Role Playing

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Guide to RP

Welcome to the RP zones! A land of beauty, drama, and character development await you! What you will find here is a few tips and even some rules that will help better your RP experience and help you and your character to grow as a player, writer, and roleplayer! Read on, for more information:

> For a list of places to RP, check out Role-playing Zones

RP Channels

We'll be focusing on three **very** important channels: town-ooc, town-lore, and town-dice.

#start-here

If you're new, start with `#start-here`. `#town-lore` is useful background, but you do not need to read everything before beginning RP.

This channel provides a brief overview of the town and setting for the server. Honestly, this should be your **first** stop upon joining the server and going to the RP-zone to hop into the fun. You should read up on the town and location you are at to get a better understanding of where you are.

#town-ooc

OOC stands for "out of character." It means talking to other players as a player and not as a character. *All OOC talk goes into channels like these*.

> One or two lines of ooc in the rp zones may be fine; i.e. (Hey I didn't say that!) (Sorry, fixed!) But they should be deleted right after acknowledgement to keep the rp zones clean and immersive.

#town-dice

This is where all rolls that relate to the rp go. All of them. It is frowned upon to do a roll in any other channel and they are all put here to keep the rp zones clean, neat, and not to break immersion. Please make sure to go here for any saves, checks, spells, etc.

Roleplay Etiquette

Now that you're familiar with the use of the most important channels, let's get to roleplaying itself! We'll be be focusing on opening a scene, making a post, sentences, how to roleplay, and good rules of etiquette!

The first thing is to always strive to use proper sentences and grammar. Speech grammar is a different thing, because people talk in different ways and you may wish to convey that through the grammar, but action grammar is different. Please make use of proper sentences and punctuation.

Starting a scene

When you start or open a scene in one of the rp channels, you will need to use the following format when you first enter a scene.

- ****Enter CharacterName****: For the first time your character joins a scene
- ****Begin Private Scene****: If you are the person who begins a scene you may mark it as **Private**. This means that only yourself and those you nominate may join the scene. For example a private scene may include a group of thieves who are planning a heist.
- ****Begin Public Scene****: Scenes that are marked Public are open to all and anyone can join. However, it is usually still courteous to ask before jumping in.
- ****Begin Scene Public but Ask****: Scenes that are titled Public but Ask require players to ask the players that are a part of the scene before hoping in. Some players do this as a means of adjusting to the newcomer, especially when something important to the character(s) is going on. For example, if there is a loose meeting between druids, someone may have in mind several players who they would like to meet with but anyone who has an affinity to nature may ask to join.

If you want RP but don't have a scene in mind, use `#rp-requests` and if you want inspiration, check `#rp-suggestions`.

Scenes can be reserved if there are other scenes open. However, before you reserve a scene, please be courteous and make sure there are many other scenes open. We don't want everyone to be closed out of the rp-zones just because all scenes are closed!

> **This server has also been rated PG-13. Parental discretion is advised for under 13. This is VERY important! This means to not fill your post with swears, no overt nudity, no sexual themes, and no hardcore violence.**

Remember to always be considerate of fellow roleplayers! They're out here to have fun and many are just as excited to roleplay as you are!

Roleplay Formatting

Now that you're familiar with the use of the channels, let's get to roleplaying itself! We will be focusing on making a post, sentences, how to roleplay, and good rules of etiquette!

The first thing is to always strive to use proper sentences and grammar. Speech grammar is a different thing, because people talk in different ways and you may wish to convey that through the grammar, but action grammar is different. Please make use of proper sentences and punctuation.

When writing for roleplaying always use the following rules:

- ◦ **Descriptive actions** go in italics, using asterisks e.g. *Sarah entered the tavern.*
  ◦ **Speech** goes in quotation marks, with no asterisks e.g. "Wow, that is strong!"

- **Meta information** such as use of spells, attacks, features, saving throws, checks etc. go in bold text, usually at the end of a post e.g. ****Cast Fireball****

> **She walked over to the bar. She picked up her drink and downed it.** "Whew! That is strong!"

That is an example of a good rp post. The sentences are well structured but you can always make them a little more variable.

> **Wait. Wait. What? What happened here? He barely could believe what he just heard!** "What!? You what!?"

Again, another good example of an rp post. As shown here, you can include some insight into the character's inner thoughts in italics.

