

# Drama Obscura

Official Circle Guardian  
Regiment of Renown

Warhammer Online  
Burluk Core-RP, Destruction

Remember remember alliance of old  
Amulets, treason and plot.  
I see no reason why grudges and treason  
Should ever be forgot...

## Chapter 1

# The Lord in his Lofly Castle

Excess.

The main hall screamed excess. Deep purple, velvet tapestries, hanging from ceiling to the marble floor. Golden candelabras, satin cushions, crystal goblets, splendid works of art, a soft music echoing across the halls. Half naked, stunningly beautiful servants available for every need, serving an abundance of luxury food. The lord of the palace stood at the end of the hall, facing a statue of terrible and godly beauty alike.



Of course this all depended highly on your view of perspective. Upon closer inspection, nothing would be as it seemed. In the tapestries were woven human hair, the ornamented candelabras portrayed screaming little faces, the goblets were filled with blood and not wine, the artwork displayed only scenes from vivid orgies, or warped unnatural colours, the lyrics of the music were only about the glory of death, the food included monkey brains, raw flesh, and the like. Every servant in here existed only as sex slaves, men and women alike.

And the statue at the head of the hall were the Dark Prince, She Who Thirsts. Not a god of hope and humanity, but a god of hedonism, depravity and excess.

A female servant, beautiful and young perverted with reptile eyes and a tail, approached the lord of the palace. He stood silent, contemplating, clad in his dark plate armor, richly decorated in purple and gold. She fell on her knees behind him, he didn't even bother to glance her way. Silence.

*"What news of the greenskins?"* His words were cold and without emotion. The servant replied *"they amass in great numbers in the east, but they have trouble uniting as always."* The lord nodded. She continued *"...the orks are fierce and uncontrollable, and there is..."*

The lord turned *"Shush"* he playfully ran his hand through the hair of the servant. *"noone is above lust and desires, everyone can be manipulated. Even despicable, green, and smelly orcs. Their simple mindedness will be their downfall. They just need to be properly shoved off the edge of the cliff."* He raised her chin with his ironclad glove and looked into her eyes, smiling to himself.

*"Bring me the witch elf, the dreamwalker. I need to send a vision of war and glory to an upstart greenskin chieftan. Tell her that her master calls, and if she refuses he will proclaim to her worshippers what a fraud she really is. Now go."*

The lord of the palace turned around, once more facing the statue.  
*"It has started, my prince."*

## Chapter 2

# Hard Love

Paces.

The sound of footsteps on stone floor. Back and forth the elven woman paced. Waiting. Annoyed. In the corner of her eye was another elven woman, casually leaning on the wall, arms crossed with an even more annoying grin on her lips. In truth she would much rather let Hellborn have her head, but that didn't suit the master's needs apparently. What could her sister give, that she couldn't? The whole thing was turning into a farse.

*"I have been ordered to bring an amulet into orc lands in the far east, and rally troops around orcish warbanners..."* she spoke her thoughts out loud.



*"Oh my.. sister. But surely orcs suit your taste in men?"* the other elf could not hide her amusement *"What did you do to anger our King this time..?"*

*"Silence!"* the first elf snapped *"or I'll shear some branches off the family tree... sister."*

*"I'd like to see you try."* The elf witch suddenly had a pair of ceremonial daggers in her hands *"I'll slit your throat before you can weave your first spell... Covenant trash."*

The tension lay thick in the dark chamber as the two women almost began circling each other. Clearly there was not much family love still left between them. Blood would be shed at any minute.

*"Enough of thiss."* a third woman made her presence known. Stunningly beautiful, with reptilian eyes and a tail. She snapped one of her claws as she appeared out of a dark corner. *"Or my lord will have both you head-sss".*

*"The leader of the forcess.. the young captain. He must not know, he must not sus-ss-pect..."* There was a moment of silence. *"until the time is-ss right... my lord will have someone whis-ssspering lies in hiss ear."* Silence again, that the two elves didn't dare break *"I hear he has a weakness for pre-ttt-y facess..."* the demon grinned *"Have you seen any lately..?"*

Reptilian eyes wandered between the two dark elves, who didn't seem to take kindly to the demon's insults, and landed firmly on the witch with the knives. A claw pointed her way.

*"You."*

## Chapter 3

# The Dreaming Ork

Always the wrong ork, always the wrong place.

