

2. What to Do

Learn about the server and what you can do once you're a member!

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Role Playing

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 convince 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

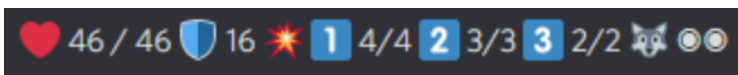
you post all your combat actions and meta information such as your rolls, any saves the DM must make, the consequences of failure and so on in **bold** at the end of a post. Setting Scenes

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** `#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*
- **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 fuzzball 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 posions 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

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.

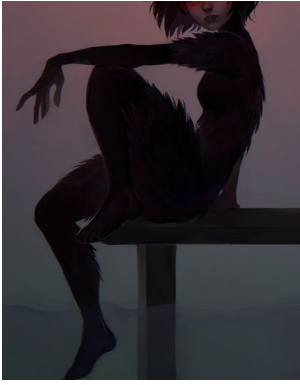


The temples have woken up their guardian, called **The Watcher**. This

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



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



Iris: A small changeling who has lived in Luna Pines for a while and is very

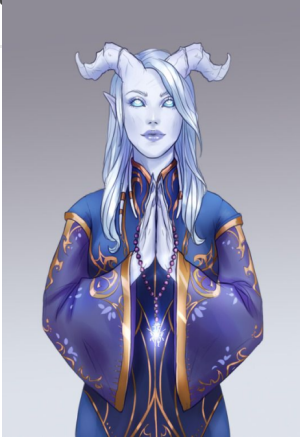
good at hearing about current events. Now she wants to use her talent to inform the people by writing the Luna Pines Messenger (#the-messenger). She prefers to be colourful and cheerful, often switching up the colours of her hair, eyes, and clothing. She also has a deep love of butterflies.



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.

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 `||[censor]` 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 Groggar 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 Grogmar for help in crafting various weapons and armours by collecting specific monster parts through the Colosseum. More information about Grogmar can be found in `#downtime-overview`

or by clicking the following link [Grogmar 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.

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 `||[redacted]||` 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 ||[redacted]**`. 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.

Questing

How to Quest

Joining a Quest

Every 1st and 15th of the month, new quests appear at `#quest-board` and allow your character to go on an epic adventure. If you are not currently in a quest, this would be the opportunity for you to select a new one to engage with for rewards, gold, and XP! The process is extremely simple and fair to get into a quest you want.

Help Us Help You: We need accurate information to provide the best opportunities and deliver the quests you're looking for. Make sure you keep `#server-statistics` up to date as you join and complete quests!




Summary


1. Prepare
 1. Make sure your `#server-statistics` is up to date
 2. Wait for new quests (a day before the 1st or 15th)
2. Selecting Quests
 1. Read through the quest write-ups
 2. React with your `👍`, `👎`, and `👉` choices
 3. Mark *additional* quests with a `📌`
 4. Wait for the announcement!
3. Joining the Quest
 1. Update your `#server-statistics`
 2. React to the prescribed role in `#adventuring-information`
 3. Enjoy the fun!

Selecting Quests

Getting in a quest on a priority basis for both the players and the quest. This means you can select the quests you are most interested in joining, and then our patented selection process finds the perfect match for everyone.

New quests appear on [#quest-board](#) a day or two before they start, and will include a ~24 hour period to make selections. Find the quests that seem most interesting to you and that is appropriate for your level. Pick your favorite quests by considering the description, DM time zone, difficulty, and speed.

Once you have picked the quests you are interested in, sort them by your first, second, and third favorite selections. For these quests, you will add a single reaction for , , and  to the respective quest posts. You can only pick one each, so rank carefully!

If there are any other quests not in your top 3 that you qualify for and wouldn't mind joining, drop a  on those quests. These will be the fallbacks in the worst case scenario where you don't get your top 3 (which is exceedingly rare to have never happened).

Note: The quest priority selection system uses a method which is designed to be most fair to all players, provided players give their honest opinions on their quest priorities. Don't worry about the number of people interested in a quest or try to work around the system. Just give your true feelings of your choices and we'll figure the rest out for you!

Joining the Quest

Quests slots are divvied out according to the desires of the players and needs of the quests. Once this is done, an announcement is made denoting the quest, the channel, and who is in the quest. Head to [#adventuring-information](#) and select the reaction to get the role for the quest you were assigned. The RP, OOC, and dice channel will appear in your channel list. Head over and say hello!

Engaging in Quests

Taking Actions

Please be as concise as possible in your action descriptions and label targets clearly.

- All commands surround the words on both sides.
- HP should be listed at end of action.

“ HP 19/44

- All actions (attacks/checks/saves) should be bold.

Scorching Ray, Rapier, 18 Perception, 13 Con Save

- Moves should be underlined

“ (Forward 10ft).

- If a map is used state grid you can also include the grid position (C15)
- Example Action:

“ Ivy moves forward 15ft (C15), and focuses while speaking the incantation to a spell, **Scorching Ray (17 To Hit/11 Damage)** firing the magic at the enemy creature (Skeleton1). **HP: 19/44**

- For these neat effects type the following symbols on either side of your text:
 - Bold **
 - Underline __
 - Italics *
 - Avrae ``
- Make sure to tag the next person.

Completing Quests

1. Thank your DM
2. Update your `#adventuring-information` and `#server-statistics`
3. Post your XP in `#xp-log`
4. Post your magic items in `#magic-item-log`
5. Post a review in `#dm-review`

Request Board

Requests are a way for players to get access to personalized quests. Maybe they have a bit of backstory that want to deal with, maybe they just want to hunt a specific beast or maybe they want to develop their backstory. You can let the DM's know what they want. Head over to [#request-board](#) and use the form below to submit a request.

“ ****Name:**** <Character name>
****Goal Type:**** <Monster Hunt/Information Gathering/Rumor Spreading/Spirit Quest/etc.> (You can choose multiple types if you don't think it fits in just one.)
****Goal Description:**** <I want to find my long lost father.> (This description should be of the end goal, not of the process to achieve that goal.)
****Active Hours|Timezone:**** <5-11PM> | <GMT -6>

Our friendly DMs will see the request and can offer to help design and adventure for you (and maybe a small group of friends!)

Downtime

Downtime Basics

Downtime is a player-focused downtime economy. It provides the ability for your character to have a continued existence in the world between individual RP scenes, questing, and arena. Downtime is a great way to provide additional development and growth!

