

Monthly Newsletter

WILDEST DREAMS

September 2024



Questing For Glory

Hey guys!! Talk about a crazy last month! I am so excited to see what the DMs have planned for us all in the weeks ahead!

We will be getting new additions to the store channel and if there is any type of store you would like to add please let me know!

Last month I did a big focus on layout design and I think it turned out amazing! It is a little more personal and in 1080p, it looks so good! again big thank you to Bane for the help with the Curse Of Strahd animated background. Plus, I love seeing all of your PC images during the session!

Grim has been doing a wonderful job at taking on the One Shots for us so big thank you to him. It has been so cool to get to explore Laketown and I love how he built a little world just for One Shots!

I also want to send a big thank you to Kay for all the help and knowledge she gives during sessions, she does really well at finding great ways to help teach and still stay in character! so great job on that!!!

I do have hopes to work on holiday themed content in the coming months! So I hope you are all excited for that! Festive fun and festive drinks will be on the way!

I ask as always that we do our best to help new players, that can be as simple as just directing them to something in the server or telling them good job on a good play.

If you need anything from me please feel free to reach out to me and I will get back to you as soon as I can!

Mandy xoxo



In this newsletter
you can expect:

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w/Mandur



Fellowship/Cult News

As I said in the opening of our newsletter we will be starting work for our holiday segments and I am so excited for this! For those who don't know I am a super festive person and I love the holidays!

Just as a heads up some of the holiday sessions will be hand selected based on who would like to join in on the fun. So please let me know if you are wanting to play in some holiday sessions.

I would also like to say again it is really important in both one shots and campaigns to be respectful to the DMs and the other players. Being kind to each other is really a key part of what makes this all come together and I am thankful for

Along with that please keep an eye out for changes to Fridays, Cloud has been doing an amazing job but he has asked to take a break from doing Friday night session. They might come back but this will open him up to really focusing on the campaigns he has going and Tomb Of Annihilation that will be coming back soon. So this to me is really exciting and I hope you are too!

I will be doing some new changes in the server also to try and make some ease for all of our players so thank you for working with us! I know I say it often but we never knew we would have such a large group who wanted to play!

Bonus Action



1. 1 1/2 oz vodka
2. 3/4 triple Sec
3. 3/4 lime juice

mix in a shaker with ice and pour into 2 shot glasses or just enjoy in a nice glass

also can be dressed up with drink glitter and it looks amazing!!



Please let me know if you are wanting to play in the holiday sessions!

These are super fun and PCs end up getting all kinds of cool and silly things!

ALSO!!

As always if you are looking to get into DMing please let me know and we can work on getting that started !!!



PC/ Build Highlights

Noel



This is Noel our Christmas Paladin, if this is your first holiday season be on the look out! She lives outside of Santa's village. She is the leader of the yearly march of the fallen Paladins. She also has been known to gain more power when those around her are singing!

Bim Bixis



Bim was first picked up in the Avernus Campaign. Giving one of his 9 lives for his party. Most recently he was seen in the Shattered Obelisk Campaign looking for his kittens. he was killed in his quest by a dragon. Currently he lives with Noel and is working on watching his language,



Random Rants w/ Mandur

Lets talk about the face!



A common thing most people talk about when it comes to a party is who is the face. In D&D "the face" is basically the PC who does the talking for the group. This concept is something a lot of people get mixed up and get honestly unhappy about. So lets get into it!

Now let me be clear! The face is not the "main" or "most" important party member. This is something some players get confused with, the face is normally based on some key factors! so lets look at them

- 1) High Charisma build? This helps with those clutch power moves and convincing.
- 2) Teamplayer? This is needed because as the face it is your job to carry the needs of the whole party, not just the needs of your PC
- 3) Sweet Talker? a face play tends to be good at quick thinking and RP.

Now I know these are generalized ideas and some players might not have all 3 but, if you find a player who does all 3 this is a prime person to push to be your face .

YEAH YEAH YEAH!! "but Mandy we all are equal and we don't need a leader!" shhh! your wrong! let me explain.

The face of the party is to ease up RP and again they are not the focal point of the campaign they are just the talker. This lessens the burden on your DM and allows them to stress less and have more fun. Nothing is more annoying to a DM then 4 players all trying to make the same roll because you won't just deal with the fact you didn't get it. So learn to move on, we are adults lets act like it.

As a face of a campaign I can tell you it is a stressful job and it should be. Sometime DMs put players into this position cause it is needed for PC development, don't mess it up for them. When the face makes a call try and work with them, no one wants to split the party.

This isn't to say this is the only way and I know just saying that people are going to think "Yeah like me" let me try and help YOUR NOT THE ONE! One of the things I love about D&D is the fact that we all get to work together. Also this is always good when it comes to making your DM a lot happier in the long run. Never forget the DM at anytime can choose to not keep on with a party so lets try and make it a good time for them too!

And Happy DMs Lead To Better Sessions!
And Not Dead PCs

Thank you for reading!