He was heading further into the cave. It was damp and dark, odd funghi grew all over the cave walls, and the sound of rabid squigs lurking in the shadows didn't make things better. In the distance he saw torch light. No, the ork chieftain didn't like this place one bit. He wondered for a fraction of a second, how a mighty blackork could fear the lair of a stinking goblin, but then put that thought out of his mind and kept going. His place was the raging field of battle, headbutting and chopping peoples heads off, not cowering away in some damp cave. That was for goblins.

The mad cackling of the shaman came at him clearly as he entered the lit cave. Dressed in dark blue, vivid goblin eyes turned and looked at the chieftain, and a scent of mushrooms hit him in the face and almost sent his mind reeling. In the middle of the room was a large cauldron with something purple and smelly steaming out of it. Right next to that a large cave troll struggling with pushing a living squig into the same cooking cauldron. The shaman had stopped his dancing about, ushering the troll and hitting it with his staff, to now look at the blackork in the cave entrance.



For a moments pause it was as if everything stood still. "Mork, tell me now and I will lop off this mad one's head..." was all that raced through the chieftains mind and he gripped his mighty waraxe tighter. Then he composed himself, he needed the goblin after all. Instead he bellowed out a "Alrite, waz goin' on 'ere!"

The goblin shaman dodged behind the confused troll's huge leg, and looked out to face the blackork from behind cover. "I'm wurkin'..."

"The Waaaaagh need you boostin ther morale by bein' terrible and frightenin' and speakin' the word of Gork and Mork... not cookin' squig dinner" The blackork was mighty displeased, perhaps he didn't need this stinking goblin after all. At this point the large squig got loose from the grip of the cave troll and bounced in the direction of the chieftain displaying a mouthful of truly sharp teeth.

Reacting on the instinct born on a hundred battlefields the chieftain stood rock steady and took a swing with his mighty axe. In one blow he cleaved the squig from head to.. err, head... and it fell dead just inches from his feet. Pulling the axe from the carcass he grunted.

"I have 'ad a dream. And if you don't wanna be stomped by the foot of Gork... you better have a gud explanation fur it.. stinker." He narrowed his eyes and walked towards the goblin.

## Chapter 4

# A Bitter Feud

The Void.

A big empty, swirling nothingness of grand colours. None but the most skilled or foolhardy travellers ever come here, for their sanity is at stake.

A man. Clad in iron plate, gold and blue, reaching out to touch a stone on a pedestal. Something dwells within, something dark and forever old. A plated glove silently removes the spherical artefact and stares with empty eyes at the darkness inside. A thousand voices, all speaking at once, all speaking the same thing, booming inside the head of the Magus Lord.

*"I have use of you."*

Silence.

*"My insolent upstart brother thinks I do not keep an ever vigilant eye on him and the others. But I do, and I shall have none outwit the Lord of Change. He shall pay a hefty toll for this treachery as I turn his schemes against him, his allies will join my ranks and as I sit upon the throne of Men I will have him eat scraps from MY table."*

Silence.

*"You will go to the east, assemble your best men. There you will find a gathering of orcs and elves. Tell them you have come from the armies of my champion Tchar'zanek, and that you will help them annihilate the Dwarves in the glory of the Lord of Change. Tell them that Father Tzeentch has sent them a Thousand Sons to destroy the Dwarves in a manner befitting their God."*

*"In truth I care not for the Dwarves, they will all perish soon enough. Hidden from the eyes of others you will seek the truth of my brother's schemes and plots. You will see why his eyes are turned toward the east, far from his beloved corruptible and immortal lost elves. Then you will inform me of his plans."*

Silence.

*"Do not think to interfere, only watch. I will find out his schemes, and I will turn them against him. Now leave."*

A deafening scream tore the swirling colours of the void apart, and a blinding darkness turned into a sunny sky. High atop a snowy mountain, far far in the nothern wastes sat a man clad in plate armor, blue and golden. He arose in silence and started down the mountain.

As he had walked for a while, another one just like him appeared at his side. Then some distance further down, yet two more alike. Then their number were doubled, and doubled again. As the Magus Lord reached the foothold of the mountain he was no longer alone, but a thousand sons was marching toward the east.

# Drama Obscura

## Behind the Scenes

The powerplayers in our guild drama are the Chaos Lord, the Witch Elf, the Black Orc chieftain and the Magus Lord. All other characters revolve around these three and are in one way or another included in their schemes and manipulations.