Overview

Every 1st and 15th of the month will begin a 15 day server downtime cycle. This cycle will represent two weeks of downtime in-game. A PC intending to use downtime must familiarize him/herself with these rules, submit a proposal, and then follow through appropriately in RP channels, Dice Channels, and submit server records.

Downtime activities take either one or two weeks, where one week of downtime represents 5 working days, where characters work for 8h / day and 7 calendar days.

1. Project Proposal

Downtime proposals should be submitted to `#downtime-proposals` in the following format:

```
**Project Title:**  
**Weeks in Total:**  
**Weeks Left to Complete:**  
**Cost:**  
**Rolls:**  
**Modifying Factors:**  
**Complications:**  
**Description:**  
  
**Results**  
**Week 1:**  
**Complication:**  
**Week 2:**  
**Complication:**  
  
**Earnings:**
```

Note: Results are added by editing your proposal after your proposal is approved of the downtime team (see below).

2. Proposal Approval

Once your Downtime proposals is submitted to the appropriate channel (`#downtime-proposals`), you must wait for it to be approved by someone from the Downtime team will approve your proposal with their personal emoji (for example: 🐉= Gryphon approved this.)

If you are submitting a proposal that you have previously received approval for - e.g. doing a second set of Work - then you may roll after submitting a new proposal, but prior to getting approval, as long as nothing has changed about the proposal. However, you still must get approval for your proposal before any results can be collected/used.

3. Downtime Resolution

Downtime activities are to be resolved in conjunction with the downtime team. Any ability checks will be made by the PC in the appropriate channel and should be labeled as such using Avrae whenever possible. The results of the rolls and the complication dice roll should be added to the bottom of their proposal.

The PC may roll the complications die. If the roll ends in a 1 and they have a 10% chance of complications, then a complication occurs, at which point they must post the complication die result in `#downtime-discussion` with `@Downtime Helpers` tagged in that post. A helper will then inform them of what their complication is and if relevant invite them to RP a short scene to resolve the complication.

Downtime should be RP'd by the player. If you are working at the horse farm, spend time out there, working. This does not preclude you from activity in other RP areas. Note that `#downtime-rp` is currently occupied by Grogmar, so downtime RP should be carried out in regular town channels.

Example

```
**Project Title:** Private Tuitions (Work - 15th to 30th of May)  
**Weeks in Total:** 2  
**Weeks Left to Complete:** 0  
**Cost:** None  
**Rolls:** Int (History)  
**Modifying Factors:** +5 History, Portent (Week 1: 15, 16 ; Week 2: 2, 11)  
**Complications:** d100  
**Description:** With much chagrin, Sal'ar is compelled by the cruelty of market forces to pawn off his erudition for money, working as a private History tutor for snot-nosed brats of Watderdeep's upper crust.
```


Results

Week 1: 21

Complication: Complication (71)

Week 2: 16

Complication: None (36)

Earnings: 80 GP (50+30)

Details

Bonuses

Class/Race/Feat abilities and Spells: Downtime represents a full 8h work day for six days per week. Any abilities/spells that would remain active for this full time can be used as modifiers to your downtime rolls. Other abilities/spells may be permitted upon the discretion of a Downtime Helper if sufficiently justified by the player.

Magic Items: Characters must get approval from a Downtime Helper to use magic items during downtime. Magic item use must be reasonable with respect to the 8 hour work day represented by downtime and the limitations of the item.

Philosophy

- Use existing 5e rules and systems as much as possible, in this case, downtime rules from PHB & XGTE, proficiency modifiers, and proficiencies.
- Allow as much free agency by players as possible.
- Allow the players to build the world.
- Allow the system to run in dice channels and not require constant DM approval. Players and mods can inspect dice rolls.
- Allow Dice and the People to be the Random in the game and focus on flow, fun, and reasonable limits.
- Avoid a nerf to downtime by starting slow and using a server crunch.

Downtime Activities

Not sure where to start? Try finding [Work](#) as a starting point! It's low risk, and generally useful for every adventurer. Just pick a skill of your choosing and come up with a job that could describe that. Fill out the form on [Downtime Basics](#) and rake in some dough between quests!

Relaxation

Sometimes the best thing to do between adventures is relax. Whether a PC wants a hard-earned vacation or needs to recover from injuries, relaxation is the ideal option for adventurers who need a break. This option is also ideal for players who don't want to make use of the downtime system.

While relaxing, a PC gains advantage on saving throws to recover from long-acting diseases and poisons. In addition, at the end of the week, a PC can end one effect that keeps the PC from regaining hit points, or can restore one ability score that has been reduced to less than its normal value. This benefit cannot be used if the harmful effect was caused by a spell or some other magical effect with an ongoing duration.

This is the default option for PCs who do not present a proposal.

Gain Gold

Work

The simplest activity an adventurer undertake to earn some extra gold is to turn to an honest trade to earn a living. This activity represents a character's attempt to find temporary work, the quality and wages of which are difficult to predict.

Time Required: 1 week
Cost: None
Rolls: One ability check or tool check of the character’s choice
Complications: 10% (low risk)

Result:

Check Total	Earnings
-------------	----------

9 or lower	10 gp
10—14	20 gp
15—19	30 gp
20+	50 gp

Pit Fighting

Pit fighting includes boxing, wrestling, and other non lethal forms of combat in an organized setting with predetermined matches. The character must make a series of checks, with a DC determined at random based on the quality of the opposition that the character runs into. A big part of the challenge in pit fighting lies in the unknown nature of a character’s opponents.

Time Required: 1 week
Cost: None
Rolls: (two of : Acrobatics, Athletics, Weapon Attack), Special Constitution (see below)
DCs: Each check is rolled against a separate randomly determined DC equal to 2d10+7
Complications: 10% (medium risk)

Details: The character makes two physical checks: Strength (Athletics), Dexterity (acrobatics), one of which can be replaced with a weapon attack roll. They also make a special constitution check that has a bonus equal to a roll of the character’s largest Hit Die (this roll doesn’t spend that die). E.g. a Barbarian with a +5 constitution modifier would roll 1d20+5+1d12
The DC for each check is 7 + 2d10; generate a separate DC for each one.

