

Cloud Temple

[LoTC] Feedback Group

It is the understanding of the feedback group that Cloud Temple is a protected region for **players to respawn after being killed, and for new players to take their first steps onto LoTC**. During the discussion, several viewpoints on issues arose between members.

The first issue was of RPing at CT itself. One group put forth a viewpoint **that CT RP was non-constructive to the overall server, drawing RP away from nations, especially capitals. This group was the larger of the two**. It was also bolstered by a suggestion that **CT RP wasn't a true reflection on LoTC RP**, that it was 'barebones', due to the ignoring of nation "drama", player made groups with lore, **and conflict, which another member suggested, made up a large part of the server for conclusion to RP**. It fizzled down to having **generic characters, without the 'depth and meaning' that is usual for LoTC**. It was also suggested that **villainous characters were using the CT protection to avoid RP**, staying in CT to avoid having to deal with the consequences of actions undertaken, although this turned into a separate issue altogether. One way to fix this that was suggested was to replace the buff that is in CT, with a sickness, which makes people leave.

However, another group had an opposing viewpoint, in **that CT RP was conducive to retaining new players, giving them a 'taste' of RP** (making them stick around), and getting them to **progress on from CT eventually through being recruited into groups IRP or OOCly, and gaining help** from other players in spawn. It was suggested that the **"neutral" nature of RP at CT was "refreshing"** for veteran players, who only wanted to RP without conflict. Although there was **another group who use the CT, being villian characters (creature and racial) who are avoiding RP**. There was a statement made by a member that **"nations are not entitled to RP"**, which was bolstered by a suggestion that **"forcing" people into a "style" of RP was counterproductive, and only leads to problems** in both new player and veteran retention, etc.

The second issue touched on, throughout the discussion, was that the **Cloud Temple was being used as an OOC and RP “safe-haven”** by people **playing villainous characters and creatures, in which the villainous creatures and constructs ignored their new spawn** and maintained their stay at cloud temple. It was suggested that **Sunless iSanctum has been a failure**, although incredibly well-built. Both groups, as mentioned previously, agreed **that using the Cloud Temple barrier as a way to avoid RP was wrong**, and that **the rules surrounding this should be announced and stated again for all to understand**. It was suggested that this be taken a step further, and **that antagonizing people in Cloud Temple would be a punishable offence as there could be no natural conclusion to that RP through any means**. It was also suggested by one of the groups that these players were **ruining cloud temple for those who wanted peaceful, nation-neutral RP and that they should be removed**. Many members of the **opposing group said that they were indifferent to CT RP as a whole** as long as these **players who antagonize and flaunt the CT would be removed**. There was **few players who wanted to remove RP from CT as a whole**, the idea of **opposition to CT RP as a whole was still present but not in majority**.

The third issue that arose from the CT was **that it was ‘too’ conducive to RP**, as in the area was large and **objects such as the swing, head shops, auction houses and monk market made it into a very viable RP Hub**.¹ The previous groups, **both admitted that the CT we have now was too alluring for new players, especially with /bread**. Every need was catered for, **there was no ‘need’ to leave**. It was suggested that this was one of the drains on Nation RP as of now. One member suggested that **having an actual road to settlements**, that was signposted and properly laid out **so that CT was more of a ‘stopping’ point rather than a ‘end point’**, would help to **move on the RP to nations**. Making the **difference between new players caught in the CT Trap, rather than the neutral, veteran players who only wanted to RP, was vital to this discussion**. However, it was pointed out that this was to be rectified in 5.0 where the spawn would be different, and most of these issues would be resolved.

¹ Bringing up the Monk Market led to the Monk Market being added to the Roster for further discussion by the group as many members had opinions on the matter and how it was implemented.

The fourth issue that was outlined was brought about by a member suggesting the group looks **into the cause of the rise of CT RP and why new players were attracted to it**. It was suggested **that new players had a hard time understanding the server** after they had their applications accepted. A discussion was then had on **how to get new players to understand LoTC**, i.e the tutorial at CT, and **how we could inform new players** on how to do things and where to go after their application is accepted. It should be noted that this **was a tangent discussion**. One member suggested that **this should take place before applications**, and that the player should know, however it was **pointed out that much that was learnt by new players was through experience on the server**, learning through doing. One member suggested that new players should go through a **'Runescape' style tutorial island, whereby the learn the fundamentals of LoTC and her plugins**. This was **disliked by some members**, due to it's MMO nature. Another member of the group **suggested to use a help book**, and through discussion with Telanir, it was found that perhaps a **soul-bound help-book was the best way to have information handy for all occasions**, especially if the help chat was empty during the quiet time-zones. This was a tangent of the whole CT discussion, but was discussed in-full and does pertain to CT. **This tangent unveiled an ugly truth, that we pass people in the application, but it's very difficult for the AT's to actually communicate in-game with the new players, and that due to time-zones and playing schedules it can be impossible.**²

-Harold.

P.S It has been added by a member that an event just outside of the Cloud Temple Docks, whereby somebody was **attacked throughout the event in RP and used the Cloud Temple protection** (as he was in the Docks region, even though fifty blocks away from the docks) to survive the RP, **as GM's had a decision to allow him the protections of Cloud Temple even though still in the event through an RP chain**. This is an example of how somebody **can use and abuse the cloud temple protection**. This is another reason why **Cloud Temple needs less events, less space and less protection**.

² As such, a new topic was added to the feedback roster to go into further depth at a later date regarding new players, how they interact in their first few days with the server, and what can be done to make this a more enjoyable experience.

TL;DR Logs

[I6/07/2016 20:05:13] Shalashask: I just feel it would be better if those people rp'd in capitals or other hubs instead of the CT

[I6/07/2016 20:05:28] Shalashask: people also use it for shit talking where they know there will be no consequences

[I6/07/2016 20:05:49] Tristin (Leric): I feel like denying CT rp is sort of dumb but it should be heavily encouraged that people rp elsewhere

[I6/07/2016 20:07:42 | Edited 20:08:21] Pess: CT RP should be allowed mainly due to it being the spawn. New players will an easier chance to reach out and get help from there asking for directions. People will RP where they want to and the CT being "neutral" helps players to wind down and just RP without conflict if they so wish. I do not feel that RP should be "forced" anywhere, just encouraged.

[I6/07/2016 20:09:54] Shalashask: [I6 July 2016 20:08] Tristin (Leric):

<<< and it's also safe where nobody can fuck with you as you make your move on that Elven lass you've been looking at. If we're not going to completely ban rp in the CT, we should ban hostile or insults.

Because it's stupid that I could walk up to an oren knight and start boasting about how good the dlands and orcs are with no consequences

[I6/07/2016 20:12:43] Tahmas: [I6 July 2016 20:11] Tristin (Leric):

<<< Can a GM confirm?

It's not 100% against the rules, but it's harshly frowned upon and if you contact a GM they should make them cease.

[I6/07/2016 20:12:47] Harrison: don't have shops in the CT

[I6/07/2016 20:12:51] Harrison: have them spread out all over the world

[I6/07/2016 20:12:57] Harrison: wood elf town can have the animal heads

[16/07/2016 20:13:03] Harrison: human one can have the food heads

[16/07/2016 20:13:04] Harrison: and so on

[16/07/2016 20:13:09] SupremacyOps: Ya

[16/07/2016 20:13:10] Harrison: make people actually need to venture out to get their shit

[16/07/2016 20:14:52] Harrison: yeah but people use the CT as an ooc shield

[16/07/2016 20:26:13] Shalashask: [16 July 2016 20:25] Shalashask:

<<< And if you look at nation laws, a lot of it are very restrictive to some people. You got to dress a certain way, religion and what not. Stuff that people might not want to deal with and they should be allowed this safe place to wind down and just not having to worry. To me the docks are a perfect place to pick some RP up if you see someone you can go RP with them.

These are all rp issues, and should not be resolved by hiding in a place with a permanent persona shield.

[16/07/2016 20:26:37] Leo.gif: TBH id be cool with CT if we outlawed recruiting there.