> "I really am a noblewoman, here look at my documentation!"
> **Sarah tries her best to convinces the guard that she is an official noblewoman by showing a crudely drawn document, but her words are falling upon deaf ears**
> ****Persuasion 2****
> **Sarah was getting tired of arguing with the guard so she would wave her finger in a circle**
> "You will let me through"
> ****Sarah casts Suggestion****

This is a good example of displaying meta information in an RP post. The first helps the DM keep track of what has been rolled so it can be referred back to later on, which is helpful with the slower pace of PbP. The second helps differentiate between when a player is simply describing an action or specifically using an ability. Here, Sarah casts Suggestion but it would be difficult to understand that if it were not bolded.

Another thing to consider: **please refrain from using "text speak"** "idk. Brb. lol" for in-character posts. Roleplaying is meant to be writing a story and to immerse yourself as your character and get to learn about them and to have fun seeing them interacting with others! You will make friends, enemies, rivals, and maybe even fall in love!

It is considered good etiquette to write in passive verbs. This allows for flexibility with responses and implies consent when partaking in an action with another player. It is considered rude to control another person's player or try to make them react when you don't play that character.

Good example:

> **Joe would offer Jake him a glass.**
> **Jake would take the glass.** "Thanks, friend!"

Bad example:

> **Joe would offer Jake the glass. Jake thinks on how great a friend Joe is and takes the glass.**

See? Jake did not get a chance to say whether or not he wanted the glass and lost control of his own character. No one likes that.

On that note: Any saves or skill checks done on another player can be ignored by that player. Even if you got a Crit on a Persuasion, that PC(Player Character) bard you're trying to pick up still has a choice not to go with you. That sleight-of-hand you made to steal from the Paladin can still be caught.

Also: do not take roleplays too seriously! You are your character, but not your character! If your character enters a relationship with another character, you are not dating the player. Your character is dating the character. If your character hates another character, you do not hate the player, your character hates that character, but you and the player can be friends and laugh at how your characters hate each other. We are writing a story!

Now, look at you! Reading all the way down to here and ready to roleplay! But hold on there, tiger, there's still a few things that you need to keep in mind before you go out there and give 'em hell!

Combat RP

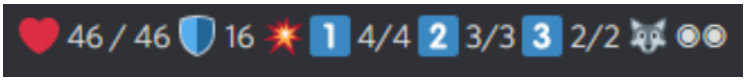
In combat, the structure for descriptive text is more or less the same as above. However, in order to make combat easier for the DM to keep track of who's doing what damage, it's expected that you post all your combat actions and meta information such as your rolls, any saves the DM must make, the consequences of failure and so on in **bold** at the end of a post.Setting Scenes

Sarah attacks John as he moves out of range, seeing her chance to go for an attack. On her next turn, she summons magical energy to surround her quarterstaff. Then she goes for an attack on John, following him out of the room.

> **Movement: A1 > A6**
> **Reaction - Attack of Opportunity - 9TH 9 bludgeoning DMG (John)**
> **Bonus action - Cast Shillelagh - timer 1/10**
> **Action - Melee attack w/ Shillelagh - 22TH 10 magical bludgeoning DMG (John)**

As you can see, all of this contains information that the DM can use when coordinating fights - of course, the DMs can look these up manually, but it saves time and makes their lives easier. Note that some things aren't always too important to keep track of, such as Shillelagh's timer. However, others like the damage type are important so the DM can accurately factor in resistances and immunities.

When you finish your descriptive text, it's encouraged for you to type !qstat straight after your post. This will make Avrae post a constant statline that updates when you use its commands to roll.



The example above shows, in order: health points, Armor Class, spell slots in increasing order and Wild Shape tokens. The example character, Sarah, is a druid, which is why she has these tokens. Other classes will have their own tokens e.g. Cleric divinity, Barbarian rage, etc.

Housekeeping

When entering an RP channel, there is no guarantee an NPC will be there to interact with you, but you can assume their actions within reason. For example, when you enter the tavern, you can assume you get a drink, eg:

The Tarrasque orders a large drink, then sits, crushing his chair. He thanks the bartender when it arrives, tipping well, and takes a sip.

Try not to do anything you don't want to pay the price for as your PC, like murdering someone or going into the cash box. Eventually everything catches up to you in the town.