Result:

Result	Earnings
0 successes	Lose your bouts, roll on the injury table
1 success	Win 25 gp
2 successes	Win 75 gp
3 successes	Win 150 gp

Server alias: !pitfighting -b 1/2/3 (for +1/2/3 weapons) acr/ath (specify acrobatics or athletics) -d x (specify hit die size)

Crime

Time Required: 1 week

Cost: 15g (researching a target)

Rolls: Stealth, Thieves' tools (Dexterity), and one of : Investigation, Perception, Deception

DCs: Chosen by PC: 15, 20, 25, 30

Complications: if fewer than 2 successes (high risk)

DC and Potentials:

DC	Potential Profit	Task
15	100 gp	robbery of a general merchant
20	200 gp	robbery of an expert craftsperson
25	500 gp	robbery of a noble
30	1,000 gp	robbery of one of the richest figures in town

Result:

Result	Effect
0 successes	caught & jailed, fined amount equal to potential profit
1 success	heist fails, Complication
2 successes	partial success, earn half of potential profit
3 successes	heist succeeds, earn all of potential profit

Jailtime: A character jailed for failing the Crime downtime or any other reason (such as a complication arising from another downtime activity) are banned from posting in the RP channels and participating in Downtime and Arena combat for the duration of their sentence. If the character is on the Arena queue at the time of arrest, they must withdraw from the queue. They may rejoin the queue at the end of their sentence. They may however RP freely in `#town-guardhouse` and can continue to participate in quests.

Community Service: If a character is unable to pay all or part of the fine incurred from a failed crime they may work off their debt by performing Community Service. As part of Community Service the character must undertake compulsory Work downtime. The wages earned from the Work downtime will go towards paying off the fine. Characters may undertake Community Service while they are jailed.

Gambling

Part of the risk of gambling is that one never knows who might end up sitting across the table.

Time Required: 1 week

Cost: 10-500g stake

Rolls: 3 of (Insight, Deception, Intimidation, Gaming Set)

DCs: Each check is rolled against a separate randomly determined DC equal to $2d10+5$

Complications: 10% (medium risk)

Details: The PC must make a series of checks, with a DC determined at random based on the quality of the competition that the PC runs into. The PC makes three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). If the PC has proficiency with an appropriate gaming set, that tool proficiency can replace the relevant skill in any of the checks. The DC for each of the checks is $5 + 2d10$; generate a separate DC for each one.

Result:

Result	Value
0 successes	Lose all the money you bet, and accrue a debt equal to that amount.
1 success	Lose half the money you bet.
2 successes	Gain the amount you bet plus half again more.
3 successes	Gain double the amount you bet.

Running a Business

You may buy an existing business in Luna Pine to earn an income. More information is seen in the [Running a Business](#) page of this book.

Gain Perks

Religious Service (Gain Favor)

PCs with a religious bent might want to spend downtime in service to a temple, either by attending rites or by proselytizing in the community. Someone who undertakes this activity has a chance of winning the favor of the temple's leaders.

Time Required: 1 week

Cost: None (Good/Neutral God), 25g (Evil God)

Rolls: Intelligence (Religion) or Charisma (Persuasion)

Complications: 10% (medium risk)

Favor: A favor, in broad terms, is a promise of future assistance from a representative of the temple. It can be expended to ask the temple for help in dealing with a specific problem, for general political or social support, or to reduce the cost of cleric spellcasting by 50 percent. A favor could also take the form of a deity's intervention, such as an omen, a vision, or a minor miracle provided at a key moment. This latter sort of favor is determined by the DM and the Admins, who also determine its nature.

Favors earned need not be expended immediately, but only a certain number can be stored up. A PC can have a maximum number of unused favors equal to 1 + the PC's Charisma modifier (minimum of one unused favor).

Result:

Check Total	Result
1—10	No effect. Your efforts fail to make a lasting impression.
11—20	You earn one favor.
21+	You earn two favors.

Using Favors

Use of earned favours is at DM discretion based on their interpretation of your chosen diety, request your favour in character. Please ping [@Downtime Helper](#) when you use a favour to facilitate tracking of favours currently available

Networking (Gain Friends)

You spend your downtime building social connections among the populace of Luna Pine. Doing so costs 50g per week for food, entertainment, lodging, appropriate dress, gifts etc..

Time Required: 1 week

Cost: 50g

Rolls: Charisma (Persuasion)

Complications: 10% (medium risk)

Result:

Check	Connection Outcome
1-5	Nothing
6-10	1x commoner

11-20	2x commoner or 1x trades person/merchant
20-30	3x common / 2x trades / 1x administrator or minor noble
31+	1x wealthy patron

Using your connections: People you have made connections with can help you with other downtime activities, as long as it makes logical sense (e.g. a baker can't help you with arcane research). Each one can only be used for one downtime roll each downtime period, and you can only get help from one connection for each roll.

Connection	Bonus
Commoner	+2
Trades Person/Merchant	+3
Minor noble/Administrator	+4
Wealthy Patron	+5

If you use a connection for help on a roll and get a complication you lose that connection.

Training (Gain Tool/Language Proficiency)

Time Required: 10 weeks - [Int Modifier]

Cost: 25g/week

Modifiers: (see details below)

Learning with a Buddy = -1 week

Learning from a Tutor = -1 week

Training Manual (100g cost) = -1 week

Rolls: None

Complications: 10% (at end of training)

Buddy System: Having a fellow PC learning the same tool or language allows both of you to take 1 week off of your training time. You can only receive this bonus from 1 buddy. A PC and their Buddy must train together for the entire duration of training downtime, unless the PC or their buddy finishes first (typically due to having different Int modifiers). Having more than one buddy does not increase this bonus.

Tutors: A PC proficient in a tool or language may tutor a PC in that tool or language. A PC must tutor a fellow PC for at least 4 weeks in order to reduce the training time for the student PC by 1 week. A tutor may teach two PCs at the same time, provided the condition of 4 weeks is fulfilled for each PC, but a student PC may not avail of this bonus more than once. For the Tutor, this tutoring period counts as Work Downtime (see above).

Training Manual: You can pay 100gp at any point during the Training duration to buy an instruction manual that takes 1 week off of your training time.

Important: Training Downtime cannot be used to acquire proficiency in skills, weapons or armor.

Raising Undead (Gain Undead Minions)

You spend your downtime searching for and animating undead minions. You must be able to cast the Animate Dead spell to use this downtime. You may choose whether your animated undead is a skeleton or zombie. See: [Quick Guide to Necromancy](#) for more information on how undead minions are tracked in Luna Pine.

Time Required: 1 week

Cost: 50g/week

Modifiers: Level 6+ Wizard(Necromancer) gains +1 undead per week

Rolls: Spellcasting ability (Int, Cha, or Wis) + proficiency bonus

Complications: 10% (high risk)

Roll	Undead Raised
1-10	1 undead
11-20	2 undead
20+	3 undead

Note: You must be able to cast Animate Dead a sufficient number of times to keep control of all undead you create this way.