[16/07/2016 20:28:02] Shalashask: You shouldn't get ooc protection because your character dislikes the rules and laws of nations

[16/07/2016 20:28:56] Pess: [16 July 2016 20:28] Shalashask:

<<< You shouldn't get ooc protection because your character dislikes the rules and laws of nations
Once again, everyone needs to be respected and nations are not entitled to any RP.

[16/07/2016 20:29:14] Shalashask: [16 July 2016 20:28] Pess:

<<< Once again, everyone needs to be respected and nations are not entitled to any RP. I know, but no one deserves ooc protection

[I6/07/2016 20:33:36] Leo.gif: As someone who's day job is basically building IC culture and expanding a playerbase my experience is forcing people to adapt a style of RP they don't want to do works exactly 0% of the time.

[I6/07/2016 20:34:53] Caelria: "You must believe x y and z to fit in here, you must believe them all and not believe anything else." just makes people want to leave.

[I6/07/2016 20:34:53] Harrison: the docks RP wise

[I6/07/2016 20:34:58] Harrison: we just need to make it so it's not mechanically abuseable

[I6/07/2016 20:35:02] Harrison: and promotes ruleplay

[I6/07/2016 20:35:52] Harrison: yeah actually

[I6/07/2016 20:35:56] Harrison: can we get an announcement

[I6/07/2016 20:36:01] Harrison: and much harsher ruling

[I6/07/2016 20:36:09] Harrison: on abusing the CT

[I6/07/2016 20:36:11] Harrison: and making it legit like

[I6/07/2016 20:36:15] Harrison: an actual rule now

[I6/07/2016 20:36:20] Harrison: then we won't have this shit be an issue

[I6/07/2016 20:36:26] Harrison: like if you're openly admitting

[I6/07/2016 20:36:30] Harrison: you're using the CT to avoid roleplay

[I6/07/2016 20:37:26] Caelria: Antagonizing would have to be explicitly defined, but I can get behind that.

[I6/07/2016 20:38:18] Leo.gif: And while we're at it let's make it illegal to hold diplomatic meetings or sell slaves/exchange hostages in CT because THAT is blatant abuse of OOC protection and ill agree with the anti-CTers that we need to put a stop to that

[I6/07/2016 20:38:40] Pess: Yes, just don't take away regular RP from there.

[16/07/2016 20:40:17] Shalashask: There should be nowhere for wanted people to hide [OOClY]

[16/07/2016 20:44:15] Max (Tel): I like that the first thing wandering souls are exposed to is activity the moment they leave spawn

[16/07/2016 20:44:21] Max (Tel): It's not a barren emptiness anymore

[16/07/2016 20:44:48] Max (Tel): New players joining and exiting the spawn also have more opportunity to meet people once they're out because the spawn is crowded

[16/07/2016 20:46:37] Jaeden: I still think that CT should be an unprotected zone; or have a RP 'Temple' sickness

[16/07/2016 20:47:49] Jaeden: 2. CT RP has no benefits

[16/07/2016 20:47:54] Leo.gif: I gotta agree there, I used to resent 'tavern RP' as much as the next filthy shitposter but I realize now you can never force a group of people to do a style of RP they don't want to do.

[16/07/2016 20:51:11] Harold: What I would say is that people need to understand you can't abuse it.

[16/07/2016 20:53:06] Caelria: There should be a safe space, but there shouldn't be like... event chains there.

[16/07/2016 20:56:04] Harold: Also Pess, while I would perhaps agree with you that nations are not entitled to RP, I would say thats really where we should be making the best efforts to congregate people. Having RP at CT, gives the wrong impression to people.

[16/07/2016 20:56:31] Harold: Gives the wrong impression to new players.

[16/07/2016 20:56:58] Harold: To disagree with Telanir too, who said it helps people to stay on the server.

[16/07/2016 20:57:28] Max (Tel): I only meant to say I like that souls see activity first thing they join, when they exit that spawn area they see life & activity rather than an empty dock area.

[16/07/2016 20:57:46] Leo.gif: Nations should be given the resources needed to build their playerbases but we really shouldn't ever implement systems which pressures players towards certain areas or styles of RP they don't like. moral grounds aside, it just plain doesn't work.

[16/07/2016 20:57:47] Harold: They will RP at CT for an hour, and then log off because they roll into the capitals and notice they are empty.

[16/07/2016 20:57:51] Lilyana~ .: Getting people intergrated and immersed into roleplay, in general, is what we should want for new players. Not CT RP specifically.

[16/07/2016 20:57:54] Harold: They then go back to CT

[16/07/2016 20:57:57] Harold: Rinse and repeat.

[16/07/2016 20:58:28] Lilyana~ .: Having players walk into CT RP is like them watching Gizzy Gaza videos,

[16/07/2016 20:58:33] Lilyana~ .: Thats not what this server is about

[16/07/2016 20:58:38] Lilyana~ .: They immediatly get the wrong impression

[16/07/2016 20:59:22] Lilyana~ .: Get new players into cities immediatly. Get the cities filled. Get them acustomed to city and village life. THEN if they choose that its not for them, let them explore other opportunities.

[16/07/2016 21:01:54] Harold: I mean, my real issue with CT RP is that the players aren't seeing what LotC has to offer, at all.

[00:27:17] Damai Torena: ct rp... its kinda stupid since people just run there to get away from punishments

[00:27:31] Damai Torena: and it detracts from the rest of the world

[00:28:03] Chamo (Sean66): Shh, this is feedback chat Damai. Anywho I personally feel CT RP is not so great thing for LOTC as a whole and generally slowly cripples nation RP.

It'd be best imo to remove protection from a central spawn location, and streamline getting new players quickly to their race's homelands to rp there.

[00:31:08] Damai Torena: like some guy a few months back tried killing some judge in felsen when welves had a court matter, and then he just ran to ct and sat there

[00:40:10 | Edited 00:40:19] Caelria: The question that should be asked before we consider removing protected roleplay is whether or not the server can presently afford to carve off a chunk of the Cloud Temple player base that is seemingly online 24-7.

[00:42:43] Smawton: You don't have to force them out, just remove the horrible protective barriers.

[00:43:23] Smawton: Everyone else manages. There's no reason to mollicoddle a group of people.

[00:43:31] Leo.gif: The barriers aren't a bad thing, just implement rules so people have less room to abuse it

[00:44:59] Smawton: An issue I have is how the rules work. For instance, the original idea for that renegade Shaman group was to teach in the Docks.

[00:45:00] Leo.gif: not use it as a home or a main hub

[00:45:05] Smawton: I had absolutely no way to thwart the RP.

[00:45:09] Leo.gif: Ya that's dumb Smaw

[00:45:12] Leo.gif: I agree there

[00:45:35] Leo.gif: Same how I vehemently oppose people doing diplomatic missions in CT to avoid risk of assassination

[01:47:54] Lilyana~ .: Well, thats because he's a shade and causes havoc in multiple places. And uses CT as a place where he can 'safely' RP at without being hunted.

Which isnt exactly fair to the people he, or anyone else in a similar situation, harasses/assaults/kills/etc.

[01:48:20] Max (Tel): On 2016-07-16, at 6:40 PM, Leo.gif wrote:

> You wont get the desired result you'll just get people circumventing their loss and creating new safe spaces in obscure places

I think we should be paying this point a bit more attention.

[01:52:11 | Edited 01:52:19] Pess: Considering the sunless sanctum was a complete failure..people will stay at the docks because you can pick up RP there.

[01:52:37] Pess: I'd ask you to spend some time at the sanctum and see for yourself.

[01:52:47] Lotc Theelvenmage: Sunless sanctum was a complete failure since spooks camped at CT instead of there

[02:03:45] Allen!!!: for three days

[02:03:48] Allen!!!: I stalked this one man

[02:03:52] Allen!!!: at cloud temple

[02:04:01] Allen!!!: waiting for him to leave so I could capture him..

[02:04:04] Allen!!!: Three fuckin' days

[02:04:11] Allen!!!: He was either at cloud temple or offline

[02:04:19] Allen!!!: until he finally took a fast travel to the druids grove

[02:04:24] Allen!!!: and when confronted

[02:04:36] Allen!!!: he immediately tried to kill himself/die

[02:07:18] Chamo (Sean66): Thing is guys, physical confrontation is fairly major thing that comes up in RP commonly. That whole major section of RP is kinda rooted out with the CT. Safe havens are 100% fine, just they need to ensure its safe through their own means. If they want their own little safe haven similar to current CT, they should work to make a good guard force and stuff of that manner, not relying on simply Monk's fancy protection to keep their haven all nice and tidy.