There is also no actual OOC gold cost for food or lodging while in the RP zone, it is all implied. So no need to subtract anything from your sheet when ordering or saying you stay in an inn.

End Scenes with ****End Scene**** if you and your RP partners are done, or ****Exit Your Name**** if you're the only one leaving.

We hope you enjoyed this little guide to roleplaying and keep checking in because more may be added in the future!

RP XP

Roleplay around Luna Pine can earn XP and Motes alongside quests, events, and other server activities. RP XP is calculated in **two-week periods from Monday to Monday**.

A PC receives **200 XP for a scene** where they make approximately **2–3 substantive posts** during that period, or one particularly substantial post. A PC can receive credit for up to **four scenes**, for a maximum of **800 XP** and a Mote. A PC who earns the full 800 XP for each of the two weeks may receive **2 Motes**.

Slowly Moving Scenes

If a scene is moving slowly, your posts don't simply disappear when the tally period ends. Posts that fall short of earning XP can carry over within that scene. For example, if you made two qualifying posts before the end of one period, they may contribute towards earning credit when the scene continues during the next.

Which Scenes Count?

Scenes in the **Town, Edge, and Lower Branches** areas are normally included in the RP XP tally unless they are already part of an event.

Extensive RP in the following areas may also be included at the RP Helpers' notice and discretion:

- Shops
- Downtime complications
- PvP
- Events where the scene isn't already receiving event XP

If you think a scene may qualify and doesn't appear to have been included, please ask Helper – RP.

The following are **not** included in RP XP tallies:

- Arenas
- Quests
- OOC channels
- Dice channels

DMs and Helpers do not earn RP XP for scenes they are running in those capacities, as they receive additional XP and Motes for those contributions.

Sharing the World

One of the best parts of Macguffins, Ltd is that your character's adventures can become part of stories other players tell.

A rescued merchant might remember the party. A damaged bridge might remain closed. A guild's decision might change how people around Luna Pine react to its members.

Luna Pine is deliberately flexible, and you don't need permission for every small detail you add to a scene.

What Can I Add?

Feel free to create modest background details that help bring a scene to life.

This might include:

- A passing customer or traveller.
- A rumour overheard in a tavern.
- A minor local problem.
- An inconsequential business your character visits.
- Small details about the immediate surroundings.

Remember that you control **your own PC**. Other players control theirs, and NPCs remain under the appropriate DM or server control.

You shouldn't independently decide the actions of an established NPC or make a major change that everyone else would be expected to treat as permanent.

If you want to establish something significant i.e. such as changing an important location, founding an organisation, or deciding what a major NPC does, please speak with a DM, Helper, Edgelord, or Admin.

What Should Be Remembered?

Not every scene needs to become server lore. A short record is useful when something happens that another player or DM would reasonably need to know later.

For example:

- A location is discovered, destroyed, rebuilt, or made dangerous.
- A significant NPC or faction changes its relationship with someone.
- An alliance, promise, public dispute, or lasting problem is created.
- A quest or RP storyline creates a hook somebody else could follow.

A useful summary is simply:

What happened → Where → Who was involved → What changed

What If Two Stories Conflict?

Sometimes two scenes will accidentally establish different things about the same person or place.

If that happens, discuss it OOC rather than trying to decide whose version wins through IC play.

Edgelords and Admins have final authority where a shared-world continuity decision is needed.

Role-playing Zones

Luna Pine has plenty of places to hang out! Below are all the channels where RP is welcome. You are welcome to start a scene in any RP location you can access, or join an open Public scene. If you want a simple first route, introduce yourself at `#town-gates` and then head to `#tavern-bar-room` - but this is a suggestion, not a requirement

Best route for getting into the RP:

1. Introduce yourself at the `#town-gates`
2. Head to `#tavern-bar-room` and just see what's happening
3. Go to `#general-nonsense` and accuse the shopkeeper of being a hag (or not, your call)
4. Check for PvE queue in #arena-queue
5. Look at `#town-bulletin-board` for an up-to-date bit of current lore
6. Ask if anyone wants a scene, and they'll help pick a place to scene-up with you
7. On the 1st/15th of the month, jump in a quest!

This is a suggested introduction, not a requirement; you may begin or join RP anywhere your character can access.