Important: You cannot use this activity to have control of more than 10 undead creatures at the same time.

Raising Undead (Advanced)

When you reach a level such that you can cast the Create Undead spell, you can use the rules above to create up to 5 undead using this spell in addition to the 10 undead created with Animate Dead. If you raise undead such as Wights that can create their own undead by killing, those undead cannot do so using downtime.

Note: You must cast Create Undead to maintain control of your more advanced undead creatures **at the start** of any arena or quest.

Seeking out Undead

If you are a Necromancer Wizard of at least 14th level thus have access to the Command Undead class feature, you can use downtime to seek out an undead to control. You can only seek out an Undead of CR \leq your proficiency bonus and Intelligence < 12 .

Time Required: 1 week

Cost: 50g/week

Modifiers: None

Rolls: 2d20

Complications: 10% (high risk)

Add together the result of both d20s if this total is below your spell DC you succeed on finding and controlling your intended undead. Undead controlled in this way must be stored appropriately the same way as those created using the rules above. A Medium undead requires the same space as a zombie, and a Large undead requires 4x the storage space as a zombie, a Huge undead requires 9x the storage space.

Research

General

Forewarned is forearmed. The research downtime activity allows a PC to delve into lore concerning a monster, a location, a magic item/formula, or some other particular topic. The PC declares the focus of the research—a specific person, place, item formula or thing. The more specific you are about what you are research the better the chances you will receive relevant information. The greatest risk in research is uncovering false information. Not all lore is accurate or truthful, and a rival with a scholarly bent might try to lead the PC astray, especially if the object of the research is known to the rival. The rival might plant false information, bribe sages to give bad advice, or steal key tomes needed to find the truth.

Time Required: 1 week

Cost: 50g/week

Rolls: Intelligence check

Modifiers: +1 for each additional 100g spent (up to max of +6)

Attempting the same research a 2nd (or more) time is rolled at advantage.

Obtaining access to relevant books or items from e.g. the library grants advantage on the roll.

Complications: 10% (False/Misleading Information)

Result:

Check Total	Outcome
-------------	---------

1—5	No effect.
6—10	You learn one piece of lore / common formula
11—20	You learn two pieces of lore / uncommon (or lesser) formula
21—30	You learn three pieces of lore / rare (or lesser) formula
31+	You learn four pieces of lore / You learn very rare (or lesser) formula

Each piece of lore is the equivalent of one true statement about a person, place, or thing at the discretion of the relevant DM.

Examples : a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards. For a monster or an NPC, you can reveal elements of statistics or personality. For a location, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Spells

Wizards, Pact of the Tome warlocks and characters with the Ritual Caster feat may research spells to add to their spellbook using Downtime.

Time: 1 week per level of the spell

Cost: 50g per level of the spell

Roll: Arcana vs DC of 10+spell level

Details: Researching a spell will take 50gp and 1 week per spell level and a successful Intelligence (Arcana) check. The DC for the check equals 10+spell level. The Arcana check is only made once per spell at the end of the research period. For A successful roll would mean he finds the spell he was looking for and he may now add it to his spellbook. Those wizards with a class feature that halves the cost and time to copy spells also have the time to research them reduced by the same degree.

Example: Rincewind the Wizard thinks the 3rd Level spell Fly will be a useful addition to his spellbook. Searching for the spell will take him 3 weeks of Downtime and 150 gp in research costs, following which he will roll a DC13 Arcana check.

Note: Researching a spell does not include the effort to transcribe it into your spell book. Scribing the spell must be done as a separate downtime activity. Normal limits on access to spells apply (i.e. level/class)

Wildshape

Time: 1 week depending on CR table below

Cost: 50g per week

Roll: Survival or Nature vs a DC as described in the table below

Note: All other mechanical restrictions on learning/utilising wildshapes apply.

CR	Weeks	DC
<= 1/2	1	11
1	2	12
2	3	13
3	4	14
4	5	15
5	6	16
6	7	17

Crafting

You may find items out on your adventures that you might be interested in recreating; or you may simply want to create a fishing rod that can also be used as a grappling hook. If you want to create a “homebrew” item or learn something not covered in the Crafting Rules, this is what you will be asked to do first. Talk to the Downtime Staff about your desired item, before submitting a proposal.

Time: DM discretion

Cost: 50g per week

Roll: Intelligence check vs DC set by a DM

Detail: If your item is approved, you will be asked to conduct a Research downtime following all of the normal rules, but you will be tasked with meeting a specific DC, (determined by the Downtime Staff based on the item you are trying to work on,) for your Intelligence Check.

Examples of approved HB: A greatsword that does piercing damage, A greatsword than unfolds into a glaive and vice versa, An umbrella shield that can be donned as a reaction.

Note: Researching a crafting recipe does not include crafting the item. See the crafting rules below for how to craft the item. Currently only non-magical items may be researched. If you have a specific HB item in mind magical or not, contact the downtime helper to discuss if it could be researched.

Currently only non-magical items can be researched.

Current approved craft-able items:

Item	Recipe DC	Value	Tools Required
Potion of Healing	Known	50g (25g materials)	Alchemy tools or Herbalism kit
Potion of Greater Healing	Known	150g (75g materials)	Alchemy tools or Herbalism kit
Potion of Growth	Known	270g (135g materials)	Alchemy tools or Herbalism kit
Potion of Diminution	Known	270g (135g materials)	Alchemy tools or Herbalism kit
Potion of Animal Friendship	Known	200g (100g materials)	Alchemy tools or Herbalism kit
Potions of Resistance (1 damage type of your choice)	Known	300g (150g materials)	Alchemy tools or Herbalism kit
Potion of Fire breath	Known	180g (90g materials)	Alchemy tools or Herbalism kit
Potion of Climbing	Known	180g (90g materials)	Alchemy tools or Herbalism kit
Potion of Water Breathing	Known	180g (90g materials)	Alchemy tools or Herbalism kit

Unlocked Homebrew Crafting Recipes

Clockwork Bottle "Opener"

Tools: Tinker's Tools

Value: 30 gp per device

Description:

This spring-loaded clockwork device can be wound up and attached to one potion, vial, or other hand-held glass container, after a period of time determined by the winding, the spring is released and a bolt is fired to puncture or shatter the item the device is attached to.