[02:28:33] Ricktatorship: I do not believe that the racial/home spawns that all new players get should remain.

[02:29:19] Ricktatorship: It's difficult enough already dealing with new players who joined the server specifically to play w the Warhawkes and having them be confused for a good half hour because they took their racial SS spawn to a ghost town.

[03:09:05] Sky: I hate it, should only be a place to direct others to places (nations, guilds, etc)

[03:09:14] Sky: Otherwise kill it off like an unwanted child.

[03:09:48] Max (Tel): elaborate ;p

[03:09:58] Sky: The reason I say this is because there are so many instances of villains (using the term villains loosely here) where they commit a crime, are put on a wanted list of sorts and spend their days rping in the CT.

[03:10:13] Cruz: CT should be strictly for merchantile rp (gm shops) and fts

[03:10:31 | Edited 03:10:46] Cruz: it detracts from roleplay and doesn't do any nation really any good

[03:17:13 | Edited 03:17:47] Léo (?)?: Also, CT is centralizing too much RP, ruins my bandit experience

[03:17:52] Seth Linderbeck: I think we should maybe just have a small dock area, where we do the same thing as resource island.

[03:18:44] Ricktatorship: I think that the CT is just one of many things that is fucking with conflict RP but anyways, I don't think CT protection is a bad thing.

[03:29:49] Léo (?)?: it must expell instead of pull players

[03:30:20] Léo ?(?)?: Too much good stuff

[03:30:23] Léo ?(?)?: Big area

[03:30:24] Léo ?(?)?: no road

[03:30:38] Sky: Is that the sole reason you think?

[03:30:39] Léo ?(?)?: From there, you go to everywhere, people will have to pass there somehow.

[03:30:47] Léo ?(?)?: Sort of.

[03:30:50] Sky: Mm

[03:30:56] Léo ?(?)?: Anthos told me "go to your nation"

[03:33:27] Léo ?(?)?: Ta-dã

[03:33:44] Léo ?(?)?: The mod shop is there

[03:33:48] Léo ?(?)?: The fast travels are there

[03:33:53] Léo ?(?)?: The head shop is there

[03:34:10] Léo ?(?)?: There is everything you could ever possibly want

[03:34:30] Léo ?(?)?: And, the reason that CT centralizes so much roleplay, is that I believe it's because everyone has to pass through it

[03:35:45] Lilyana~ .: I really think its the tree swing and the afk fountain tbh

[03:35:47] Lilyana~ .: Burn those

[03:35:50] Lilyana~ .: :^)

[03:35:54] Léo ?(?)?: The huge space too

[03:36:03] Léo ?(?)?: It's not that a big space is bad

[03:36:14] Léo ?(?)?: But it's a large clearing which you can see everyone: Perfect for roleplay.

Full Logs

[16/07/2016 20:01:31] * Tahmas added Dylan (Dakirennis) *****

[16/07/2016 20:01:32] Tahmas: [!] Right, so here we go. Legitimacy underway. The Group has seen a spring clean, has seen some people added, removed etc. Such can be found here <https://goo.gl/gQkDIn> - As one can see, we have a nice cross section of the server added here. Nothing on the core changes, we'll still be discussing topics and making changes, but this is to officially break the wine bottle. I'll list off a few things now.

> A document regarding the changes we discussed based on the Forum Page on Defender Default will be posted onto the Forums in the coming days.

> Two Admins are in the chat, though they will for the most part remain silent and simply watch as the chat goes by for formality and legitimacy sake. They will weigh in their words as and when, but the management of the chat remains the same.

> We are establishing a few rules in order to ensure that the chat runs smoothly, they are as follows:

- No shitposting**
- No memes, unless you ask nicely.**
- No adding people. Period. If you want to add people, contact myself and I will weigh up whether their contribution is necessary.**
- Try and stay on topic. If the topic veers off in a natural curve from the overarching topic, that's fine. Otherwise, stay on track.**
- Be mature. Do not insult each other, and let's work together to actually get shit changed.**

If you have any comments, or recommendations for topics then state so, though otherwise we will re-launch this all off with the next official topic, being: CT RP and whether it should be allowed, etc etc.

[16/07/2016 20:02:07] Harrison: what am i

[16/07/2016 20:02:09] Harrison: fucking gay?

[16/07/2016 20:02:18] Tahmas: yeah, glad to get that out of the way now

[16/07/2016 20:02:21] Harrison: dont insult people?

[16/07/2016 20:02:23] Harrison: what is this

[16/07/2016 20:02:25] Harrison: a safe space?

[16/07/2016 20:02:28] Harrison: fk u tahmas
[16/07/2016 20:02:29] Tahmas: kill yourself
[16/07/2016 20:02:35] Harrison: that's one rule down
[16/07/2016 20:02:47 | Edited 20:02:49] Tahmas: difference between banter and seriousness
[16/07/2016 20:03:00] Tahmas: Don't be legitimately offensive
[16/07/2016 20:03:08] Tristin (Leric): What the HELL
[16/07/2016 20:03:11] Caelria: Thomas, you're really violating the safe environment presented by this staff endorsed chat.
[16/07/2016 20:03:19] Tristin (Leric): YOU BROKE YOUR OWN RULE
[16/07/2016 20:03:21] Caelria: I think I'm going to need some Crowns as compensation.
[16/07/2016 20:03:26] Tahmas: I know but it's okay
[16/07/2016 20:03:36] Tahmas: Anyhow, CT RP?
[16/07/2016 20:03:47] Shalashask: Yes
[16/07/2016 20:03:50] Caelria: Sure.
[16/07/2016 20:04:04] Dylan (Dakirennis): Oh. Here I am.
[16/07/2016 20:04:07] Logan [Pyro]: I don't see why you wouldn't allow it. Like I understand no fighting in the CT, but why not allow Rp, its a nice little hub
[16/07/2016 20:04:21] Shalashask: I feel the CT shouldn't look ugly, but we should encourage people to rp else where. The kind of rp that happens there should be happening in nation taverns or town squares
[16/07/2016 20:04:28] Caelria: Ok. Good to know that's covered. How do we all feel about the Ryze update?
[16/07/2016 20:04:38] Tahmas: Cease.
[16/07/2016 20:04:42] Tristin (Leric): God damnit Caelria...
[16/07/2016 20:05:13] Shalashask: I just feel it would be better if those people rp'd in capitals or other hubs instead of the CT
[16/07/2016 20:05:28] Shalashask: people also use it for shit talking where they know there will be no consequences
[16/07/2016 20:05:49] Tristin (Leric): I feel like denying CT rp is sort of dumb but it should be heavily encouraged that people rp elsewhere
[16/07/2016 20:06:04] Tahmas: So let's break this down.
- Why do people RP in CT

- Why should/shouldn't people RP in CT

- How do we encourage RP elsewhere

[16/07/2016 20:07:01] Caelria: Roleplaying in CT, at least for me, is a good way to wind down after some intense shit/combat or if it's late at night and you can't deal with getting attacked atm.

[16/07/2016 20:07:42 | Edited 20:08:21] Pess: CT RP should be allowed mainly due to it being the spawn. New players will an easier chance to reach out and get help from there asking for directions. People will RP where they want to and the CT being "neutral" helps players to wind down and just RP without conflict if they so wish. I do not feel that RP should be "forced" anywhere, just encouraged.

[16/07/2016 20:07:51] Shalashask: [16 July 2016 20:06] Tahmas:

<<< - Why do people RP in CT

- Why should/shouldn't people RP in CT

- How do we encourage RP elsewhereI. Not sure, I reckon it's because they don't really fit in with one faction, and rp more with irp friend groups rather than belonging to a nation.

