for an imaginative and bold approach, infusing the stamps with a contemporary edge while remaining faithful to the historical and cultural significance of the creatures depicted. The significance of the release of these dragons mark an exciting moment in philatelic history. The stamps celebrate the rich cultural lore surrounding dragons and are an artistic tribute to one of the most enduring and universal mythological creatures in history. The 16 Forever stamps, featuring these stunning designs, are ideal for collectors, history enthusiasts, and anyone with an interest in the rich tapestry of world mythology.

Ultimately, the dragon stamps represent more than postage—they celebrate the human fascination with these mythical creatures and their enduring presence in worldwide cultures. From their origins in ancient folklore to modern depictions in literature, film, and art, dragons continue to captivate our imaginations. The release of these stamps is a fitting tribute to the timeless allure of D&D and dragons, offering a glimpse into the rich cultural heritage that shapes our understanding of these powerful, mythical beings. Whether as symbols of destruction or protectors of wisdom, dragons will forever remain an integral part of the mythological landscape.





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# Random Rants w/Mandur

## Lets Talk Meta!

Welcome back to another rant! This month we are getting into one of my favorite topics. Don't worry I know I am going to get a bunch of heat for this one and I cant wait! So lets talk Metagaming!

I get asked about this a lot and I am here to try and help you out! cause I am freaking nice like that! here is the simple math to keep in mind

**Metagaming= CHEATING!**

Wow! I know that was a lot and we might cry about it. You'll be fine! stay with me. I know your DM didn't say it was cheating! They lie sometimes or maybe you pay for sessions; I don't know but they aren't helping you.

***Metagaming is having an in-game character act on knowledge that the player has access to, but the character should not.***

This Is a huge deal in campaigns cause some players refuse to understand they can learn something that their PC doesn't. That happens all the time, move on and play the game. Still, metagaming (meta) happens in other places. Here are some examples

- 1) reminding someone of a spell they have not in character
- 2) telling a player their damage is wrong
- 3) saying someone has another hit or has flanking
- 4) coordinating fights on calls or private messages
- 5) using Google or searching the internet to solve a puzzle

The list can go on and on trust me! On our tables we have kept the standard that if someone says something, advise wise to another player that action or thing can no longer be done. It makes people angry, but we want fair fights and encounters!

As a player I can honestly say I dislike playing on tables when the players are metagaming, it kills the fun and makes me not even want to play. Part of the fun is working together. Also, lets not forget the arguing people do when they are asked not to play so meta.

See at the end of the day it is a real problem. Ive seen DMs just give up on campaigns that are that meta

*Thank you for reading!*



ESTD 2022

# SIDE BAR

PRODUCTIONS