As an Action, you can wind up this device to set the timer for up to a maximum of 5 minutes and attach it to an item you are holding. After the predetermined time it triggers activating the potion/vial. Once armed, this device can only be disabled using a DC 15 Thieves' tools or Tinker's Tools check. Once triggered the device become unusable.

Smokebomb

Tools: Alchemy Tools
Value: 100gp per bomb
Description:

This small vial contains separated ingredients that when combined create a thick cloud of dark, non-toxic smoke.

As a bonus action this item can be thrown up to 20 ft to a point on the ground. When it hits the ground it explodes with a noise that can be heard up to 50 ft away and creates a 10 ft radius cloud of dark smoke that heavily obscures the encompassed area. The user of the smoke bomb has advantage on stealth checks until the end of their turn, so long as the cloud blocks the line of sight between any observers and the user. Due to its volatile nature a creature (PC or NPC) may only have one smoke bomb on their person (or in an extra dimensional space) at a time.

Hollow Glass Arrows

Tools: Glassblowing Tools
Value: 35gp per arrow
Description:

These hollow glass arrows can be filled with a liquid prior to being fired. When they strike their target the arrow breaks and injects the liquid into the target, dealing an additional 1d4 damage of a type dependent on the liquid placed into the arrow. e.g. acid, poison. The arrows can be filled up to 24 hours before use, and can be cleaned & refilled if not used within that time as part of a short or long rest.

One vial of a given liquid can fill 6 arrows.

Hammer-Head Ale

Tools: Brewer's Tools
Value: 5gp per ale
Size/Weight: 1 pint / 1lb
Description:

This special alcoholic beverage contains the essence of a rare magical berry that soothes and warms as it is consumed. As an action it can be consumed or fed to another creature restoring 1 hitpoint to that creature. If a creature consumes more than one Hammer-Head Ale within 8 hours they become drunk and suffer the effects of being poisoned for the next hour. If a creature consumes more than five Hammer-Head Ales within 8 hours they fall unconscious for the next 8 hours.

Doing Crafting:

Once you have researched a recipe it is time to craft your item. Total items that cost less than 40gp can be instantly crafted once per week as long as you have the required tool proficiency. Crafting items worth more than 40gp requires using at least one week of downtime. In which, case you roll to determine the value of your labour for each week you spend crafting and only once the total of the materials purchased plus the total of your labour equals or exceeds the final value of the item is it considered complete.

Time: Until the total rolled across all weeks of crafting equals or exceeds half the final value of the item.

Cost: 1/2 the final value of the item in materials

Roll: 5*6d4+25 per week

Note: increase the d4 by one die size each time your character's proficiency bonus increases. i.e. d6 at level 5, d8 at level 9, d10 at level 13, d12 at level 17.

Spells

Spell Copying (4th level or higher)

Wizards, Pact of the Tome warlocks and characters with the Ritual Caster feat can copy new spells from another player character or from a spell scroll as long as they meet all other requirements imposed by the class, pact or feat for learning a spell.

Copying a spell of 3rd level or lower? You don't need to use these rules! Check out the [Spell Copying and Scribing](#) page to see the procedure for simpler spells.

Time Required: 1 week

Cost: Normal spell-copying costs detailed in D&D 5e rules

Rolls: Arcana

Complications: None

Details: If the spell is of fourth level or higher, it gets rolled into processional Wizard Work. Wizard Work is treated as a part of your downtime, but does not exactly follow the same rules as a normal downtime project. When you choose to do Wizard Work, you have 40 hours each week that you can use to copy spells. So, if you need to copy one fourth-level spell, it would take eight hours of that Wizard Work. If you have more hours than you have spells copied, the remaining hours are abstracted into generic "workhours" as if you were Working per the normal Downtime. Make an Arcana check that determines at what rate per hour you get paid for your remaining "workhours" in that week according to the following table.

Check Total	Earnings per hour
9 or lower	2.5sp

10—14	5 sp
15—20	7.5 sp
21+	1.25 gp

“ **Example:** Polgara spends 16 of her 40 hours this week copying two 4th level spells (8 + 8 hours of work) from her wizard buddies. The remaining 24 hours get rolled into Wizard Work for her. With an Arcana check of 13, she earns wages at the rate of 5 sp/hour for those 24 hours, which equals 120sp or 12 gp. So at the end of that week she ends up with two 4th level spells and 12 gp in wages for the rest of the work week.

Scribing a Spell Scroll

Scribing a spell scroll takes an amount of time and money related to the level of the spell the PC wants to scribe, as shown in the Spell Scroll Costs table. In addition, the PC must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the PC must have the spell prepared, or it must be among the PC's known spells, in order to scribe a scroll of that spell. If the scribed spell is a cantrip, the version on the scroll works as if the caster were 1st level.

Spell Level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 week	500 gp
4th	2 weeks	2,500 gp
5th	4 weeks	5,000 gp
6th	8 weeks	15,000 gp
7th	16 weeks	25,000 gp
8th	32 weeks	50,000 gp
9th	48 weeks	250,000 gp

Complications. Crafting a spell scroll is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed for the activity. Every downtime week spent scribing brings a 10 percent chance of a complication.

Running a Business

Time Required: 1 week

Cost: Price of buying the business, NPC salary (if applicable)

Rolls: The skill/tool check associated to your business

Modifiers: Advantage on the roll if working with a PC or NPC helper

Complications: 10%

Description: You may buy an existing business in Luna Pine according to the table below. Your business can use any skill/tool of your choice (with approval by a @Helper - Downtime), just describe how that skill is relevant for the business. Each business is associated with one skill/tool. You may spend an additional 400g to redesign your business to change the skill/tool you use to run it. A player can only own one business.

Plausible Businesses

Type	Maintenance	Construction	Max Loan	Loan Repayment
Market Stand/Farm	5 gp	400 gp	200 gp	40g/downtime
Small Shop/Avg Inn	10 gp	800 gp	400 gp	80g/downtime
Avg Shop / Theatre	20 gp	2000 gp	1000 gp	200g/downtime
Large Shop / Arena	40 gp	4000 gp	2000 gp	400g/downtime

Results

Roll	(you working)	(NPC working)
1-4	Pay 2x maintenance cost	Pay 4x maintenance cost
5-9	Break Even	Pay 2x maintenance cost
10-14	Earn 2x maintenance cost	Break Even
15-19	Earn 4x maintenance cost	Earn 2x maintenance cost
20-24	Earn 6x maintenance cost	Earn 4x maintenance cost
25+	Earn 8x maintenance cost	Earn 6x maintenance cost

Bank Loans

You can obtain a loan from the bank up to half the total value of the property you wish to buy. Loans must be paid back at a minimum rate of 5% of the total value of the property each week, defaulting on a payment incurs serious penalties. While a loan is outstanding on your property it cannot be upgraded or sold.