I also suggest looking at `#downtime-overview` when you feel comfortable, and muting channels that you aren't participating in to keep the overwhelm down (see this post).

> Can’t find anyone? Post in `#rp-requests`.

New PCs initially see a smaller set of RP locations on purpose; ask an Admin/Edgelord when you’re ready to reveal the wider town.

Town RP Area

- **Town Gates** `#town-gates` - This will be the first small taste of RP for new members, and is where players will drop an introduction and hello. *Your eyes would slowly open as if from along and deep slumber, the grass and wind tickle against your skin. Two cherry blossom trees stand tall just outside that main entrance to the mighty tree that you see in front of you. Their light purple petals gently blow around you in what seems to be a never ending light breeze. As you step past these natural gate you gain a sense of happiness, as if this is where you should be*

- **Town Square** `#town-square` - A common meeting point and market center for citizens and adventurers looking to have casual chats out in public. The location of many activities and public gatherings.
- **Guard House** `#town-guard-house` - The place to go if you need an authority figure ... or if you get in some trouble! Some may find themselves jailed here for some time to be visited, while others can arrive to air grievances to the captain.
- **Bar Room** `#tavern-bar-room` - Always open, another common meeting point for those looking to have casual chats or hoping to run into someone. This is a great place for players dipping their toes into RP to have a session happen spontaneously.
- **Tavern Upper Floors** `#tavern-upper-floors` - Is a cosy nook that serves as a common area for the upper floor. It is a place to wind down and take things slow with other players. It is a slow posting channel
- **Tavern Rooms** `#tavern-{east,west,back}-room` - These sets of rooms in the tavern can be saved for smaller and intimate affairs, or set aside for large parties. Helpful you want to be in a bar but don't want the scene open.
- **The Library** `#town-the-library` - A place for books and research, especially if you're looking to unlock new discoveries. Popular for wizards to share knowledge, and druids to cause disruption.
- **Observatory** `#observatory` - The observatory atop the Luna Pines library is a realm of wonder, a sanctuary for those drawn to the mysteries of the night sky. A spiral staircase leads to the airy dome, its walls adorned with intricate constellations and celestial motifs.
- **Other Town** `#town-{1,2,3,4,5}` - Additional overflow if you want a scene that doesn't fit in with any of the categories above. This is traditional for some of the various player-owned shops or tavern rooms. Open up and mention where you will be, and have fun!

Edge of Town RP Area

- **Temple Main** `#temple-main` - Main temple area, popular for people wishing to seek cleansing or a place to pray. *On the outskirts of town resides the temple, open to all kinds of neutral and good aligned deities. Some stories say that the entrance to the temple is that of a long forgotten nature goddess gave up her form to protect the town from a great evil.*
- **Temple Gardens** `#temple-gardens` - Soft and serene location for anyone looking to get away from town and have softer moments.
- **Temple Kitchen** `#temple-kitchen` - Another location associated with the temple that allows any passing adventurers a chance to stop by and start a discussion.
- **The Cemetery** `#the-cemetery` - Visit lost ones or look for a place to escape from the living for a bit. *Surrounded by a low stone wall, the cemetery of Luna Pine is located in the midst of a grassy field near the temple on the outskirts of town. Filled with gravestones marking simple plots and various ornate crypts and mausoleums, the cemetery houses several generations of the dead, predating this present settlement.*
- **The Horse Farm** `#the-horse-farm` - If you have a horse or need to borrow one, this is obviously the place for you! You can tend to your large animal friend.

