

# 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.

### #town-lore

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 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 hopping 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.

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

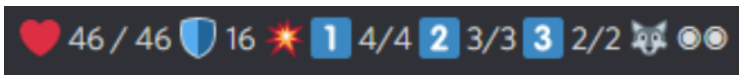
you post all your combat actions and meta information such as your rolls, any saves the DM must make, the consequences of failure and so on in **bold** at the end of a post. Setting Scenes

\*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

On the Tuesday of every week (AEST), the participation of each player in the RP zones on the server is determined. Players are awarded ~200 XP per scene depending on if they have made a meaningful contribution to the scene. A couple word responses or parking your character in a scene with one or two posts will not be enough to count towards the weekly XP. The deadline for a scene or post to be counted towards the weekly RP XP is 11:59 pm on the previous Monday (AEST).

# Role-playing Zones

Luna Pine has plenty of places to hang out! Below are all the channels where RP is welcome. Feel free to start a new scene or ask to join an existing one.

## 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!

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](#)).

## 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** `#taver-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*

- **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).
- **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 densely 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.

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

# Shops

Whether it's new armor or weapon, healing potions or components, a small furry friend, or even some rare items, shops are where you'll be placing orders and trading your hard earned gold for items! You will need to drop into a channel when you make purchases. Some shopkeeps even have valuable information about Luna Pine and the world if you ask.

## List of Shops

**General Nonsense** - A cozy domed house sitting in the merchants district is home to all sorts of trinkets, gear, kits and highly coveted health potions. You will be able to find most kinds of adventuring gear here. The centre table always appears to be home to tea, scones and small cakes for paying customers.

[Purchase general goods and adventuring equipment here.](#)

**Kronk's Krushers and Kleavers** - Illuminated by the roaring fire of the forge, Kronk spends most of his days creating simple weapons that allow you to effectively use the pointy end on your enemies

[Purchase standard and +1 armor or weapons here.](#)

**Unfamiliar Familiars** - 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 fuzzleball who absolutely adores animals, taking in strays and nursing them back to health.

[Purchase small animals and clothing here.](#)

**Abi Dalzim's Horny Wildlings** - A quaint magic shop modelled after Bottle Shock and sells a variety of trinkets and books, both non-fiction and fiction. For the more magically inclined, the shop-keep will offer scrolls and potions. There is a limited stock. Everyone who steps inside this shop swears that they can hear the soft breathing coming from underneath the floorboards, as if a large beast resides there.

[Purchase books, spells, and arcane ingredients here.](#)

**Bottle Shock** - One of the few completely man made houses in the area. This oddity of a building is always hissing, bubbling or poofing throughout the day then goes eerily silent at 11 pm on the dot so not to incur noise complaints, probably.

Here you will find a large array of potions and poisons but stocks are limited.

[Purchase potions and poisons here.](#)

**The Temple** - 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.

[Purchase healing and resurrections here.](#)

**Shop of Secrets** - Travelling through the busy town square would be a stripped tabaxi male with a long ringed busy tail popping out from his baggy white pants. He would show off 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. The tabaxi would be pushing along a heavy wooden cart filled with potions, shields, swords and other miscellaneous wears, hanging off the side would be a bushel of freshly caught fish rocking gently side to side. Picking out a nice sunny location off to the side of the road he would kick out the stand to balance his wobbly cart. Undoing the latch he would pull open the side of the cart to show off his magical items for sale.

More information on how the secret shop works and Motes can be found [here](#) or by clicking on "Motes and the Secret Shop"

## RP in Shops

Feel free to RP away in the shops unless other people are waiting, but don't expect a shop keeper to be there unless you ping [@Helper - Shops](#) and get someone to agree. This hopefully will:

1. Reduce your frustration at waiting
2. Allow shopkeepers to help when they can without feeling pressure.
3. Allow you to look at the merch without feeling like you need permission to enter the store first.

## Purchasing without Waiting

The shop helpers know that sometimes, life is busy, and you want your javelin or health potion, but a helper is not around to run the NPC for you at the time you are available. There is the option to do NPC-less transactions: PCs can pop in, purchase an item from the PHB list and then log it, without rolls, meaning no discounts or penalties, just the straight PHB price. Spell scrolls, as non PHB items, will require a helper. If you still desire an NPC interaction, we are here for your more complex requests, or just for that little bit of personality in your shopping trip.