To better understand them and gain insight into who really controls who read below.

### The Slaanesh Agenda

In simple terms Slaanesh wants to kick his brother Tzeentch in the bollocks, for reasons unimportant to mortal men. He has however realized that he cannot do it with his own/brute force, for he is not yet that powerful. So he plots and schemes in the far northern wastes, and makes plans to use other means.

Slaanesh would like to see a united dark elf and orc front assault dwarven kingdoms, and make them unable to assist the Empire, until such a point that his brother Tzeentch is too far into human lands to fall back. Then Slaanesh intends the orc and dark elf alliance to fall apart due to infighting, weakening them enough for the dwarves to win. Thus letting them send help to the Empire, perhaps costing Tzeentch his victory.

The current plans of the Witch King falls right in his lap, with amulets being sent to mindcontrol orc chieftains. Slaanesh of course don't intend for it to go exactly as planned by the dark elves, and has sent his agents to throw things around according to his grand scheme.

The Chaos Lord himself is an out-of-game character existing only here on the forums and in our minds.

Agents of the Chaos Lord. These are in-game player characters existing in the fringes of the guild where they work towards furthering their lord's goal in whatever way they can.

Tzeentch chaos characters. These will of course exist too, since the game is based around this Chaos god. Their reasons for being here is numerous but in on way or another they are perhaps masquerading to try and really find out what Slaanesh is up to in order to report back to their master in turn.

## **The Dark Elf Agenda**

The Sorceress wants more power among her followers – power that Slaanesh can grant. She is on the power-trip train and will soon gain enough power to become a really powerful member of the Covenants. This power and influence comes with a price however – she must follow the whims of her master. Deal with the devil and dance to his tune.

Being a sorceress and thus entrusted with handling and using magic our Sorceress has been entrusted with a mission by the Witch King. To deliver an amulet to an orc chieftain, and “persuade” him to gather forces and march to war against the dwarves. Simple enough, and also playing into Slaanesh hands. The Sorceress is forced by her Slaanesh allegiance to go against the Witch King’s orders and in the end sabotage the whole mission herself.

The Sorceress is also a character that exists here on the forums and in our minds only.

Agents of the sorceress. These are in-game characters that are aware of the allegiance to Slaanesh. Perhaps they are devotees to the Chaos God themselves, or they are loyal to the Sorceress in person. Whatever the case they are in the same boat as her.

The Dark Elf reinforcements. These are in-game dark elf characters that are there under orders from the Witch King to protect and aid the Sorceress in her mission. They are of course unaware of Slaanesh and what is really going on. They are under the lead of (the equally unaware) Captain of the Guard.

## **The Ork Agenda**

Fight. Glory. War. Not much to say really, in this aspect orks are simpleminded.

The Black Orc chieftain will be the in-game guild master. His own personal interest in the matter is just making general war on everyone in his way. He is in control of most ground forces and is building up his own Waaagh. He is also the as of yet unsuspecting target of just about everyone else’s manipulation schemes.

The Warband. These are the various other guild-members.

## **The Tzeentch Agenda**

To infiltrate and to observe, and to find out what Slaanesh is really planning. The Tzeentch cohorts come under false pretexts, though most likely both Tzeentch and Slaanesh is well aware of each others real intent with their forces in this alliance of dark elves and orks. With the Magus Lord reporting back to their patron, it is only a matter of time before Tzeentch finds a way of thwarting the plans of Slaanesh and turn his plotting against him.

The Magus Lord is also a character that so far only exists on our forums and in our minds.

# Clarifications

Complicated you think, yes perhaps. The general idea is that it shouldn't be exactly clear at any given moment who is in absolute control. There is much drama and plotting going on behind the scenes.

Each of the three power-players are in control of their respective underlings, or at least out in the public they are. Hidden agendas are bountiful and thus anyone could be plotting anything.

The Chaos Lord controls the Sorceress. The Witch Elf holds influence over the Black Orc. The Black Orc is chieftain over the forces.

Important to take note of is that The Chaos Lord does not control the Black Orc. Indirectly he does, but that is a big difference - and he is not in direct control. It is the Sorceress through the medallion that controls the orc, and the medallion answers to dark elf magic.

Both Chaos Lord and Sorceress will use their underlings to manipulate the Black Orc, as well as keep track on what's really going on.