- **The Roots** `#the-roots` - Another place to really escape the bustle of the city, and popular among artists, rangers and druids looking to have time to commune with nature. *The roots of Luna Pine are a quiet place underneath the city and is often visited by students, scholars and people who need five minutes to themselves or to feel more connected to nature. It is extremely quiet down here.*
- **The Grove** `#the-grove` - Druids would feel right at home in this place of serenity, as they practice and share wild shaping techniques.
- **The Hill** `#the-hill` - Go on a long walk and maybe find some company as you journey in this area off the beaten path. *Just outside of town rests a number of large, gentle sloping hills that are home to several oak trees always in full bloom. The colours of their leaves range from deep burnt oranges to crimson reds to deep purples.*
- **The Pond** `#the-pond` - An *underground* pond, this is a place to escape and chill, whether you are an artist looking for inspiration or a Triton looking for a place like home. It always feels a little bit magic. *Nestled within the roots, the indoor pond seems to have been naturally crafted by the dripping of purified water down the thick roots of the tree. Descending down several winding staircases you would be met with a large expanse of crystal blue water tucked inside a smooth barrier of stone and packed dirt, above would be a ceiling of twisting, closely packed vines and roots where a number of fireflies have made their home*
- **The Fortress** `#fortress` - Liberated from the corrupt Underground, the fortress is now owned by the town of Luna Pine to honor and thank those who sacrifice themselves for the town.
- **Wall of Trees** `#wall-of-trees` - A network of densly packed vibrant trees that offer an enchanting atmosphere and was created by Relkath during his invasion.
- **Azure Waterfall** `#azure-waterfall` - A magic waterfall that dances and cascades over the mountainous cliffs. The water would flow normally and defy gravity.
- **Hot Springs** `#hot-springs` - A tranquil sanctuary where magic and nature entwine. Billowing tendrils of steam rise like ethereal spirits from a series soothing, heated pools that dot the landscape, surrounded by lush trees.
- **Other Edge** `#edge-{1,2,3,4,5}` - Additional overflow if you want a scene that doesn't fit in with any of the categories above. This is the place for some of the player-owned businesses that sit outside of town, or for people gathered outside town for an event (including the errant portal).

Lower Branches RP Area

- **The Marsh** `#the-marsh` - The marsh is a haunting, spectral landscape where strange green and blue light drifts like lost souls through the trees, filtering through the dense fog that rolls across the waters.
- **Veiled Vein** `#veiled-vein` - The Veiled Veins wind through the heartwood of Luna Pines like arteries, narrow tunnels and passageways hewn directly into the thick branches of the ancient trees.
- **Twinkle Moss Tavern** `#twinkle-moss-tavern` - Then Twinkle Moss Tavern is nestled in one of the seedier parts of town, it nonetheless tries to present an air of elegance and

refinement on the exterior. The interior is left dim, lit by strange, glowing moss from the Underdark, which conveniently provides lots of dim corners to lurk in.

- **The Night Market** `#the-night-market` - Carved within a section of Luna Pine's trunk, the large empty cavern is populated on occasion by the busy Night Market.
- **The Night Market Stalls** `#the-night-market-stalls` - Merchant stalls set up with scrap wood, blankets, tarps, and rugs; It feels like a strong gust of wind could send the makeshift stalls all toppling.
- **Fungal Forest** `#fungal-forest` - In the shadowed underbrush beneath Luna Pines' towering canopy, a vast colony of mushrooms has claimed the lower branches, creating a landscape within a landscape. These fungal giants grow thick as tree trunks, sprouting in clusters and columns that twist in spirals and droop in bulbous, bioluminescent caps that glow faintly.
- **Glade of Time** `#glade-of-time` - Not much light filters through the lower branches near the base of the great tree. Branches great and small overhang and interweave, striving for sunlight from above and casting all below into shadow.
- **Deathbloom Gardens** `#deathbloom-gardens` - Tucked away near the entrance to the Lower Branches is a long, slanting, narrow garden of raised beds, half in sun, half in deep shadow under overhanging limbs.
- **Driftwood Village** `#driftwood-village` - A smaller shantytown of sorts within Luna Pines, shacks and huts are hobbled together from the scraps of wood, rags, and metal that find their way down below.
- **Temple of Shadows** `#temple-of-shadows` - Not all gods are treated equally in the temples above. As such, need for secrecy has led worship of more frowned upon gods to be concealed within the small carved nook within the trunk of the tree that has been dubbed the Temple of Shadows.
- **The Shade** `#the-shade` - Much of the Lower Branches is shadowed and dim, but where the canopy of the great tree is densest, the shadow cast by them has left a section of the lower branches in deep, perpetual darkness.
- **The Tapestry** `#the-tapestry` - A bright and ever expanding mural painted upon the trunk of Luna Pines, The Tapestry is a community project of sorts where artists from across town are welcomed to incorporate their own art to the growing representation of what Luna Pines is.
- **The Hall of Infinite Reflections** `#the-hall-of-infinite-reflections` - Within a hollow nook of the tree, mineral rich sap has hardened and polished into large crystals that fill the cavern. Their strange and unique shapes have led them to become distorted mirrors.
- **Other Lower Branches** `#lower-branches-{1,2,3}` - Additional overflow if you want a scene that doesn't fit in with any of the categories above. This is the place for some of the player-owned businesses that sit outside of town, or for people gathered outside town for an event

> Make sure to check out the Muting Channels guide to curate your Discord so you aren't bombarded with notifications from every channel! This page will help you understand the purpose of each channel to provide

Notable NPCs

These are the most notable NPCs you'll encounter with your time on the server. Many run shops or other services, and can be a fantastic source of information or knowledge for fledgling and experienced adventurers.