To find if an item is in the PHB, use the command `!item <item>` in the `#merchant-dice` channel. If it is PHB, Avrae should give you a description and a price, which you can use for your purchases.

## Examples



Biltar Tarrybundle (WickedGnome) 07/28/2020

**Enter Biltar**

*Unfortunately, he left some Goblins tied up, and didn't remember to go back and grab his rope; the most useful adventuring item! He picks one up, inspects it carefully, then reconsiders, and picks up another, just in case. He pays 2 GP, and leaves, nodding his thanks.*

**Exit Biltar**

@Helper - Shops

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# 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.

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**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.



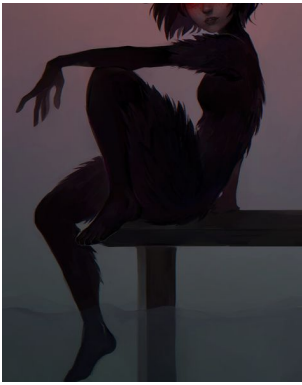
The temples have woken up their guardian, called **The Watcher**. This

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..**

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**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



**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.

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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 striped 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 notes 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



**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.

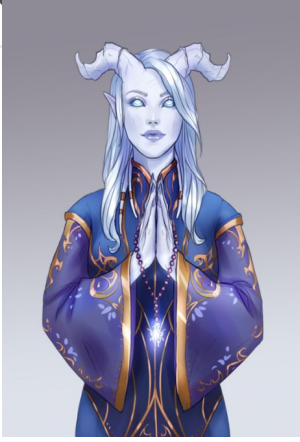


**Nandoo Gart:** A mischievous and energetic creature from the Feywild who

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.

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**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.

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# 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.

# Motes and the Secret Shop

We are proud to introduce a new and exciting way for players to gain magical items with the explicit goal of giving players the possibility to work towards acquiring a smaller number of character-defining items rather than accumulating a large number of typically random items they aren't inspired by. Instead of awarding magic items through quests, quests will instead award 2 Motes per 2 weeks of the quest length (or an approved HB item). These Motes can be spent by players in the `#shop-of-secrets` to buy the magic items they want!

The central, towering tree in Luna Pines is undergoing a strange transformation that has not been observed for at least several centuries. The thick branches high above, towards the clouds are bearing strange fruit that is less like the bountiful peaches we collect every year and are more akin to pure magical essences molded into dazzlingly, glowing white spheres. The shop keepers are experimenting with the spheres and believe that they can be used to unlock the secrets of magic item creation.

It is important to note that magic items are not created equally, and even within a rarity category they can vary quite widely in power level and applicability. To account for this, magic items will start at a base cost determined by their "power level" - which may be altered up/down from its published rarity with justification. This base cost will scale with demand to avoid too much homogeneity in player load outs.

## Scaling By Demand

This Scaling will be done based on how frequently an item is purchased: any item sold in the previous fortnight more than once will have its price increase, items sold once will have their prices remain the same, items not sold for several fortnights in a row will have their price decrease unless deemed too powerful.

## Selling Items

Sold items net half the base Mote value of the item and the prices of sold items will be updated every fortnight

## Item Abundance

Each tier will have additional 3 slots which will be allocated to consumable items that will be sold for a fixed price in gold.

- Uncommon items have ~12 slots available
- Rare items have ~8 slots available
- Very Rare items have ~3 slots available

Mustard will now be a permanent fixture that updates his inventory every 2 weeks on the 8th and 22nd of every month.

## Item Requests

Players are only allowed to make one Mote purchase a fortnight. Additionally, items are to be requested in character to promote RP and players can choose to `||[redacted]||` their requests in `#shop-of-secrets`. It is the intention that any item requested will appear in the shop the following fortnight, unless that item is on the list of [restricted items](#).

## Acquiring Items

Requested items will be added to the shop the next cycle to inform players of the current cost of that item in Motes, as well as any additional **flavourful tasks** that must be completed to acquire that item. Flavourful tasks can be started as soon as a character reaches the appropriate level to purchase the item even if they have not yet saved up sufficient Motes to purchase it, however a character is expected to purchase the target item before beginning the flavourful task for a different item.