The Tzeentch cohorts, under their Magus Lord, do not have any real power but are there to observe and deceive.

## Plot Hooks

To get you started in spinning your own tales, and creating your own anti-heroes in our saga, I'll start by introducing some plot hooks to get you inspired. These are just a few of the many dark schemes brewing under the surface of this alliance of orc and elf and chaos.

### **In the interest of Goblins**

The most prominent of the goblins shamans falling in second to a dark elf sorceress... I think not. In the interests of all goblins and orcs alike, he will not let elves influence his boss, and this medallion business seems awfully fishy to him. Naturally he will do all in his power to prevent whatever is going on, and bash heads at the same time.

### **The Witch, the Lover and the Captain of the Guard**

There is little love between our two sister elves, yet they share common ground in their worship of Slaanesh and loyalty to Morathi. They hate each other with a vengeance, but must work together. In addition to this one of them must seduce the young handsome captain of the guard so that he does not find out what is stirring in the dark.

### **An angered brother**

Tzeentch does keep an eye on his younger brother, and this latest development is nothing the Lord of Change takes kindly to. He sends one of his minions to investigate his brother's motives and interests in the orcs and elves. He is determined to turn the whole thing around, whatever it is, in his own favor.

# The CircleGuardian Community

The CircleGuardians have a very thought through profile on how we believe different matters should be handled and regarded. We expect that all our members *-share-* these values. It is important to understand the philosophy and the way we want things to be. All Official CircleGuardian guilds are made the same way – you will always recognise all these values in an official CircleGuardian guild.

## What is Role Playing according to CircleGuardians?

Role Playing is a desire to make your character come alive – To create an existing personality and have the intention to see that flourish. It is impossible to say that some Role Play is better than others – most times – due to that we all have our own styles and we should have such also. There is however some ways one can be 'delicate' in ones RP when making this happen.

**The personality** of thy character is important and that is something you should put much thought into when role playing. Primarily – you need to answer a few questions for yourself before you decide upon a personality of the character.

- A – Is the personality of this character realistic in a general perspective?
- B – Does this characters personality suit the world we are role playing into?
- C – Does my character suit the present CircleGuardian guild? Need I adjust something?
- D – Am I flexible as a player?

When answering the questions above you surely realise something that is obvious. There is no right or wrong – but we need to be 'delicate'. Realism is a very important aspect when role playing. Realism can be about many different things and is discussed more below. What I would like you to think of carefully is the bullet point: "D". Many a times I have met people making characters online and being nice RP: ers but they go into the trap of making their characters so very extreme and they meet a "point of no return" – where the character takes destructive paths and becomes negative in the eyes of others. I would very much want you to try and not do this against yourself and others. Making a character more open minded and able to develop can only benefit you as a player.

**Making a movie/writing a book** – How can I be part of a quality role playing environment? What is quality role playing anyway? Please think back to when you were reading the books of either Tolkien or George Lucas's world. The courage, the simplicity, the noble deeds, love, anger, distrust, the intrigues, the plots, the adventure, the monsters, the tales & the heroes. All is part of it. Let us say you are to play an MMORPG and want to know how to Role play with quality in the world presented to you. Imagine for a second that you are reading a book or watching a movie about this world – then ask yourself: "What would the heroes be like? How is the world? How would I expect the people in this world to interact? What role among those people would I want to play?" **Quality Role Playing is mostly defined by the thought behind the character and the stories he/she represents.** The better the detail and the more thought through they are – the better the quality.

**Realism** – It was mentioned above that – realism – is very important in role playing. If the character does not feel comprehensible and has stories that are out of reach and basically silly then he/she will not be taken seriously by the role playing community at the given game.

**The Lore** – This is a very important part of the realism of your characters. The world has its rules, beasts and its politics. Knowing the lore is a very important part in order to role play with quality. *Making Vampire guilds in the world of "Lord of the rings" is a very good example of NON quality role playing.* The members of the guild may very well be very skilled individually in how they perform as characters but that matters not if the major story is all wrong in comparison to the world mechanics and its lore. One does not have to be an expert in the worlds stories and tales before starting a characters – then few would role play in every world. But a key factor to remember is to always keep within what is decent and if you are uncertain about the lore – then wait before you role play tales that challenges the limits of the extreme. Keep within the lines of lore and develop the stories more – as you get to learn the lore better.