2. Because it detracts rp and activity away from other cities where people should actually be rping.

3. Make sure capitals are actually active. This would be achieved through stricter ft and no more special snowflake ghost towns

[16/07/2016 20:08:26] Tristin (Leric): I. People rp on CT because people are there, and it's also safe where nobody can fuck with you as you make your move on that Elven lass you've been looking at.

2. People shouldn't rp in CT because when people to the server join, they see this buildup of players and decide to interact there instead of their respective nations. The more people there, the more it builds up all day.

3. What Shala said above, I can agree w/ that.

[16/07/2016 20:09:26] Caelria: [16 July 2016 20:08] Tristin (Leric):

<<< and it's also safe where nobody can fuck with you as you make your move on that Elven lass you've been looking at. +I for Elf p00si

[16/07/2016 20:09:54] Shalashask: [16 July 2016 20:08] Tristin (Leric):

<<< and it's also safe where nobody can fuck with you as you make your move on that Elven lass you've been looking at. If we're not going to completely ban rp in the CT, we should ban hostile or insults. Because it's stupid that I could walk up to an orcn knight and start boasting about how good the dlands and orcs are with no consequences

[16/07/2016 20:10:19] Pess: [16 July 2016 20:09] Shalashask:

<<< If we're not going to completely ban rp in the CT, we should ban hostile or insults. Because it's stupid that I could walk up to an orcn knight and start boasting about how good the dlands and orcs are with no consequences You're not allowed to do that actually.

[16/07/2016 20:10:33] Tristin (Leric): Uh

[16/07/2016 20:10:38] Tristin (Leric): You sure about that?

[16/07/2016 20:10:43] Pess: You're not actually supposed to insult it and use the no damage as a shield, take that to a mod then.

[16/07/2016 20:10:45] Shalashask: [16 July 2016 20:08] Tristin (Leric):

<<< People rp on CT because people are there, and maybe there is some kind of cycle going on here. People can't find rp at cities so they just go back to the ct where there are people and so on

[16/07/2016 20:10:47] Logan [Pyro]: I had somebody do that to me last week

[16/07/2016 20:10:52] Pess: Yes I am certain.

[16/07/2016 20:11:06] Tristin (Leric): I don't recall ever seeing something like that be moderated/stopped

[16/07/2016 20:11:32] Shalashask: same

[16/07/2016 20:11:33] Tristin (Leric): Can a GM confirm?

[16/07/2016 20:11:35] Pess: I have, cause it's a loophole to insult people that can not retaliate.

[16/07/2016 20:11:45] Shalashask: I've seen so many shit talking fests at the CT of people from opposite factions

[16/07/2016 20:11:45] Tristin (Leric): I see it happen a lot.

[16/07/2016 20:11:57] Tristin (Leric): Mainly when I'm on my paladin and see spooks hiding there :(

[16/07/2016 20:12:04] Shalashask: as long as your not physically harming them, there are no rules about it

[16/07/2016 20:12:43] Tahmas: [16 July 2016 20:11] Tristin (Leric):

<<< Can a GM confirm?It's not 100% against the rules, but it's harshly frowned upon and if you contact a GM they should make them cease.

[16/07/2016 20:12:44] Harrison: On 16/07/2016, at 20:06, Thomas wrote:

> So let's break this down.

> - Why do people RP in CT

> - Why should/shouldn't people RP in CT

> - How do we encourage RP elsewhere

for starts

[16/07/2016 20:12:45] Pess: Shouldn't be happening, more so an unwritten rule I suppose. Could totally see it being one that you are not allowed to antagonize people at the docks.

[16/07/2016 20:12:47] Harrison: don't have shops in the CT

[16/07/2016 20:12:51] Harrison: have them spread out all over the world

[16/07/2016 20:12:57] Harrison: wood elf town can have the animal heads

[16/07/2016 20:13:03] Harrison: human one can have the food heads

[16/07/2016 20:13:04] Harrison: and so on

[16/07/2016 20:13:09] SupremacyOps: Ya

[16/07/2016 20:13:10] Harrison: make people actually need to venture out to get their shit

[16/07/2016 20:13:14] SupremacyOps: That way no orcs can buy anything!

[16/07/2016 20:13:31] SupremacyOps: Fuck orcs, amiright?

[16/07/2016 20:13:32] Harrison: if you want players to fuck off out of the CT

[16/07/2016 20:13:33] Tristin (Leric): Grrr orcs...

[16/07/2016 20:13:34] Pess: Mhm no HB what Connor said. There are people who can't go to capitals.

[I6/07/2016 20:I3:42] Harrison: give them a reason to go out

[I6/07/2016 20:I3:49] Harrison: obviously don't put it JUST in capitals

[I6/07/2016 20:I3:54] Pess: But why is it important to force people out of the CT ?

[I6/07/2016 20:I3:55] Shalashask: My suggestion would be a CT only when you create a new persona, similar to the old tutorial island on runescape. After looking through tutorials they then chose which capital they will be teleported to and that is their first soulstone slot. Also maybe have an AT there to answer questions.

[I6/07/2016 20:I3:56] Harrison: that'd be retarded

[I6/07/2016 20:I4:05] Shalashask: [I6 July 2016 20:I3] Pess:

<<< But why is it important to force people out of the CT ?spreads rp away from cities

[I6/07/2016 20:I4:I6] Harrison: eugh no shal

[I6/07/2016 20:I4:I6] Shalashask: makes no sense that most people congregate away from capitals

[I6/07/2016 20:I4:I9] Pess: But cities are not entitled to any RP though?

[I6/07/2016 20:I4:I9] Harrison: no AT helping monk

[I6/07/2016 20:I4:20] Harrison: pls

[I6/07/2016 20:I4:24] Harrison: id rather end myself

[I6/07/2016 20:I4:24] Tristin (Leric): Just put a set of shops, all having the same goods in each capital.

[I6/07/2016 20:I4:33] Harrison: that works too

[I6/07/2016 20:I4:40] Pess: People will be in cities if they want to be in cities. We are all here to RP what we want and what we enjoy.

[I6/07/2016 20:I4:49] Shalashask: [I6 July 2016 20:I4] Tristin (Leric):

<<< Just put a set of shops, all having the same goods in each capital.shops should be for the nation to manage. But yeah, no CT shops or anything like that

[I6/07/2016 20:I4:52] Harrison: yeah but people use the CT as an ooc shielf

[I6/07/2016 20:I4:57] Harrison: to limit the RP of others

[I6/07/2016 20:I4:58] Logan [Pyro]: Id rather not have admin shops at all, it fucks with the economy too much

[I6/07/2016 20:I5:00] Tristin (Leric): ^

[I6/07/2016 20:I5:02] Shalashask: CT should be barebones, just fast travel and info

[16/07/2016 20:15:15] Pess: What do you mean that it limits RP for others though?

[16/07/2016 20:15:20] Tristin (Leric): The admin shops give us access to things we can't otherwise get

[16/07/2016 20:15:24] Harrison: >man goes into town kill another man

[16/07/2016 20:15:25] Harrison: >runs off

[16/07/2016 20:15:26] Tristin (Leric): Example all the head shops

[16/07/2016 20:15:30] Harrison: >waits in cloud temple all day

[16/07/2016 20:15:32] Harrison: >rping

[16/07/2016 20:15:37] Harrison: >waits until all the guards log off

[16/07/2016 20:15:38] Tristin (Leric): God I HATE THAT

[16/07/2016 20:15:39] Harrison: >rinse and repeat

[16/07/2016 20:15:47] Harrison: >boast about how they're uncatchable

[16/07/2016 20:15:47] Shalashask: People should not have a place where they are 100% free from harm or hostile acts

[16/07/2016 20:15:52] Logan [Pyro]: Well I think the shops should stop buying and selling stuff that isn't ultra rare

[16/07/2016 20:16:12] Logan [Pyro]: like no need to buy wood or iron, let the people rply find the shops

[16/07/2016 20:16:16] Harrison: thats another good topic

[16/07/2016 20:16:17] Harrison: shops

[16/07/2016 20:16:18] Tristin (Leric): I'm pretty sure Dan put that stuff in to help the economy

[16/07/2016 20:16:20] Harrison: if that's not already noted down

[16/07/2016 20:16:26] Tristin (Leric): But it won't be needed next map

[16/07/2016 20:16:30] Pess: The next time that person comes around you catch him though if he does such a thing?