Once the flavour task is completed, they simply pay the necessary Motes and acquire the item. Flavour tasks may not be required for all items, and may vary from posting a small RP scene to completing a particular downtime X times to encountering a particular monster. Very Rare items always require flavourful tasks and their tasks typically require at least 4 weeks of downtime to complete.

Remember that the requested item must not be on the banned item list.

# Grognar and Magic Items

Thanks to all the adventurers who have donated to make his dream forge a reality, we are proud to introduce our newest shop keeper Grognar and his brilliantly burning forge. 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 giant can be when riled.

Grognar's purpose is to provide the ability for players to craft specific martial themed magical items through downtime. Players would be able to request items through the use of gold and specific monster parts that can be requested through the arena. The process is detailed below.

## How to Purchase Items

The buyer must pay for the materials above up front through the downtime channels. Afterwards the construction of the item will require labour equal in value to the gold cost of the materials. Luckily, you will not have to do this alone as Grognar completes 1,000 GP worth of work each week! It should be noted that orders are completed on a first-come-first-serve basis and only one order can be submitted per player at any given time.

You can try to offer aid to Grognar as well because any player with proficiency in: Carpenter's Tools, Smith's Tools, or Leatherworker's Tools can use their downtime to work with Grognar to contribute 250 GP of work each week.

Additionally, while Grognar is working, he can serve as a teacher to any PC who wants to gain proficiency with Smith's Tools.

To request a specific monster part all you would need to do is make it known when you sign up for the arena in `#arena-queue` For example: Check Mileva level 8 (Elven Chain)

## Available Items

The currently available items are listed below

### **Level 4+**

Adamantine Weapon = 500 gp + Base item

Adamantine Armour = 2,500 gp + Base item + 5 lbs of material from a CR 5+ Creature made from metal

Javelin of Lightning = 1,500 gp + The hide of an CR 5+ creature that is immune to lightning

### **Level 6+**

Elven Chain = 3,500 gp + Essence of a CR 5 Creature that hovers

Armour of Resistance = 5,000 gp + Skin of a CR 7+ Fiend

Ring of Resistance = 5,000 gp + A gem scarred by the damage-type of the desired resistance.

### **Level 11+**

+2 Weapon = 4,000 gp + Base Item + Heart of a Treant (wooden weapon) or a bone from CR 9+ creature that casts spells

+2 Armour (excludes shields) = 4,000 gp + Base item + Scales/shell of a creature with Natural Armour (AC 18+) or Blood of a CR 10+ Celestial

Sword of Sharpness = 7,000 gp + Base Item + Stomach acid of a CR 10+ Monstrosity

Sword of the Paruns = 7,000 gp + Base Item + Two hearts from the same species of monster each of a CR 10+

Dragon Scale Mail = 6,000 gp + Hide of specific Adult or Ancient dragon corresponding to the desired armour type

Sapphire Buckler = 4,000 gp + Hide of a Sapphire dragon or 25,000 gp worth of sapphires

Remember that items purchased through Grognar cannot then be sold to Mustard for Motes

# Secret Shop FAQ

This section provides general answers to some common questions to the Macguffins, Ltd Secret Shop and Mote System. The Mote System was officially introduced to the server on the 1st of July 2022 and it has been a learning experience for all involved. We have put together the following FAQ to help players, both old and new, easily access Mustard's shop and the Mote system. More information on the Mote System can be located in [Motes and the Secret Shop](#)

## How do I get magic items on the server?

As of the writing of this document, the primary avenue to acquire magic items is by entering `#shop-of-secrets` in character and either put in a request for the magic item you would like to purchase or use the Motes you have acquired to trade in for that sweet magic item you desire.

If you are more of a martial based character that likes to get into the thick of things, then you are able to ask Grognar for help in crafting various weapons and armours by collecting specific monster parts through the Colosseum. More information about Grognar can be found in `#downtime-overview` or by clicking the following link [Grognar and Magic Items](#).