**Skills** – Individual skills in how you perform and make your RP come alive in every world is important. Every game has a guide on its own presented here on this forum – please read those applying to you after you've taken part of this more general role playing philosophy

# CircleGuardians Gaming Policy

The CircleGuardians have a very thought through profile on how we believe different matters should be handled and regarded. We expect that all our members *-share-* these values. It is important to understand the philosophy and the way we want things to be. All Official CircleGuardian guilds are made the same way – you will always recognise all these values in an official CircleGuardian guild.

## The CircleGuardians beliefs and policy

A – First of all it is very important to realise that no matter what game we are playing for the time being we will always believe that **iRL is ALWAYS most important**. We care for all of our members and want them to have a happy life, thus we will never expect that anyone should choose a computer game such as Lotro, Wow, AoC or whatever before ones iRL.

B – The first bullet point grants us a natural way to perceive **members Online Time** when it comes to MMORPG. We will never be punishing members because they are not online often. We will understand that iRL will take its time and that's that. However, if you plan to be offline for more than 30 days due to vacation or unknown happenings; then please let the officers of the guild know this. In the end, even if we are very understanding and believe iRL is important, we always have the ambition to have an active guild; **Therefore every member that is offline for 40 days or more will be removed from our guilds unless specific reasons are told to us in advance**. The Guild Master for the present guild will surely dictate personal rules but this is the general conduct.

C – The Level of Participation is something that we take very seriously in our kinship, even though we do not tell you what to do with your online time. You are free to use your online time as you want to, since we all pay for a subscription for this game, we do not believe in controlling others online time. **All meetings and role playing in our guilds must build upon every single players interest and desire to be PART of what we are doing here**. If we see that one of you are rarely online and when online; never talks in the guild chat, never meet and socialise with the other guild members and never respond to anyone that seek aid or similar; **then you are very close to being kicked from the guild**. The simple reason for this is because we will see that as you are drifting away from us and not showing interest to truly be a member of our gathering. We want you to show interest in our guilds, be part of it, be active at this forum and to show to others that you want to be part of our little 'community'.

D – **Alt Chars are very welcome** in our guilds. We do not have any problem with that whatsoever. However, the same policy and principals on online time and absence applies to you. We can **recommend** that you are in our guild with your main character since this is a fantastic place for top quality Role playing and great gaming among some of the nicest and most friendly people in whatever game we are playing mostly for the time being. You will miss out on that and risk not getting to know the amazing environment we have, would you choose to be a member with an alt char. But that is up to you.

E – **We will NOT aid you with Power Levelling your characters** when a member in our guilds. As said before; We expect you to have a high level of maturity and thus also be able to take responsibility of your own game play. Sometimes others of us can aid you and sometimes they can't. It is as simple as that. The mature player realise that everyone has a desire to do their own things and achieve new things in the game, therefore **one can never expect of higher levelled people to come and aid you as soon as you call for it**. As we get to know each other, we will become good friends and have a lot of fun together. That will result in people wanting to aid each other and that is the normal ways of things. As said; Maturity and responsibility for your own online time is needed.

F – **Role Playing Activity** – As you have all understood by now, the CircleGuardians make guilds that embrace and inherit quality role playing combined with a desire for a great gaming experience. People whom enjoys experiencing the game In Character and whom are friendly iRL and wants to enjoy themselves together with us. Sometimes people wonder how often we are to role play when being part of CircleGuardians guilds. My answer to this is **always and never**.

In the CircleGuardians we will never demand from you that you should stand in Bree Town, holding epic speeches a certain amount of time. We do not believe in controlling peoples gaming time. Everyone here has a payed subscription and shall of course use the time they are online to what they want. **I do however once more point to bullet point: "C" and state its importance. It has to be in everyone's interest and are you a member of a CircleGuardian guild, then you should be interested.**

We expect all that become members of our guilds to respect this toward anyone. Angry faces, cause someone does not want to casual RP with you at some given time will be looked upon as immature and a very negative and whining attitude. **And that we do not want among our guilds.** Once again – respect and accept that everyone will use the time they have the way they want.