[16/07/2016 20:16:34] Shalashask: I want people to rp in a faction or city that suits them, not some neutral temple which makes no sense why it has a higher population than most capitals

[16/07/2016 20:16:36] Harrison: like i said

[16/07/2016 20:16:40] Harrison: he waits until everyone's off line

[16/07/2016 20:16:47] Tristin (Leric): Cause I assume it will be a fresh restart/NLs get some amount of money

[I6/07/2016 20:16:49] Harrison: then draws up a huge forum post on how they slaughtered poor people

[I6/07/2016 20:16:51] Pess: [I6 July 2016 20:16] Shalashask:

<<< I want people to rp in a faction or city that suits them, not some neutral temple which makes no sense why it has a higher population than most capitals Not all nations suit people.

[I6/07/2016 20:16:54] Harold: I'll put down a topic on the Monk Market for later discussion.

[I6/07/2016 20:17:06] Harrison: perhaps make a CT like area

[I6/07/2016 20:17:08] Pess: Some people do not want to be in a nation since it's too restrictive sometimes.

[I6/07/2016 20:17:11] Harrison: that's not CT protection?

[I6/07/2016 20:17:16] Harrison: i mean

[I6/07/2016 20:17:20] Harrison: and then

[I6/07/2016 20:17:25] Harrison: make it unraidable?

[I6/07/2016 20:17:25] Shalashask: [I6 July 2016 20:16] Pess:

<<< Not all nations suit people. If you want to be an edgy lonewolf you can do that, but giving people a safehaven away from all conflict to rp in is silly imo

[I6/07/2016 20:17:26] Harrison: perhaps?

[I6/07/2016 20:17:35] Lilyana~ .: The GM Shop was done poorly. There needed to be a purchase option at a much higher price to offset the ability to sell to it. There are plenty of times where I and others have wished to buy something but can't find it anywhere for days on end due to timezones, and would have loved to pay 10minas for an iron ingot for example, if we had to.

[I6/07/2016 20:17:46] Harrison: i mean, a lot of us here hate CT shielding

[I6/07/2016 20:17:53] Harrison: but that's probably because we're big prevalent players

[I6/07/2016 20:17:56] Tristin (Leric): [20:16:52] Pess: Not all nations suit people.

<<< If you want to be an edgy lonewolf you can do that, but giving people a safehaven away from all conflict to rp in is silly imo

^^

[16/07/2016 20:17:59] Harrison: and people won't mess with us

[16/07/2016 20:18:02] Harrison: like

[16/07/2016 20:18:09] Harrison: people wouldn't just gang up on leric

[16/07/2016 20:18:13] Harrison: since he's got a good set of gear

[16/07/2016 20:18:15] Harrison: a horse

[16/07/2016 20:18:20] Lilyana~ .: Auctions and Banks at CT, and it being a safe zone also attracts people there, making Auctions in cities pointless.

[16/07/2016 20:18:21] Harrison: and you'll start a war with the welves

[16/07/2016 20:18:29] Harrison: where as the normal player

[16/07/2016 20:18:31] Harrison: will just be ganged on

[16/07/2016 20:18:37] Lilyana~ .: Players should be pushed to go to different cities and check their shops and auctions.

[16/07/2016 20:18:46] Tristin (Leric): Where did that come from Harrison

[16/07/2016 20:18:47] Harrison: and i think we need to view this from a normal player's view if we really want to 'fix' the CT situation

[16/07/2016 20:18:47] Lilyana~ .: Not simply go to CT and make it their one stop for everything

[16/07/2016 20:18:57] Harrison: you were there so i used you as an example

[16/07/2016 20:19:01] Harrison: its the same for anyone here

[16/07/2016 20:19:04] Harrison: people won't fuck with squirt

[16/07/2016 20:19:05] Tristin (Leric): Ok

[16/07/2016 20:19:08] Harrison: since she's got a lot of backing

[16/07/2016 20:19:11] Harrison: she's the queen of a nation

[16/07/2016 20:19:19] Harrison: and you'll pretty much anger most other nations

[16/07/2016 20:19:19] Tristin (Leric): Yh nobody would body squirt

[16/07/2016 20:19:22] Harrison: to come hunt you down

[16/07/2016 20:19:24] Harrison: exactly

[16/07/2016 20:19:29] Harrison: so the CT doesn't really apply to us

[16/07/2016 20:19:32] Harrison: with the OOC shield

[16/07/2016 20:19:36] Harrison: so we can easily say 'toss it'

[16/07/2016 20:19:37] Pess: [16 July 2016 20:17] Shalashask:

<<< If you want to be an edgy lonewolf you can do that, but giving people a safehaven away from all conflict to rp in is silly imo Not so sure the word edgy is used correctly there but I suppose. Not you, me or anyone has the right to dictate someone's RP to force them into nations. There could be all sorts of issues with that. You might not like crowds, you might not like the leader, you might be a targeted player I mean the list goes on and no one should be punished for choosing their RP location.

[16/07/2016 20:19:49] Jaeden: [16 July 2016 20:03] Tahmas:

<<< Anyhow, CT RP? It's a bit late for me to write paragraphs. But CT RP should be prevented completely. It's sad seeing it being a hub; it denies a huge portion of villainous roleplay, and makes it hard for ET.

[16/07/2016 20:19:50] Harrison: but normal players can't just have it tossed

[16/07/2016 20:19:53] Pess: People who want conflict RP will do conflict rp no doubt.

[16/07/2016 20:19:59] Harrison: as they're not like OOCly protected in other ways

[16/07/2016 20:20:17] Harrison: create a CT esque area

[16/07/2016 20:20:20] Harrison: that's neutral

[16/07/2016 20:20:23] Harrison: can't be raided

[16/07/2016 20:20:26] Caelria: Cloud Temple, like all things, should bear punishment if it's abused.

[16/07/2016 20:20:27] Harrison: but still allows villain rp

[16/07/2016 20:20:37] Shalashask: [16 July 2016 20:19] Pess:

<<< Not you, me or anyone has the right to dictate someone's RP to force them into nations. There could be all sorts of issues with that. You might not like crowds, you might not like the leader, you might be a targeted player I mean the list goes on and no one should be punished for choosing their RP location. sure, but obviously if you find yourself as an outsider it should be hard and a struggle. Giving people a place away from any sort of laws, conflict and punishments just encourages people not to try and integrate in a city or nation.

[16/07/2016 20:20:42] Caelria: Bandits/Raiders/Ghouls/Spooks who hide there shouldn't be allowed to continue

[16/07/2016 20:20:55] Tristin (Leric): ^ please

[16/07/2016 20:20:58] Harrison: On 16/07/2016, at 20:20, Caelria wrote:

> Bandits/Raiders/Ghouls/Spooks who hide there shouldn't be allowed to continue

however some people accuse them of hiding

[16/07/2016 20:21:01] Harrison: when they might just be afk

[16/07/2016 20:21:06] Harrison: they might just be passing through and got snagged on rp

[16/07/2016 20:21:09] Leo.gif: There's already a spook version of CT isn't there

[16/07/2016 20:21:18] Harrison: considering you actually mob people in the CT caelria

[16/07/2016 20:21:19] Tristin (Leric): Yeah it's barely used though

[16/07/2016 20:21:20] Harrison: and don't let them leave

[16/07/2016 20:21:24] Harrison: without certain death

[16/07/2016 20:21:29] Harrison: then accuse them of OOCly hiding

[16/07/2016 20:21:34] Harrison: isn't really fair on your part either mate

[16/07/2016 20:21:41] Harrison: On 16/07/2016, at 20:21, Leo.gif wrote:

> There's already a spook version of CT isn't there

too out of the way

[16/07/2016 20:21:46] Harrison: and the fast travels suck ass

[16/07/2016 20:21:55] Tristin (Leric): Yh

[16/07/2016 20:22:18] Shalashask: Maybe, if you spend a certain amount of time in the ct, your persona gets a speed or attack debuff?

[16/07/2016 20:22:19] Lilyana~ .: I believe tho harry, players have the New Player shield.