You may seek out other sources of money to purchase a business, or share the cost with other PCs. Any arrangement between PCs is entirely among them and will not be enforced by the admin team. Regardless of the situation PCs must contribute a minimum 50% of the cost of the business.

Helpers

PC Helper: You can hire a PC 'helper' to assist you with running the business. Doing so allows you to make the requisite skill check with advantage, on the condition that the hired helper is proficient in that skill. Remuneration for the helper is at the prerogative of the Business Owner and Helper - whether you choose a fixed wage or a share of the profits, or some other arrangement. This uses the Downtime allotment of both the owner and the helper PCs

NPC Helper: The business you own can run even if you don't apply your downtime towards it. The rewards will be scaled back to account for the cost of paying an NPC to run it on your behalf.

Hiring an NPC helper takes 1 week of downtime to do "Networking", during which you may be running your business at the same time. This is the only time you can do two downtime activities at the same time. In addition, you will have to RP interviews with a downtime DM to hire an NPC helper and you may only have one NPC helper at a time. There are no complications when your NPC helper is running the business. NPC helpers typically cost 5g per week, but this may be subject to the interview process.

DMs, you may generate your own NPCs or use the NPC Generator: <http://www.npcgenerator.com/>

If your shop is run by your NPC helper you reduce the income generated by one level of the dice roll.

NPCs use their bonus which will be determined by the DM when you hire them based on the result of your Networking roll, they do not benefit from any other feature or spell.

Selling a Business

Any business currently owned by a character may be sold at a price equal to half of the business' current value. It takes 1 week of Downtime to find a buyer, sort out all the paperwork and complete the sale.

Upgrading a Business

Any business that does not have outstanding debts can be upgraded by paying the difference in total property value. As with the original purchase a loan can be obtained equal up to half the upgrade cost.

Crafting Studio

A business that is based on a Tool proficiency - e.g. a Leatherworking shop - may be upgraded to include a crafting studio (see crafting rules) at a cost of 400g, as long as there is no loan owing on the business.

Player Businesses

Twinkle Moss Tavern

Owned by - **Keyleth (Strat)**

Then Twinkle Moss Tavern is a strange place. 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. Conversation is usually made in hushed tones, allowing patrons to enjoy relative solitude.

Keyleth's primary assistant, Hesil ChiselSmith, is an ex-sailor who specializes in the elusive Dwarven Shipbuilder's Rum, a secret recipe which Twinkle Moss Tavern has only recently acquired. The dwarf stepped away from life at sea after the death of his twin, Basil.

The Raven's Quill

Owned by - **Neith (LightningNevan)**

The Raven's Quill is a curious mystic shop nestled into the edge of the grove that surrounds Luna Pine. The shop creates a mysterious environment designed to draw in customers through curiosity. The interior is dimly lit by dozens of hanging wax candles and several bubbling cauldrons full of coloured smoke scattered throughout the floor. Beautiful darker flower arrangements fill vases and hang from the ceiling giving an earthy vibe while the back wall is overflowing with hundreds of different concoctions and spices.

The Weatherman's Leather and Saddle

Owned by - **Godric (Darman)**

The Weatherman's Leather and Saddle shop is less of a shop and more a classroom. A portion of the Luna Pines Academy dedicated to the education and demonstration of how to craft leather goods. The children that spend their time learning with Godric spend their mornings learning the various tools and techniques of the craft. They then spend the afternoon acting as his apprentices as Godric fills small orders that the college has obtained. On the Weekends, Godric takes the children to the Horse Farm to learn horsemanship. In return, the children clean up after the horses and clean out the stables.

Beached Whale Brewing Company

Owned by - **Butch (Baumer)**

Upon his arrival in Luna Pine, Butch liked it so much (despite his initial meeting with a creepy pirate) that he decided to stay, and setup shop. Butch put down a sizable down payment, and with the help of the Bank of Luna Pine, he was able to begin brewing fine beers. The Beached Whale Brewing Company prides itself in creating quality beer that goes above and beyond your typical tavern ales. BWBC focuses on darker beers, such as stouts, porters, and barleywine... sometimes venturing into mulled wines for special occasions. With the help of @Noelle (Aeslyn) and @Euphie Hilltopple (CrownedSteve) Butch has been relatively successful, and plans on selling his beer to The Half-Full Horn.

Stralgurd Pines Academy S.P.A.

Owned by - **Broheim Stralgurd (Ryder)**

Stalgurd Pines Academy is the home of Luna's youngest and brightest minds. Its large imposing building belies a friendly and nurturing atmosphere. Many of the town's unfortunate have also found renewed hope within these walls having access to quality education for free! With a varied curriculum ranging from traditional subjects to trades like leatherworking, herbalism to even life skills such as forest survival and horse riding. The temple conducts weekly voluntary religious seminars for those so inclined. Some say there are secrets in there while others scoff at such rumors. Regardless as the children are often quick to say...SPA is a magical place.

Happy Flour

Owned by - **Euphie Hilltopple (CrownSteve)**

The front end of Happy Flour is lined with large windows and at each of the windows is a large table that could sit four to six people. The dining room is large and airy, very inviting. At one end of the dining room is a counter where patrons would line up to purchase their baked goods. There is a section dedicated to the specials of the day, perhaps soups, sandwiches, and other light or handy foods. There is one section in particular, it's set a bit higher than the rest and within, you would see the special of the week. A pastry or loaf that has been the goal of the weekly lesson with an award placed beside it. Above this section would be a plate with samples of the special that invite patrons to taste the pride and accomplishments of hard working students. Across from the counter is a series of portraits, each depicting a member of Euphie's family and students.

In a corner of the dining room, adjacent to the wall of portraits, there's a small stage where amateur performers hone their craft in front of an audience, be it music, speeches, or poetry. The stage is raised about a foot from the rest of the dining room to elevate the performer. There is enough room for a few people but not so large as to overtake the rest of the room. Currently there

sits a chair with a bodhran on it, for when Euphie decides to take the stage.