Players are also able to purchase a limited selection of magic items through the various shops by using their hard earned coin. The breakdown is as follows:

`#abi-dalzims-horny-wildlings-shoppe` sells scrolls, common magic items and spell components (e.g. diamonds)

`#bottle-shock` sells select poisons and potions (including health potions)

`#general-nonsense` sells all your adventuring gear needs, niche items (e.g. music instruments), wild magic surge stones (Lvl 1-3) and free cookies

`#kronks-krushers-and-kleavers` sells +1 weapons, +1 armour, mundane armour, mundane weapons

`#temple-services` sells basic health potions, temple themed adventuring gear (e.g. holy symbols) and magical services (e.g. resurrections)

`#unfamiliar-familiars` sells pets, animals, mounts, spell components (e.g. bat guano), clothes and offers a mail service.

## How many magic items can my character have?

You can purchase as many magic items as you want, however, at any given moment your character can only have equipped:

- 1 helm / head gear
- 1 set of armour / robes
- 1 set of boots / footwear
- 1 set of gloves / gauntlets
- 1 cloak

- 2 rings
- 3 necklaces / amulets
- 2 hand-held items (e.g. Rods, Wands, Lanterns, Swords, Shields, etc..)

In addition they can only attune to 3 items unless a specific class ability or boon/feat increases this number.

Unequipping and Reequipping a new item each requires an Object Interaction. e.g. if you want to swap your Cloak of Elvenkind for a Cape of the Mountebank mid combat this will require: free Interaction to remove Cloak of Elvenkind + full Action equip the Cape of the Mountebank on one turn, or you could separate it across two turns using your free interaction the first turn to unequip the Cloak of Elvenkind and on the second turn equip the Cape of the Mountebank.

Hand-held items can be dropped with no action required, magical weapons, armour and shields follow the normal equipping / unequipping rules for those items.

## What are Motes and how do I get them?

Motes are pure magical essences that are starting to grow on the upper branches of the gargantuan tree. Certain individuals mould these essences into dazzlingly, glowing white spheres that can be used to create magical items. Currently, Motes can be obtained through several means which include:

- Questing
- Partaking and being active in Mini-Events and Server Events
- Being active in the RP channels
- Being an active Helper
- Becoming a DM and running quests on the server.
- Trading in Uncommon and higher non-consumable items for half their Mote.

## Mustard has just posted a list of items but what does the "\*" mean?

The asterisk ("\*") denotes that in order to purchase the item, you will need to complete a flavourful task through Downtime. Players will be able to complete their flavour task at any point prior to purchasing the item - i.e. they can begin working on the task before saving up sufficient Motes to purchase the item. Once the flavour task is completed, they simply pay the necessary Motes and acquire the item. Flavour tasks may not be required for all items, and may vary from posting a small RP scene to completing a particular downtime X times to encountering a particular monster. Downtime-Helpers are encouraged to provide a small RP scene upon successful completion of a flavour task.

## How do I request an Item?

Items are to be requested in character in `#shop-of-secrets` to promote RP and players can choose to `||[censor]` their request if they so wish. Remember that players are only allowed to make one Mote purchase a fortnight. It is the intention that any item requested will appear in the shop the following fortnight, unless that item is on the list of [restricted items](#).

To make sure that your requested item is not missed during the update, ensure that it is eye catching and easy to find by typing `**PlayerName requests ||Magic Item||**`. Remember that your requested item will only stay in stock for a single fortnight unless you ensure to request the item again or it is a very popular item. We do try our best to reserve items for the player that requested them, however, if a player requests multiple items then they may be sold off to other players.

Additionally, we also run our silent auction for the consumable items. To purchase a consumable item through Mustard you must put down your bid in increments of 50 gold. For example

```
**PlayerName bids on Necklace of Fireballs (1) ||450 GP||**
```

## How much does the Magic Item X cost?

Magic items are priced on a scaling system that is based on demand. This Scaling will be done based on how frequently an item is purchased. Any item sold in the previous fortnight more than once will have its price increase, items sold once will have their prices remain the same, items not sold for several fortnights in a row will have their price decrease unless deemed too powerful. The price for a particular item will not be made public until it is posted in the `#shop-of-secrets` channel due to this minute fluctuations. However, items of the same rarity will have similar prices unless its power is higher or lower than the rarity average. For example, The Cloak of Protection is determined to be a fairly strong and popular item while also having its identical sibling the Ring of Protection in a higher rarity bracket. Therefore, the Cloak of Protection will be priced far higher than a Bag of Holding which is another very popular item.