[16/07/2016 20:22:41] Lilyana~ .: That should be their shield to protect them. Not a safe zone where they can always run to.

[16/07/2016 20:22:49] Harrison: i suggested that already squirt

[16/07/2016 20:22:52] Tristin (Leric): Most people who rp in CT wouldn't give a shit about that I think shala

[16/07/2016 20:22:52] Harrison: when you weren't here

[16/07/2016 20:22:59] Lilyana~ .: If they dont feel safe in a city, they should handle it in RP with their nation people no?

[16/07/2016 20:23:00] Harrison: wait

[16/07/2016 20:23:01] Harrison: no

[16/07/2016 20:23:05] Harrison: i suggested this elsewhere

[I6/07/2016 20:23:08] Harrison: basically, with the CT

[I6/07/2016 20:23:12] Harrison: guard forces are worthless

[I6/07/2016 20:23:13] Jaeden: [I6 July 2016 20:22] Shalashask:

<<< Maybe, if you spend a certain amount of time in the ct, your persona gets a speed or attack debuff?RP 'Temple' sickness

[I6/07/2016 20:23:16] Jaeden: how about that?

[I6/07/2016 20:23:17] Harrison: like, you don't need to protect your citizens

[I6/07/2016 20:23:21] Shalashask: [I6 July 2016 20:23] Lilyana~ .:

<<< If they dont feel safe in a city, they should handle it in RP with their nation people no?People who don't like laws feel entitled to a safe space

[I6/07/2016 20:23:24] Harrison: if they can just go AFK / casually rp elsewhere

[I6/07/2016 20:23:30] Caelria: I mobbed Ang.. once.

[I6/07/2016 20:23:42] Caelria: When he was literally sitting there flying a banner

[I6/07/2016 20:23:43] Harrison: yeah and that brought on the creation of a whole new spawn

[I6/07/2016 20:23:43] Harrison: mate

[I6/07/2016 20:23:45] Caelria: Of undeath.

[I6/07/2016 20:23:51] Harrison: it was impactful

[I6/07/2016 20:23:56 | Edited 20:23:54] Tristin (Leric): I feel as if the typical CT rper doesn't give a shit about a CT debuff

[I6/07/2016 20:24:04] Leo.gif: TBH I don't mind the CT because players who end up stuck there because they've broken laws everywhere else are already severely limited as to where they can RP

[I6/07/2016 20:24:11] Leo.gif: The CT smack-talking annoys me though

[I6/07/2016 20:24:17] Harrison: yeah

[I6/07/2016 20:24:21] Leo.gif: Talk shit, skygod magic prevents you from being hit

[I6/07/2016 20:24:21] Jaeden: [I6 July 2016 20:23] Jaeden:

<<< RP 'Temple' sickness!!!!

[I6/07/2016 20:24:24] Harrison: they act like they're the best villain

[I6/07/2016 20:24:25] Pess: [I6 July 2016 20:20] Shalashask:

<<< sure, but obviously if you find yourself as an outsider it should be hard and a struggle. Giving people a place away from any sort of laws, conflict and punishments just encourages people not to try and integrate in a city or nation. Why should it be hard being an outsider?

And if you look at nation laws, a lot of it are very restrictive to some people. You got to dress a certain way, religion and what not. Stuff that people might not want to deal with and they should be allowed this safe place to wind down and just not having to worry. To me the docks are a perfect place to pick some RP up if you see someone you can go RP with them.

Nations should never be seen as as a must and people's personal preferences must be respected!

[16/07/2016 20:24:42] Pess: Maybe, if you spend a certain amount of time in the ct, your persona gets a speed or attack debuff? This sounds pretty good as the issue seems to mainly be about people running from harm.

[16/07/2016 20:24:45] Harrison: then they need to respect others too

[16/07/2016 20:24:47] Harrison: since they legit

[16/07/2016 20:24:48] Harrison: hide in the CT

[16/07/2016 20:24:50] Harrison: then talk shit

[16/07/2016 20:24:50] Pess: Form what you guys say here.

[16/07/2016 20:24:52] Tristin (Leric): If someone shit talks in CT like a spook or smth you should be able to kill them...

[16/07/2016 20:24:52] Harrison: as leo said

[16/07/2016 20:25:15] Harrison: literally the entirety of the oren vs dreadlands

[16/07/2016 20:25:18] Caelria: [16 July 2016 20:23] Harrison:

<<< yeah and that brought on the creation of a whole new spawn
mate Are the Necros feelings really so easily hurt that organizing a group of people to tell an ET member who used his Undead to trigger people in the spawn to fuck off triggered you guys to build a whole new spawn?

[16/07/2016 20:25:24] Harrison: was friday / saturday night warclaims

[I6/07/2016 20:25:27] Caelria: Don't get me wrong. I like the new spawn.

[I6/07/2016 20:25:32] Shalashask: [I6 July 2016 20:24] Pess:

<<< Why should it be hard being an outsider?

And if you look at nation laws, a lot of it are very restrictive to some people. You got to dress a certain way, religion and what not. Stuff that people might not want to deal with and they should be allowed this safe place to wind down and just not having to worry. To me the docks are a perfect place to pick some RP up if you see someone you can go RP with them.

Nations should never be seen as as a must and people's personal preferences must be respected! This is stuff to deal with rply. If you don't like the laws, be discrete from guards etc. Nations should never be a must, but ghost towns and the CT where people will suffer no harm are a far worse alternative

[I6/07/2016 20:25:33] Caelria: Just if... it was that.

[I6/07/2016 20:25:40] Pess: [I6 July 2016 20:24] Harrison:

<<< as leo said

literally the entirety of the oren vs dreadlands But this is hardly a main concern for everyone. Can we take holistic examples though?

[I6/07/2016 20:25:41] Harrison: On I6/07/2016, at 20:25, Caelria wrote:

> On I6/07/2016, at 20:23, Harrison wrote:

> > yeah and that brought on the creation of a whole new spawn

> mate

> Are the Necros feelings really so easily hurt that organizing a group of people to tell an ET member who used his Undead to trigger people in the spawn to fuck off triggered you guys to build a whole new spawn?

nah i think it was the whole

[I6/07/2016 20:25:41] Lilyana~ .: There are nations and towns that aren't restrictive tho.

Thats why players have a choice. Conform with the laws or be removed from that group.

Thats a choice that happens in RP and happens to their character.

[16/07/2016 20:25:44] Harrison: 'spooks don't belong here'

[16/07/2016 20:25:49] Harrison: that you really opened people's eyes too

[16/07/2016 20:25:52] Harrison: their feelings weren't hurt

[16/07/2016 20:26:06] Harrison: On 16/07/2016, at 20:25, Pess wrote:

> On 16/07/2016, at 20:24, harry wrote:

> > as leo said

> literally the entirety of the oren vs dreadlands

> But this is hardly a main concern for everyone. Can we take holistic examples though?

after the warclaim

[16/07/2016 20:26:10] Harrison: narthok chills in spawn

[16/07/2016 20:26:13] Harrison: rps stopping

[16/07/2016 20:26:13] Shalashask: [16 July 2016 20:25] Shalashask:

<<< And if you look at nation laws, a lot of it are very restrictive to some people. You got to dress a certain way, religion and what not. Stuff that people might not want to deal with and they should be allowed this safe place to wind down and just not having to worry. To me the docks are a perfect place to pick some RP up if you see someone you can go RP with them. These are all rp issues, and should not be resolved by hiding in a place with a permanent persona shield

[16/07/2016 20:26:15] Harrison: orenian people

[16/07/2016 20:26:17] Pess: [16 July 2016 20:25] Lilyana~ .:

<<< There are nations and towns that aren't restrictive tho. Thats why players have a choice. Conform with the laws or be removed from that group. Thats a choice that happens in RP and happens to their character. Some people just don't want to be "ruled" by laws and standards.