In the back room is where the magic happens. Talented hands make scrumptious treats that can be enjoyed by all. In the kitchen you would see a large butcher block table that would sit slightly higher than a normal table would. You can see from the flour coating it, that the table is well used and well loved. There's plenty of room around the table for students to watch and learn from the master. Lining the walls would be various devices that aid in the crafting of breads, pastries, and other such items. A large stand mixer would sit in the corner with a bowl that measures about 30" in diameter with a large mixing arm that descends into it. It's unclear what powers the mixer, perhaps it's some of the same magic that infuses the baked goods.

There is a small window in the kitchen that looks out into the dining room. From the window, one could see the stage and any performer brave enough to display their talents. Along the back wall is a row of hooks where hangs various aprons belonging to students. No kitchen would be complete without an oven. The large square door sits in the middle of one of the side walls. Upon opening it, one would see that there is plenty of room for any and all items to fit. The thick slate floor of the oven would keep the temperature consistent long after the fires had gone out. Below the oven is the fire box. A blaze lit here would warm the entire oven to optimal temp and keep it going for the day. On the opposite wall would be a long three bay sink. Perfect for washing up and keeping things clean.

There and Back Again

Owned by - **Willow (CloakedSage)**

On the outskirts of Luna Pine nestled between the hills and surrounding forest rests a small unassuming cabin with a sign that reads "There and Back Again". The above ground portion of the business is nothing special. A few canoes and kayaks rest up against the retaining wall. Stepping inside there's a simple front counter with a list of available expeditions and a ledger containing upcoming appointments. Moving past the front counter lies a trap door that leads down to a naturally formed cavern multiple times bigger than the room above. The cavern houses an assortment of outdoor gear for rent and for purchase. Lastly, another section of the basement holds a simple enough sitting area and drafting table for future employees to relax and map out new routes or discovered paths.

Coving Hall of Interdisciplinary Magic Education and Studies (CHIMES)

Owned by - **Relinquish! (Kaution?)**

Located as a wing under the Advanced Magic Studies department of Stralgurd Pines Academy, the Coving Hall of Interdisciplinary Magic Education and Studies (CHIMES) promotes and teaches safe and effective use of magic in everyday life. Students are accepted from all schools of magic, and are taught hands-on by some of Luna Pine's leading professors on everything from practical uses of

everyday spells to complex magic that can help shape society. Funded and constructed by Barbera Coving in honor of her late brother Bismark, it consists of a lecture hall for students, and a few offices for the educators. Students can expect a challenging but inspirational set of classes, currently taught by Sebastian "Relinquish" Coving, on the different schools of magic and their uses, the effect of magic in the real world, and guidance in becoming leaders of society for future generations.

The Exchange Legitimate Assets Fringe

Owned by - **Elaf (Laendri)**

A huge cave on the outskirts of Luna Pine hosts the Exchange Legitimate Assets Fringe business. A gambling saloon like no other where absolutely everyone is welcome and everything and anything can be made a game, bet on it, and gamble your possessions on. From eating contests, to skunk juggling, if you are looking for a way to exchange your assets, you will find the appropriate stocks in here!

Despite being a cave the place is warm, and different zones host the different events. Quite a bit of less civilized races frequent the Fringe, as one of the few places where they are able to interact with more civilized characters without the obstacles of the law.

When Elaf is not around making up the craziest games it's left in the hands of a group of goblins and their leader, Orogoth, an intimidating troll that makes sure everything is in order and nobody cheats too much. The Fringe only opens at nights, mainly because Orogoth fights in the arena during the day, and quite the usual clientele prefer to hide from the sun

Dragon Delivery

Owned by - **Ryukage (phx)**

A small, nondescript building tucked against the great tree of Luna Pines, Dragon Delivery offers a simple, but unique service to the residents: sending messages and packages alike. Inside the shop, you will see an assortment of tools and papers, but no merchandise for sale. No records of any kind of its client base can be found inside, as the business operates on two principles: the discretion and anonymity of its customers, and the reliability of its services. Ryukage and his helper specialize in traveling stealthily, keeping the existence of your job... non-existent.

NPC

Name: NightsPurr

Mod: Tradesperson +3

Tabaxi, female, black fur with tattoo-esque white markings dyed on her arm. Wildshapes into a common house cat to move around Luna Pines without a trace. Spent time as a scout for hunting parties before being hired on as an apprentice courier.

Hellblazed Lament: Private Investigations & Bounties

Owned by - **Myrghion (kmac639)**

A small shop nestled in one of the shadier areas of Luna Pines. A long narrow hallway leads into a dimly lit office. A single window looks out the building, painted on the glass in big letters Hellblazed Lament. On his desk are a sprawl of notebooks and casefiles. A small cabinet is filled with more. Myrghion saddles up to his desk with a bottle of whiskey beside him and is ready for any customer ready to bring him cases. Missing people, escaped convicts, thieves' out of the legal reaches of the law, domestic and marital disputes. Myrghion will look into these affairs and more. The "detective" is on the case!

Stralgurd's Anvil

Owned by - **Spark of the Anvil (Bushwhack)**

A small shop selling predominantly weapons and small works like nails and Pitons. There are very few markings on the building other than a small, hand-painted wooden sign with the shops name written in Common, Elvish, and Dwarven. From the exterior, the workshop is nestled right outside, where Spark and Kyrgos can frequently be found working on various implements of war.

Lion's Pride Legal Services

Owned by - **Heracles (Mushroom)**

An average sized shop located in the heart of the town near the square with a large sign reading 'Lion's Pride Legal Services'. To the side there's a small stable for one where a certain greyish white horse can be found. On the front door is an ornate lion door knocker and a sign reading "Always Open, Just Knock." Entering inside you'll find a front desk either manned by Heracles or Arden, who take turns on who sits up front. A small waiting room around the desk with a few chairs and tables where you'll often see a familiar grey tabby cat prowling about. Towards the back are both Arden and Heracles' offices. Inside Heracles' office you'll find the walls, shelves, and furniture adorned with several different trinkets. In the center is a large mahogany desk with a few more odd trinkets prominently displayed and behind that is a large book shelf. Beyond the locked door on the main floor is a stair case leading to the second floor now acting as a living area for Heracles and his cat, Herbert. Finally, guarded by lock and key, there's the attic. Nothing special there however, nothing at all...

Frayedmane's Aegis Builders

Owned by - **Kyrgos (Kommizar)**

Sure, Kronk can build spectacular pieces of arms and armor; but where else can you find an Aasimar, an awakened bush, and a fire elemental working side by side? Frayedmane's Aegis Builders, that's where. A modest, albeit sizable shop that caters to the individual desires of ownership for all those who want something unique when it comes to arms and armor. Whether it's the symbol of your deity emblazoned on the face of a shield or a cuirass to show off proudly; or a customized hilt for a sword, or an engraved head on the blade of an axe, we can do it all. Want to leave an imprint on your enemy's face next time you shield bash? Make sure it bears the mark of "F.A.B." Or perhaps there's something altogether unique that you didn't think possible before. Give us a try! We aim to please.