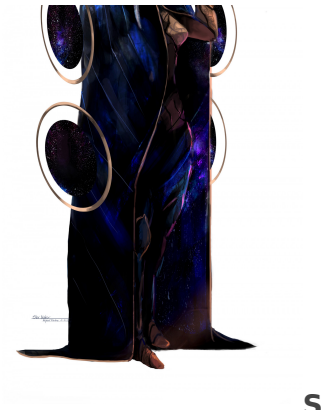
Abi Dalzims is a little mischievous, cynical and resistant to anyone telling him what he should and should not do, but tries his best to find out what you need. He is missing part of his horn and his front teeth.

Can be found in his shop, **Abi Dalzim's Horny Wildlings**, selling trinkets, books, scrolls, and other magic items.



Kronk is an orc of very few words and a long hard stare. He excels at forging blades that help you stick the pointy end into your enemies.

Can be found in his shop, **Kronk's Krushers and Kleavers**, selling armor, weapons, and upgrades.



Selvomouk Nyekenzidya is a very inquisitive half elven woman with hands typically covered in ink or powder from her experiments. She has somehow mastered the art of pocket dimensions, summoning items out of thin air!

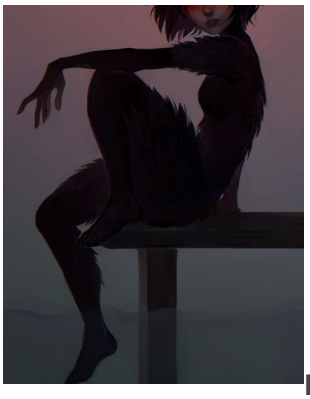
Can be found in her shop, **Bottle Shock**, selling potions and poisons.



The temples have woken up their guardian, called **The Watcher**. This mechanical humanoid is surprisingly knowledgeable about human anatomy and excels at fixing broken bones, healing wounds and making awkward statements about life.

Can be found in **the temple** to provide restorative services.

Status: Deceased..



Mailee may look very imposing as she walks the streets, her deep black fur rustling in the wind, her deep red glowing eyes staring down at people and a dark aura of forbidding that surrounds her. However, she is a highly energetic fuzzball who absolutely adores animals, taking in strays and nursing them back to health.

Can be found in her shop, **Unfamiliar Familiars**, selling high end clothing, mounts, vehicles, and re

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Vachedar "Ivy" Lavender is a happy go lucky, intelligent purple skinned Tiefling that has found her way to be the owner of the general shop, she helps make the air smell light and sweet.

Can be found in her shop, **General Nonsense**, selling all sorts of adventuring items and trinkets.



Obrinx is a relatively silent person but will lend an ear to those in need. When he is behind the bar you typically can only see the top of his nose and up. [Photo shown required the tallest of bar stools]

Can be found in **the tavern** to serve drinks.

Status: Deceased



Jasper "Jet" Flannigan is one of the many Masters of the Arena. As a former adventurer, Jet uses his experiences to delight the crowds with fantastic combats.

He is currently overseas.



Xhor'lich Zui Huwlworn is the original master of the Colosseum. He went on an enthusiastic holiday a decade ago before deciding to come back and reopen the Colosseum in search of worthy adventurers.

He is currently overseas.



The tabaxi, Mustard, would roll into town and into their brand new shop.

The interior of this polished wooden shop is overflowing with innumerable, varied cardboard cut-outs of most magic item that you can imagine. Each would have a small little plaque describing what the item would do. You need not worry the catch of the day would still be on offer!