[16/07/2016 20:26:18] Harrison: as they walk by

[16/07/2016 20:26:23] Harrison: then start shit talking them with his guys

[16/07/2016 20:26:26] Harrison: and you can't do anything

[16/07/2016 20:26:31] Harrison: since it's the CT

[16/07/2016 20:26:37] Leo.gif: TBH id be cool with CT if we outlawed recruiting there. I can tolerate the shit-talking

[16/07/2016 20:26:43] Harrison: that too

[16/07/2016 20:26:51] Harrison: recruiting is done in the CT way too much

[16/07/2016 20:26:55] Harrison: VIGIL

[16/07/2016 20:26:55] Harrison: AHEM

[16/07/2016 20:27:02] Harrison: (prank)

[16/07/2016 20:27:02] Caelria: Recruiting at CT is how new players are integrated into the server.

[16/07/2016 20:27:08] Leo.gif: No it isn't lol

[16/07/2016 20:27:09] Shalashask: [16 July 2016 20:26] Pess:

<<< Some people just don't want to be "ruled" by laws and standards. That's their issue in rp. They can go and try and settle somewhere else. They shouldn't be given a temple where they become untouchable

[16/07/2016 20:27:14] Pess: [16 July 2016 20:27] Caelria:

<<< Recruiting at CT is how new players are integrated into the server. This.

[16/07/2016 20:27:31] Pess: No it isn't lol Yes it is. They most likely do not know where to go. I've seen this first hand.

[16/07/2016 20:27:34] Lilyana~ .: If you don't want to be ruled by laws or a standard then be a hobo. Be a traveling person. Go place to place. That's the life the PLAYER is choosing to have. It's not being forced upon them by nations or towns.

[16/07/2016 20:27:55] Leo.gif: I don't want to have to tell my guys to go be glorified recruitment NPCs at CT to be competitive. It's not that hard to find settlements especially if we keep nation capital FTs

[16/07/2016 20:28:02] Shalashask: You shouldn't get ooc protection because your character dislikes the rules and laws of nations

[16/07/2016 20:28:14] Caelria: [16 July 2016 20:27] Leo.gif:

<<< I don't want to have to tell my guys to go be glorified recruitment NPCs at CT to be competitive. You don't. Just make your nation more appealing.

[16/07/2016 20:28:15] Lilyana~ .: [16 July 2016 20:28] Shalashask:

<<< You shouldn't get ooc protection because your character dislikes the rules and laws of nations +I

[16/07/2016 20:28:16] Pess: [16 July 2016 20:27] Lilyana~ .:

<<< If you dont want to be ruled by laws or a standard then be a hobo. Be a traveling person. Go place to place. Thats the life the PLAYER is choosing to have. its not being forced upon them by nations or towns. Yes but I don't want this heavy focus on nations. It'll happen naturally if the nation is appealing to the person.

[16/07/2016 20:28:19] Leo.gif: Especially in vailor where its a 20 second warp to every major settlement you cant tell me CT recruitment is essential

[16/07/2016 20:28:20] Tahmas: [16 July 2016 20:27] Leo.gif:

<<< I don't want to have to tell my guys to go be glorified recruitment NPCs at CT to be competitive. its not that hard to find settlements especially if we keep nation capital FTs You say that but our player retention proves otherwise.

[16/07/2016 20:28:25] Tristin (Leric): I don't care about the rp recruiting. But no more sees someone new join then /msg noobslayer200 "wanna join?"

[16/07/2016 20:28:36] Harrison: On 16/07/2016, at 20:28, Tristin (Leric) wrote:

> I don't care about the rp recruiting. But no more sees someone new join then /msg noobslayer200 "wanna join?"

yeah the newbie

[16/07/2016 20:28:40] Harrison: mass plauging

[16/07/2016 20:28:42] Harrison: is a bit much

[16/07/2016 20:28:56] Pess: [16 July 2016 20:28] Shalashask:

<<< You shouldn't get ooc protection because your character dislikes the rules and laws of nations Once again, everyone needs to be respected and nations are not entitled to any RP.

[16/07/2016 20:29:07] Tristin (Leric): I think ooc recruiting new players shouldn't be allowed. But if you want to sit there all day and do it in rp, that's ok

[16/07/2016 20:29:14] Shalashask: [16 July 2016 20:28] Pess:

<<< Once again, everyone needs to be respected and nations are not entitled to any RP. I know, but no one deserves ooc protection

[16/07/2016 20:29:16] Leo.gif: [16 July 2016 20:28] Tahmas:

<<< You say that but our player retention proves otherwise. Our player retention is shit right now because we're on the verge of a map transition and vailor is highly stagnant

[16/07/2016 20:29:26] Lilyana~ :: Respect and OOC protection is very different.

[16/07/2016 20:29:57] Caelria: [16 July 2016 20:29] Tristin (Leric):

<<< I think ooc recruiting new players shouldn't be allowed. But if you want to sit there all day and do it in rp, that's ok! I'm going to have to disagree with this too. I would've never fit into the Elven niche unless Respiren chatted with me OOC.

[16/07/2016 20:30:19] Pess: This seems to be much about a few individuals annoyed that they can't bring someone to justice.

[16/07/2016 20:30:39] Logan [Pyro]: yeah there's nothing wrong with oocly talking to someone and trying to help intergrade them into the server

[16/07/2016 20:30:46] Shalashask: Sure, oocly people need to be respected. But that doesn't mean their characters being respected means a place where they become invulnerable to rp that they don't like

[16/07/2016 20:30:49] Pess: The docks is and have always been a safe place for people to RP, away from nations and drama.

[16/07/2016 20:30:59] Shalashask: There should be no safespace

[16/07/2016 20:31:01] Leo.gif: That's you. I got where I am without anyone oocly recruiting me and with capital city FTs it's not hard for a noob to find their way into a settlement

[16/07/2016 20:31:16] Caelria: Shala. Spawnkilling should be prevented by merit of it being spawn.

[16/07/2016 20:31:19] Pess: [16 July 2016 20:31] Shalashask:

<<< There should be no safespace Why should villains be catered to here though?

[16/07/2016 20:31:26] Pess: It's the spawn.

[16/07/2016 20:31:41] Shalashask: It's not a spawn anymore. Spawns should be just for new players

[I6/07/2016 20:31:43] Caelria: Every video game that has a set spawn makes you invulnerable there.

[I6/07/2016 20:31:50] Harrison: On I6/07/2016, at 20:31, Pess wrote:

> On I6/07/2016, at 20:31, Shalashask wrote:

> > There should be no safespace

> Why should villains be catered to here though?

its also not catering towards villains

[I6/07/2016 20:31:53] Harrison: as villains can use it to hide

[I6/07/2016 20:31:57] Harrison: it's catering and fucking both

[I6/07/2016 20:32:05] Shalashask: It benefits villains more than tumblrites

[I6/07/2016 20:32:12] Caelria: If your character pk'd on every death, that'd be fine... I can see a line of guards at CT killing off people as they respawn though.

[I6/07/2016 20:32:17] Harrison: shall, if you want your point to get across

[I6/07/2016 20:32:22] Harrison: stop being hostile to the other side

[I6/07/2016 20:32:24] Harrison: of this argument

[I6/07/2016 20:32:25] Caelria: I mean, if it were allowed I might even do it.

[I6/07/2016 20:32:26] Pess: Yeah, it's logical. A place to prepare and relax. There is enough villains and combat out in the world and it's not going to be an issue with a safe place.

[I6/07/2016 20:32:37] Harrison: like we get it you dislike 'CT tavern RPer's'

[I6/07/2016 20:32:53] Shalashask: Separate CT from the docks then

[I6/07/2016 20:32:57] Caelria: Why?

[I6/07/2016 20:33:11] Pess: [I6 July 2016 20:32] Caelria:

<<< If your character pk'd on every death, that'd be fine... I can see a line of guards at CT killing off people as they respawn though. I can see a bunch of people turning the docks into a combat zone. Blocking fast travel, drama develops, and the change not done anything but problems.

[I6/07/2016 20:33:26] Caelria: Tbh I can see a warclaim on CT.

[I6/07/2016 20:33:30] Shalashask: So only new people will benefit from the protection of CT

[I6/07/2016 20:33:34] Harrison: On I6/07/2016, at 20:33, Caelria wrote:

> Tbh I can see a warclaim on CT.

hell yeah dude

[16/07/2016 20:33:35] Harrison: can't wait

[16/07/2016 20:33:36] Leo.gif: As someone who's day job is basically building IC culture and expanding a playerbase my experience is forcing people to adapt a style of RP they don't want to do works exactly 0% of the time.