However; Since our guilds only allow members whom adore role playing and has a very high level of role playing skills, we will expect from you to bring your role playing with you wherever you are. We expect you to –never– break the IC-rules of the server and we expect you to be good role players wherever you are. Whether you want to casual RP in some city, quest or make instances, is not something the leaders of CircleGuardian made guilds will ever interfere into. We do however say to all you whom are interested in joining the community of the CircleGuardians; *Given the fact that we only allow those that adore role playing, The CircleGuardians will provide you with a fantastic platform for experiencing some quality role playing while you enjoy various MMO's. You can not expect anyone of us to serve you food on a silver plate. It is equally much up to yourself to use this tremendous platform of RP-skill and friendly people that our guilds consist of.*

## the Role Playing Way

### How to socialise and use In Character chats

I have seen that the ways of talking in say (IC-talk and RP overall) differs a lot from person to person and generally I think that is good, 'cause we all have our styles. Individual style is good for variation but I do believe there are some conducts that are better than others and that we all can regard this to improve our own RP-ways.

I have below mentioned some things I believe to be important to regard when one converse and some **EASY TRICKS** to seem more professional as an RP:er and make yourself very delicate.

#### General Implications

**A – Punctuation, grammar** – First of all, try to be careful when you speak and what you write. Spelling, grammars and punctuation does not make you a good RP:er but it makes you look more delicate when talking. If it takes you a few extra seconds to respond to something but it would give you a correct spelled sentence, then I would always choose that option. Look below and choose yourself what you believe to be the most neat and delicate way:

A – "i am not sure but perhaps thjink i should do taht"

B – "I am not certain but perhaps so! You believe I should do so?"

I would always say that the option –B– is much more delicate and it is worth it to allocate the time, to make it right. Please regard the fact, that the question mark is even forgotten in the first sentence and makes it hard for the other to see, it is a question at all. Please be careful with the commas, punctuations and how you divide the sentences. It become easier to read and also make your character seem more educated and less sloppy.

**B – Large letter in the start of every new sentence** – I know this suits well in the first dot of the bullet points among punctuation but I want to highlight this. Look on examples below and then you tell me what you believe to look more neat and delicate than the other:

A – "you think so? i am not sure"

B – "You think so? I am not sure."

I would say that once again the alternative –B– is the most delicate one. Regard the punctuation to be correct and the –large letter– at the beginning of the sentence and also at the second sentence. I would like to encourage everyone to try and think of this.

**C - Length of sentences** - This is one of the areas where I have seen some of us differ and I believe there are some work that could be done here. I would want everyone to regard this area specifically when trying to improve and grow in delicacy when conversing. I shall give an example of how it can look. In the conversation below, the same paladin wants to have something said but example A and B shows two various style to tell it. Please look:

Example A (Paladin talking):

"It is very warm here"

"I need to take some armour off."

"Are you not warm?"

"Well, do as you want."

"I will take my chest plate off at least"

"See you soon."

"I shall find a private area."

Example B: (Same paladin talking - version 2.):

"By the King, it is warm in here. I better have some armor of me before I will be burned."

"Do you not feel the same heat as I? Well, I shall be back soon, I am to find a private spot to lose some armour."

I would say that -B- is MUCH more delicate. First of all, you do not SPAM the chat windows with a lot of short sentences but also and perhaps even more importantly; -You will more clearly show to the other person you converse with, WHEN it is ok, to answer and when you are done and not. As long as you use only short sentences, then it will be harder for the other to know when it is ok to imply something, without interrupting you.

Knowing how long a sentence should be to be delicate is not easy and one has to try it out a little and practice ones way forth. But I would definitely want to say, that one should regard this. Short sentences are good sometimes to show others you have little to say on the matter, but you should not use many of them directly after each other, it will only confuse the most. Please try and find a suitable length. My suggestion would be that the length of every sentence, would AT LEAST be the length of the -text bar-. Preferably a little longer but if the sentence is SHORTER than the text bar and you aim to write four or five of such sentences in a row, well then I just want to tell you, there is a SPAM alert on you. Please be wary of that!

**D - Use real words** - Making some conversation and RP-talk to feel EPIC and delicate is done with style and effort. Never use shortages such as "ppl" instead of "people" in say chat as an example. All shortages and made up words such as "thx," "lol", and "cya" should NOT be used whatsoever since it is not regarded as RP and does therefore not belong in say chat or any other chat that is supposed to be In Character - whatsoever.

**E - Use CORRECT language** - Regarding the bullet point -D-, we have now realised that the shortages should not be used and one should think of what one writes in saychatt. Is that enough?!? No, MUCH more affects the way of what is suitable and not.

