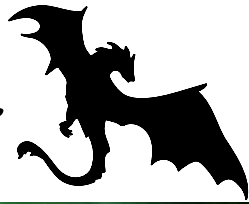


Monthly Newsletter



ISSUE #1

THE TAVERN IS
OPEN



May 2024



Starting 2024 right!



SPARKLES_MANDY

Welcome to our D&D newsletter! We are thrilled to share with you the latest developments in hope to make a positive impact in our group.

Firstly, I would like to express the highest amount of thanks to everyone for making my birthday wonderful! Looking back, it isn't the one day that stands out for me it is the year we have had together.

In terms of our recent activities, we have successfully been able to add a 3rd license for Fantasy Grounds to ease and open time up for our DMs. With that we will be working to add more books to this new license to gain more options and that is thanks to all of you! It is from anything that comes into the channel that builds this.

As I have said repeatedly, the dream of what we could build together has been the main focus of everything I do. I am thankful to not only be friends with you all but we get to grow and discover together!

I am also excited to announce that we will be having Ginga take on his first full campaign! I can not wait, he has a great set of players to take on some dragons! so lets try our best to show him support. This is a huge step for him!

Finally, I want to remind everyone that if they would like to DM or knows someone who is looking for a place to play, everyone is welcome. We use a format so everyone can play for free, so let people know. If you need me AT ALL Please do not hesitate to reach out to me.

Together, we have made some amazing things happen and I look forward to what is to come! Thank you for your continued support!

Enjoy this month's newsletter!

-Mandy xoxo

In this
you can expect:

Campaign
Updates

New Drink

One Shot
News

comic

Join In?

Mandy Rant





Fellowship/Cult News

This Month we will be having our first Campaign switch off! This is good to help build better PCs and not have burn out! Playing with set friends is always fun, but sometimes we need a break! AND THATS OK!

Rise Of The Drow:
Last Session 4-14-2024

Shattered Obelisk:
Last Session 4-18-2024

Both of these groups are set to return in July

We will be starting new Campaigns the following week

Tryanny Of Dragons:
4-25-2024 at 7pm CST

Tomb Of Annihilation:
4-22-2024 at 8pm CST

I cant wait for both of these and I hope you are too! On top of players going from one shots to first time campaigns with us! we have some brand new friends joining in!



A cocktail as holy as drinking can legally be outside of church!

2oz -Irish Cream Liqueur
1oz- Vodka
1oz- Brewed Espresso

1. Add all ingredients to ice-filled shaker
2. Strain in glass (martini glass)
3. drink the holy nectar

*too many can lead one from lawful good to chaotic evil! WARNING!



One Shots!!

As always one shots will be going for all of April! please let me know if you would like a spot of to sub in!

Also DM Cloud will be hosting an extra One shot adventure on Friday nights! So if you are looking for more game time of just to level your PC here is another chance to get it done!!



Comic



Wanna Join?

If you have an idea of something you would like to add or share about let me know, I would love to add it to our newsletter!!!





Random Rants w/ Mandur!! Lets talk FLANKING

So to me one of the most core functions in any D&D combat situation is flanking. Now from a DM and player standpoint this is always caused me stress so here is my take on flanking!

First off, some DMs think of the flank as an advanced fighting concept, I do not agree with this. equally some DMs have said "this creature is too dumb to know flanking" again this leads to the idea of flanking as advanced and it isnt.

So what is flanking, in the simplest idea flanking in 5e is having an ally on the other side of an enemy in melee fighting. Now this is a base concept because even if we were fighting with rocks and sticks; if my friend and I have you in a "beat down samich" you cant focus on one of us! HENCE flanking!

Now this base flank is a little different if we were playing on a Hex board but we use squares so it isnt something we need to dabble into right now!

Flanking has a fair bit of perks along with its draw backs to keep in mind!

Pros:

1. Yes, you and the other player get advantage on your hit and thats oh so tasty!
2. For crit fishing players this can be a tempting thing! a nat 20 has a 5% chance of happening
3. If you are fighting something with massive HP this can be a good way to wear it down

Cons:

1. You sometime cause lower HP players to stay in a flank causing more overall party damage, makes unhappy healers.
2. Sometimes you get pushed to flank and it is not equally beneficial. -like if you get advantage you get 2 roll with a 5% chance each for a crit. As where some barbarians get a crit on a 19 and 20, so each d20 roll has a 10% chance for a crit.

In the end, flanking is a base concept in D&D, we should use it and learn how to use it correctly.

Thank you for reading!

<https://mtr.bio/sparklesmandy>