The black stripped tabaxi male with a long ringed busy tail popping out from his baggy white pants would offer his cat like grin closing his eyes and showing off his pearly whites from underneath his straw domed hat with two alert ears poking through. He currently oversees #shop-of-secrets

"Hello everyone! Come visit, come visit and see what wonder and excitement my wares instil in you, limited time only though. I will take your motes and requests to create fun magical items for you. Limited stock though! Let me know what you want to see next fortnight and I may have a surprise for you."

Can be found in **the secret shop** to sell magical items.



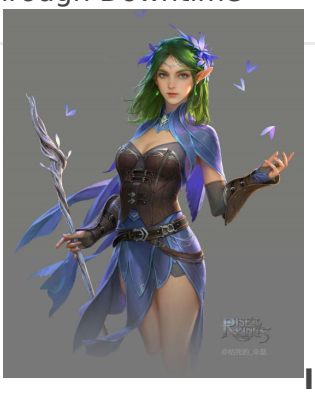
Lufty Fragul: Arena Master extraordinaire, Lufty is the proud owner of

Lufty Fragul's Extraordinary Carnival. A plane-jumping circus that has entertained demon kings, fey lords, lesser deities, and many more. A lavishly dressed, charismatic, and silver-tongued bard. His bite with a sword is almost as sharp as his bite with words. He currently is shoutcalling in #arena-mvp-reels
Can be found in **the arena** to officiate combat.



Grognar: Is a fire giant native to the Plane of Fire, he was saved from the Cult of the Eternal Fire by a party of adventurers from Luna Pine. However, due to disagreements with his brother over the ownership and direction of their smithy in the City of Brass, he was convinced to come to Luna Pines to set up his own smithy here now that the Luna Pine community has raised sufficient funds to build him his own giant-sized forge. He is a skill tradesman, both competitive and ambitious to grow and expand his business. But only a fool with a death wish would dare insult or disparage his work, as his competitive nature and a fire-y temper will remind anyone just how dangerous a giants can be when riled. He is helping players craft magic items through Downtime

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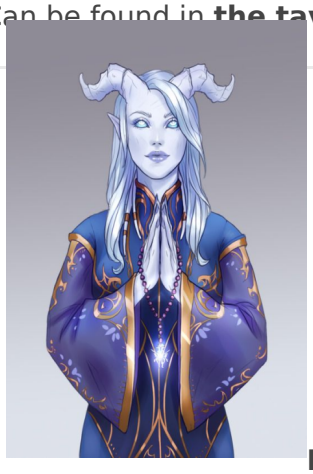


Iris: A small changeling who has lived in Luna Pines for a while and is very good at hearing about current events. Now she wants to use her talent to inform the people by writing the Luna Pines Messenger (#the-messenger). She prefers to be colourful and cheerful, often switching up the colours of her hair, eyes, and clothing. She also has a deep love of butterflies.



Nandoo Gart: A mischievous and energetic creature from the Feywild who has decided to take it upon themselves to fill in the goblin shaped hole in the Half-Full Horn as the new tavern keeper. They have an insatiable interest regarding adventurer's stories and will always lend an ear when one presents itself.

Can be found in **the tavern** to serve drinks.



Numen Aureum: A pale blue skinned tiefling with outward spiralling goat like horns and a serene angular face with a pair of crystal blue eyes with circular white irises would ceremoniously enter the room with her hands clasped in front of her chest. She would wear flowing deep blue robes with flowing purple sleeves decorated with simple flowers and swirls. Her shoulder length, slightly curled hair would dance in a mild unseen wind and between her palms she would be holding onto a bead necklace with the symbol of Selune that would brightly glow. She would speak in a calming, slightly echoed tone. She would take over as the new head of the Temple of Luna Pines.
Can be found in **the temple** to provide restorative services.

Player Businesses

While no particular channel exists for any of these businesses, you can feel free to talk to the player and interact with them at their place of business using the `#town-{1,2,3}` or `#edge-{1,2,3}` channels! Below is the businesses in order of creation.