**E1 - RP-Platform** - Firstly, the game of World of Warcraft is an EPIC fantasy game in old medieval times. Now what does that tell you? Take a few moments and lean back in your chair and regard what that tell you of how people and other beings acted and how they talked in those times. Some ways how we converse in our modern MTV-Generation-days are not really viable to how people and beings conversed in the old times. That is why you will have to think of, how did people talk those days and what differ from how I am used to talk in my everyday life? I shall show an example of what I mean:

Example A - (iRL talks):

Daniel: "Hey Peder, been looking for you. You ok?"

Peder: "Hey Dan, you did? Yeah, I'm cool, you?"

Daniel: "Rockin'!!"

Example B - (RP - talks)

Zurild'or: "Ishnu'alah Kersey, I have been searching the lands for you. Is all well?"

Kersey: "Greetings old friend. I was not aware you did so. I am well and you?"

Zurild'or: "All is well with me."

I hope that you see some clear differences in these two different ways of talking. Having good punctuation and grammars, and understanding for never using shortages and always writing out the words, mean NOTHING unless you understood the basic part of trying to talk as one actually did in the world you are currently RP:ing within. Try to think of this and please never use words that simply does not belong in medieval fantasy worlds, those will only ruin the feeling for yourself and everyone else around you. Examples of such words are "Yeah", "Ok", "Cool" or "Yo" They do definitely NOT belong in say chat. Those words are more modern and belong in our MTV- Generation. It is not a way of an epic fantasy world.

**E2 - Race** - The next thing to consider is the Race you play. Every race has a natural conduct that differs to others. A few and easy examples to regard is that Night Elves talk of Elune and Aessina while humans talk of gods and the king and the light. Draenei would rather refer to Naaru. Remember that it is not ONLY the words and names you choose that makes the RP being seen. It is ALSO the personality that reflect various races. Night Elves are perhaps a bit more spiritual and -deep- when dwarves perhaps care mor for ale and uses words such as "Laddie" or "fer yer own eyes". All I want you to realise is that the Race you chosen has a lot to do with how you interact and how you converse.

**E3 - Class** - The class has a lot to do with this as well. A Paladin is more often a person that does care for -honour- and the light. They are often noble ones and the language should of course reflect that. Remember that language is a tool to show your characters personality. A priest or a mage is perhaps more often wise people that speaks of scrolls and in mystical riddles.

**E4 - Flaws and Traits** - Further more, the language can very much show something specific of your character. Let us say for instance your character lacks a few teeth from old battles and you want language to show this, then language is a great way of making that being seen and experienced by others.

"Me 'ftood at the 'fhoref' of the beach of Dark'fhore. The water there if' very 'ftill."

All I say is this; The language chosen by you to be used by your character, grant many RP-possibilities and also make him/her more alive in the eyes of others.

**E5 - Customisation of language** - Do not only follow a general rule and nothing more. If you do so, then every paladin on Earthen Ring would be exactly the same and that is perhaps not very recommended. You need to make a character, a personality and think that through. When you have done that and decided how and what to do, then think carefully of how language would apply to your character to show his/her ways to others.

## **How to make a conversation flow, with respect to others**

Now we have discussed a lot of what words one can use and how long sentences could be and so on and so forth. But I shall end this thread with a suggestion to all of you of how one can make a conversation RP-wise to be easy, fast and smooth for all. It would aid all to have a good way of talking and respecting each other.

To do this, one just has to follow a neat flow and it is easily explained and performed.

The best way to have a discussion is always to let the counterpart feel that he/she is welcome to add to the conversation. This is easiest done in various ways. Firstly, as already said at various places above; Do NEVER spam the chat with either emotes or talks and use emotes actively within conversations. How to perform and write suitable and delicate Emotes, please read the thread of "**How to use EMOTES to enhance RP**". That thread is also situated in this part of the forum.

*Normal casual conversation:*

- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

*When you have something to tell which craves more typed text:*

- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

*When you have something **VERY** important to tell which craves **MUCH** typed text:*

- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Sentence [RETURN]
- Sentence [RETURN]
- Custom Emote
- Pause {Awaiting Other characters answer}

As you all realise from the flowcharts in how you interact from above; it is important to always emote now and then in a conversation. **If you only talk in say chat and then never blend talks with an emote, then you will give the feeling that your character only rambles. It is important to blend the say chat with custom emotes in between to make the conversations being felt much more alive. Put some dedication into it and experiment.** As you can see from my suggestion, it is neat and good to try and add an emote after every two times you have pressed [RETURN] on say chat talks. When you are to show the other character that you are awaiting his/hers response, it is also very good to end talks with an emote. It will tell the other player that he/she is able to -cut in-.