The Creative Collective's Gallery

Owned by - **Orbin (Robinart)**

Located within the underground of the main street, hides a quiet atmospheric place. This is a local arts gallery, specifically for local artists, performers, musicians to partake in showcasing their work. It is a gallery by day, events location by night. Exhibitions are frequently filled with adventure inspired art from the Luna Pines residents. A few words to describe the gallery include artisan, elegant and modern. Orbin can often be seen in the gallery as he manages the gallery with quite an iron grip. But the work reflects his stride for perfection. However, there are rumours of Orbin turning into a corner, only to vanish from a room...

Levistus' Dry Cleaners

Owned by - **Levistus (i_suppose)**

With all the other normal businesses, a law firm, a library, a smith, and others, it's only natural that someone would start a cleaning service. That's what this store's about! Come on in and get your clothes cleaned in 6 seconds or less, guaranteed! Quick, simple, and easy

Disclaimer: Will not clean anything bigger than a suit of armor

Combat

The Colosseum (PvE)

The colosseum is a chance to test your mettle as a team or solo against monsters and baddies! Pick a team or be randomly assigned one, and one of our Arena Masters will select a fight to DM you against in straight combat. Win, and leave with XP and gold!

Guidelines

1. The difficulty of the arena will always tend toward the deadly end of the spectrum. We will not supply difficulty ratings or allow players to choose a DM. We want to try and maintain the same experience for every player - testing their skills in a challenging encounter.
2. We have re-evaluated the xp rewards across all tiers of play and have made some modifications to find a balance between quests, difficulty and the arena to bring about a more 'fair' experience to our players. All encounters will yield the full XP for the monsters in the encounter.
3. We will be officially allowing surrenders with some conditions. You will be allowed to surrender from a match if the entire team agrees to do so. In order to prevent gaming the system, players will be allowed two surrenders for every three months. requests to surrender more often than that will be denied.
4. To reduce disparity, players should queue in groups of similar power-level. First in a tier that spans levels 3 to 5, and then in groups that are no more than three levels apart. If you do take someone outside of the recommended range, understand that the risks of death are increased.

Rules

1. Keep in mind that no encounter is created with the intent to kill a character. However, death is a possibility.
2. Make sure to let us know your interest in #arena-queue and remember to only do so once between matches.
3. When you enter you designated arena. Please roll your initiative and post it along with your health and AC and level.
4. No pre-casting of spells and or abilities. Except mage armor.
5. Players who have used up their surrenders cannot surrender again until 3 months have passed.
6. People may sometimes be skipped over in order to facilitate more level balanced group for single rider lines.

7. Most in-game issues can be resolved through better communication. If you have any concerns, questions or clarifications, you can bring them up with your DM in a post-fight debriefing. Unless absolutely necessary, we recommend that you bring up your concerns at the end of the encounter and not during it.
8. A DM will ask if the group they're about to take will be dealing with different/new mechanics. The team has the option to say no, and wait for the next DM available if they decide to do so.
9. The Arena runners will be running encounters with specific exp caps in mind. They will be keeping the encounters within those caps, and will be providing full exp for the fights offered.
10. Arena DMs will be reviewing homebrew monsters before using them in any fights.

Joining the Queue

To join the colosseum queue, simply head to `#arena-queue` and type "Check" with your character level. It's that simple!

When your name is called, you will be tagged and given the name of an arena. Head to `#arena-overview` to select the appropriate role, and you'll have access to three new channels for RP, out-of-character, and dice.

Fighting in the Arena

Combat in the arena is much like combat in a quest. Begin by placing your stats and character token in the dice channel (`!token`) and wait for your DM to post an arena map if they have not done so already. Select a starting position as requested, and roll initiative if and when asked. Make sure to pay extra attention to the DM rules, as they may change from Arena to Arena.

Lore

On the outskirts of the town resides an unscalable mountain cliff face, surrounded by a bog and marsh, large mosquitoes and flies are constantly buzzing around. As you pass through you would randomly catch glimpse of a black life-like silhouette dancing in the water and zip around your legs, but you don't feel anything other than the bog. You would eventually see a large archway with a huge detailed beetle resting on top it's right piece is missing, there are two smaller beetles on either side of it. The majority of the town typically stay away from here, except for the most adventure thrill seekers. Inside there are said to be unknown monsters conjured by mischievous spirits that prey on life.

In front of the main entrance of the Colosseum would be a newly commissioned statue of three somewhat familiar adventurers. On the right side of the statue would be a stout dwarf adorned in sturdy armour with a mighty dwarvern hammer draped over his shoulder, both of which would be adorned in crisscrossing accents. Her would be lifted into the air by his companion by a one armed

bear hug. To his far left, the recipient of the other one armed bear hug would be a taller man with straight hair tied back in a loose ponytail and a tightly braided beard. His smile is a charming one, as though he has been having the time of his life; as all bards should always present themselves. In the centre and culprit of the warm hugs would be a slender woman wearing plate armour, would have her arms wrapped tightly around her companions, with a wide grin on her face and her short hair flowing to the left. Just off to the side would be a tall tabaxi donning loose breeches and a long cape, leaning on a light spear, with a slight smirk on his face. There would be a plaque situated at the bottom of the statue with cursive golden script shimmering in the sunlight

“ Here stands Baern son of Bronn, Illian, Anaya of Ironspur and Silent Leaf. The first champions of the Colosseum! Slayers of paintings and gnomes alike

A string of characters would appear etched into the top of the archway for all to see, their colours burning a deep red. The characters would be continuously changing, flowing from one script to another, to some it would be elvish, others infernal while it would all translate to

“ Let the games begin

The Arena (PvP)

The arena is the exclusive location for player-versus-player combat. If you want to *really* test your skills, or just have a casual spar with some friends, it is always open. Just grab your combatants and take an open channel in either `#arena-a-pvp` or `#arena-b-pvp`, and run the combat through the appropriate RP and dice channels!

There are no stakes in the arena, and death is not possible (friendly NPC clerics are always on the ready).

A DM is not necessary to run a PvP fight. If you'd like one, feel free to tag a DM and ask them to referee!