List of Businesses

Crafting Businesses

- **The Pelvurian Campfire Restaurant (cooking) -** owner: Aralyn
- **Happy Flour (baking) -** owner: Euphie/Noelle (retired)
- **Beached Whale Brewing Company (ale brewing) -** owner: Butch
- **Frayedmane's Aegis (smithy) -** owner: Kyrgos
- **Stralgurd's New Anvil (smithy) -** owner: Spark of the Anvil
- **Mushy Stand (herbalism) -** owner: Olamina
- **Academy Leatherworkers (leatherworking) -** owner: Jordy (formerly: Weatherman's Leather and Saddle)
- **Firebeard Brewery (ale brewing) -** owner: Bromir
- **Thessalhydra Taproom (beer brewing)** - owner: Skoth Cider-Claw

Health & Wellbeing

- **Light for Lost Souls -** owner: Baerla
- **Bostelle and Academy Rehabilitation -** owner: Jowan
- **Medication and Healing Centre -** owner: Rhaegar
- **The Black Stone -** owner: Tiannah
- **Dwarven Resilience Gym -** owner: Grix
- **Capped Tusk Free -** owner: Equiminious
- **Rage and Grace -** owner: Erik
- **Pick Up a Cup!** - owner: Ulgar

Research / Investigation / Teaching

- **Hellblazed Lament: Private Investigations & Bounties -** owner: Myrghion
- **Dragon's Lair Library** - owner: Biri
- **Coving Hall of Interdisciplinary Magic Education and Studies (CHIMES) -** owner: Relinquish
- **Stralgurd Pines Academy (SPA) -** owner: Arkhonheim
- **Lion's Pride Legal Services -** owner: Heracles
- **Meril Sword Fighting Academy -** owner: Alron

- **The Guard Jousting and Training Gym -** owner: Maeve

Other Businesses

- **Dragon Delivery -** owner: Ryukage
- **Stralgurd Pines Animal Sanctuary -** owner: Mythvari/Phoenix
- **Search and Rescue -** owner: Finny
- **There and Back Again -** owner: Willow
- **Raven's Quill -** owner: Neith
- **Creative Collective's Gallery -** owner: Orbin
- **The Folly of the Muse Theatre -** owner: Theyne
- **Twinkle Moss Tavern -** owner: Keyleth
- **Brooks Bubbles -** owner: Brook (left the server)
- **Levistus' Dry Cleaner -** owner: Levistus
- **Greyhawk Farms -** owner: Slyfoot
- **Rat's Mirror** - owner: Marielle
- **Court Life** - owner: Tristan

> If you would like a description of each establishment along with their owner then make sure to check out Player Businesses

> Want to add your own business to this list? Check out the **Running a Business** Downtime! More information here: Downtime Activities.

RP Voting

Role playing is a large part of *Macguffins, Ltd* and it gives the ability for a large variety of players to find their characters voices, personalities and quirks while simultaneously allowing them to meet new and interesting people to forge friendships and share memories with. To promote RP in and around the town of Luna Pine, head into one of the established RP areas and try something you normally wouldn't do. Put yourself out there, make a scene and have fun! At the end of each fortnight, we take community suggestions on which scene was the most fun to read or participate in and put it to a vote! The winners of the community vote will win an in game prize.

RP Voting is a wonderful way to help highlight and reward fun and exciting RP happening across the server. Every cycle players are encouraged to nominate RP scenes they found fun to participate in or read. Scenes aren't restricted to just town or edge rp channels, and can come from quests, shop channels, or more.

On the 1st and 15th of the month, votes are tallied and xp is awarded as follows:*

- Prizes are awarded to the top three rated scenes where 1st, 2nd, and 3rd will now receive 300 XP, 150 XP, and 50 XP, respectively. For players in multiple winning scenes, you will only receive XP for one of these scenes, that scene being the one with the highest XP reward.
- In the unlikely event of a tie, we will award scenes either in a (1, 1, 3), (1, 2, 2), or (1, 1, 1) fashion on a case by case basis.
- Players who participate in voting will receive a flat 25xp reward as thanks for taking part of the democratic process
- A player who nominates a scene that has come 1st will receive 50 XP if they were not a participant of the scene

How to Submit RP

If you witness something cool, fun, interesting give them a shoutout by pinging the player in `#rp-voting` with an optional link. For example:

> @Khorek (Ouchie) @Finny (gryphon) @Relinquish! (Kaution? are so fun and edgy out in the hill! **[optional link]**

How to Vote

As part of your nomination please include: pings to the players involved in the RP, the channel it takes place in, and a link to the scene (doesn't have to be the start, just wherever feels right). For

the remainder of the cycle, players can vote for scenes they enjoyed by reacting with a □□. At the end of the fortnight, we'll select the scene with the most □□'d post and they'll get a little reward.