Notable NPCs

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



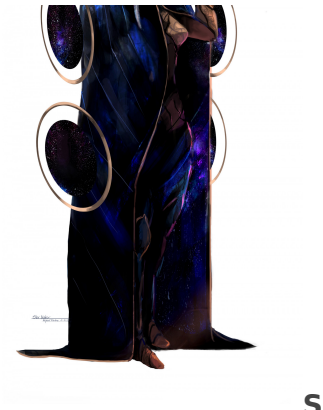
Abi Dalzims is a little mischievous, cynical and resistant to anyone telling him what he should and should not do, but tries his best to find out what you need. He is missing part of his horn and his front teeth.

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



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

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



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

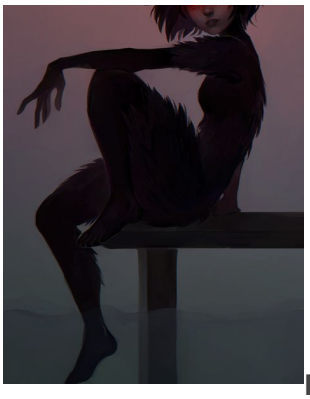
Can be found in her shop, **Bottle Shock**, selling potions and poisons.



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

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

Status: Deceased..



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

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

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

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



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

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

Status: Deceased



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

He is currently overseas.



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

He is currently overseas.



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

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

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

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

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



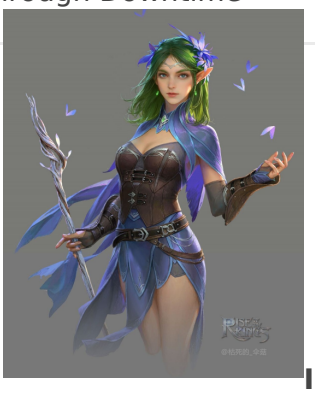
Lufty Fragul: Arena Master extraordinaire, Lufty is the proud owner of

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



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

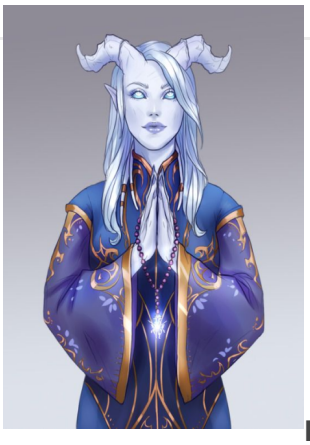
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Iris: A small changeling who has lived in Luna Pines for a while and is very good at hearing about current events. Now she wants to use her talent to inform the people by writing the Luna Pines Messenger (#the-messenger). She prefers to be colourful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



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



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

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