A very good example of an emote to use when showing others that you now have said your part and are awaiting their response, would be:

- A - nods a little as he/she speaks and looks at <target>, clearly interested in her/his reaction
- B - "gets silent and smiles at <target>

## How to AFK

Once in a while we all have to go AFK. We receive a phone call, we need to visit the lavatory etc. But what happens IC'ly if you stand RP:ing? All of a sudden a character disappears and no one understands why.

What I do NOT want to see, is that someone disappears without telling anyone.. i.e. [kinShip Chat] *"Oh, sorry you had to wait for me for 15 minutes there, I had to massage my boyfriends feet"*.

That is NOT ok! Then you make all others wonder if you have D/C:ed and they do not know if they can continue to talk to the others or rather just wait an eternity for your reply to their comments to arrive.

### What you should do

You should excuse yourself in a way so that everyone understands what you are doing. I.e. [kinShip Chat] *"My appologies, need to be afk for some time"*. and now to the other matter... What happens the RP-way? All of a sudden a character stand empty in his face. He was just asked why he did not grieve his fathers death and then he does not reply whatsoever.

My recommendation is that you do NOT ONLY tell of you going AFK in OOC but also SHOW it IC'ly. One thing one could do that works just superbly would be this: **/e seems to vanish in her/his own minds for a while**. Then all would see IC'ly that your character reacts somehow.

Thirdly I would like you all to type: /AFK so that we see that you actually have went away. Otherwise it is easy to forget or misunderstand when you come back. When you are done with your matters outside the game and you return to the keyboard, the first thing you do is to type: /AFK once more and announce in kinship chat that you are back. And finally I would appreciate would you also then show IC'ly that you have returned to the way of the living, i.e. **/e snaps and shakes her/his head as she/he wakes up from her/his own minds**.

## How to change clothes

Sometimes people want to change attire, which is of course a very natural and great thing to do in RP-ways. One uses some attire for some occasions and some others for battle etc.

What I do NOT want to see is when people stand in the middle of the street doing that and you can see before your eyes that their clothes are changing. As I always said, IGNORE it if it happens to you. Creating RP on game mechanical reasons and the other player do not know of it, does only create confusion and once more weird scenarios. However, it grows very tiresome when the other player all of a sudden starts to RP on this himself/herself. *"Look at this shirt, is this neat or what!"*

This happened to Elithien once and I asked the person in a /tell, asking her if she understood what she was doing. The refined lady she was playing, was standing in the middle of the street, stepping out of her robes, standing semi-naked before she put a new shirt on. **This is how it becomes the RP-way.**

### What one should do

Excuse yourselves and then go to somewhere more private, then you change the attire before you walk back neat and nice to the person you were talking to. Then you truly create the feeling that you have changed attire IC'ly rather than you have just right clicked your bag containing robes.

## How to Log Out

Logging out is a natural game mechanical thing to do. One has to log out of the game when one does not want to play no more and therefore one loses connection with the kinship until one logs on once more. So far so good and nothing weird about it.

However, what is logging out IC'ly? What does happen? How do you explain this and so forth. I have two hints of what logging out is IC'ly and how one could refer to ones absence.

- A - Going to rest/sleep
- B - Going away on a mission

Both of those two mentioned will work just fine.

### Where to log out?

I have seen some people saying ooc - ((Need to log, have a nice day!)) and then they all of a sudden press Exit game in the middle of the street where everyone were RP:ing together. My general advice would be that this is not that good at all. IC'ly, no one will understand why one person went up in smoke all of a sudden. What happened? Did he die? Did he sneak away mysteriously? When such happens one should never RP on it. RP:ing on game mechanism is totally wrong and only create a very weird confusing feeling over it all. I would suggest that everyone just ignore it.

However, I would like us CircleGuardians to excuse ourselves IC'ly, not OOC'ly. Let your character announce he/she needs to be off for a short moment and then walk away to a place where no one sees you and you also believe the risk for anyone spotting you as you come online to be minimal. THAT is the perfect place to log. Then you have finished your talks IC'ly perfectly and no one will wonder what strange force that made you vanish!