[16/07/2016 20:34:19] Caelria: Catering to 1% of roleplayers never works.

[16/07/2016 20:34:30] Pess: Yes, so why shut down the happy people at the docks RPing then. Makes no sense.

[16/07/2016 20:34:50] Harrison: we don't need to shut down

[16/07/2016 20:34:50] Shalashask: They can stay at the docks, just people who use it as a rp hub shouldn't receive the protection

[16/07/2016 20:34:53] Caelria: "You must believe x y and z to fit in here, you must believe them all and not believe anything else." just makes people want to leave. That's why I advocated to put the lower district in Haelun'or.

[16/07/2016 20:34:53] Harrison: the docks RP wise

[16/07/2016 20:34:58] Harrison: we just need to make it so it's not mechanically abuseable

[16/07/2016 20:35:02] Harrison: and promotes ruleplay

[16/07/2016 20:35:08] Harrison: we're getting off topic with the whole nation shit

[16/07/2016 20:35:18] Leo.gif: Anyway, aside from the no-life recruiting IMO there isn't much harm in CT since little to no people use it as their main RP hub and just a place to find RP when their own cities are empty

[16/07/2016 20:35:25] Pess: [16 July 2016 20:34] Shalashask:

<<< They can stay at the docks, just people who use it as a rp hub shouldn't receive the protectionIf someone is doing this it's much better to take screenshots and report it instead of letting a good chunk of players be punished.

[16/07/2016 20:35:48] Pess: Anyway, aside from the no-life recruiting IMO there isn't much harm in CT since little to no people use it as their main RP hub and just a place to find RP when their own cities are emptyExactly this! +1

[16/07/2016 20:35:52] Harrison: yeah actually

[16/07/2016 20:35:56] Harrison: can we get an announcement
[16/07/2016 20:36:01] Harrison: and much harsher ruling
[16/07/2016 20:36:09] Harrison: on abusing the CT
[16/07/2016 20:36:11] Harrison: and making it legit like
[16/07/2016 20:36:15] Harrison: an actual rule now
[16/07/2016 20:36:20] Harrison: then we won't have this shit be an issue
[16/07/2016 20:36:26] Harrison: like if you're openly admitting
[16/07/2016 20:36:30] Harrison: you're using the CT to avoid roleplay
[16/07/2016 20:36:31] Logan [Pyro]: seems impossible to enforce
[16/07/2016 20:36:35] Harrison: that might not 100% benefit you
[16/07/2016 20:36:38] Leo.gif: I think we should probably make it punishable to be
openly provocative and threatening in the CT knowing full well the other guy cant
attack you because that's just a dumb thing to do
[16/07/2016 20:36:43] Shalashask: lmao, expecting GMs to punish powergaming and
abuse
[16/07/2016 20:36:54] Caelria: Indeed. Having a "time limit" on how much time you can
spend in CT is impossible to enforce.
[16/07/2016 20:37:02] Pess: Yeah they do punish people.
[16/07/2016 20:37:08] Leo.gif: Just make open antagonizing in CT punishable
[16/07/2016 20:37:15] Pess: Yeah, simple as Leo said.
[16/07/2016 20:37:26] Caelria: Antagonizing would have to be explicitly defined, but I
can get behind that.
[16/07/2016 20:37:27] Shalashask: Also if you are wanted with reasonable grounds, ie
not just because a guard has a grudge on you, then they should be able to extradite you
[16/07/2016 20:37:56] Shalashask: Indeed. Having a "time limit" on how much time you
can spend in CT is impossible to enforce.just do it so after 10 minutes you get the
nausea effect
[16/07/2016 20:38:00] Caelria: Shala you're wanted for being an Orc. Please come to
Haelun'or.
[16/07/2016 20:38:10] Pess: [16 July 2016 20:37] Shalashask:

<<< Also if you are wanted with reasonable grounds, ie not just because a guard has a
grudge on you, then they should be able to extradite youIt's such a petite issue though.

[16/07/2016 20:38:12] Harrison: On 16/07/2016, at 20:36, Shalashask wrote:

> lmao, expecting GMs to punish powergaming and abuse

fuck you

[16/07/2016 20:38:13] Caelria: So that we can execute you.

[16/07/2016 20:38:15] Harrison: xddd

[16/07/2016 20:38:18] Leo.gif: And while we're at it let's make it illegal to hold diplomatic meetings or sell slaves/exchange hostages in CT because THAT is blatant abuse of OOC protection and ill agree with the anti-CTers that we need to put a stop to that

[16/07/2016 20:38:29] Caelria: Also when you get back you're under arrest for being an Orc again.

[16/07/2016 20:38:32] Caelria: So please come back until you pk.

[16/07/2016 20:38:40] Pess: Yes, just don't take away regular RP from there.

[16/07/2016 20:38:41] Shalashask: I'm Orenian now, I don't PK

[16/07/2016 20:38:49] Tristin (Leric): OH

[16/07/2016 20:39:04] Logan [Pyro]: what

[16/07/2016 20:39:11] Shalashask: [16 July 2016 20:38] Pess:

<<< It's such a petite issue though. It's not, plenty of people taunt guards and people who have been chasing them for a crime

[16/07/2016 20:39:19] Logan [Pyro]: oren just had two of its leaders PK tbf

[16/07/2016 20:39:27] Pess: Then take note and get them next time.

[16/07/2016 20:39:28] Leo.gif: RIP jonas

[16/07/2016 20:39:34] Shalashask: Felsen mayor is irrelevant, but this is off topic

[16/07/2016 20:39:42] Harrison: you started the off topic but yes it is.....

[16/07/2016 20:39:43 | Edited 20:39:41] Caelria: Gold Corps made the city submit psychically. It was POWERFUL

[16/07/2016 20:39:48] Pess: If you are in conflict you can't use FT so you can catch them then.

[16/07/2016 20:39:58] Leo.gif: Nah I think being openly flaunting like "HAHA I AM WANTED BY YOUR NATION BUT IM IN CT TAUNTING YOU BECAUSE I KNOW IM PROTECTED" should not be allowed

[I6/07/2016 20:40:08] Leo.gif: don't mind it being a safe space, I mind people being a dick about it

[I6/07/2016 20:40:17] Shalashask: There should be nowhere for wanted people to hide

[I6/07/2016 20:40:36] Caelria: Tbf it should annul the protection just like saying "I'll get healed by the monks" will make it so you don't get revived.

[I6/07/2016 20:40:40] Shalashask: If someone puts a bounty on me I can just go to the CT and still communicate with people through birds

[I6/07/2016 20:40:49] Tristin (Leric): you mean no ooc safe place right Shala

[I6/07/2016 20:40:55] Harrison: On I6/07/2016, at 20:40, Tristin (Leric) wrote:
> you mean no ooc safe place right Shala

yes

[I6/07/2016 20:40:57] Leo.gif: Eh being forced to RP only in CT because youre wanted everywhere else is a punishment in and of itself

[I6/07/2016 20:40:57] Harrison: that's the whole argument

[I6/07/2016 20:40:58] Shalashask: or rp safe space

[I6/07/2016 20:41:00] Harrison: that we've been having

[I6/07/2016 20:41:06] Harrison: an OOC safe space IS an rp one

[I6/07/2016 20:41:07] Shalashask: ct is currently a rp and ooc safe space

[I6/07/2016 20:41:08] Harrison: p much

[I6/07/2016 20:42:06] Pess: Yes and it doesn't hurt you more than not being able to kill a wanted man. It's a minor issue really. A majority of people shouldn't suffer due to this.

[I6/07/2016 20:42:19] Caelria: The server needs a safe space. Cuckolds run around with diamond axes gangbangng people 24 hours a day outside of CT. Some people don't want to put up with it.

[I6/07/2016 20:42:26] Harrison: yeah

[I6/07/2016 20:42:30] Harrison: it's sad really

[I6/07/2016 20:42:36] Harrison: people ruin it for the people

[I6/07/2016 20:42:37] Harrison: who need it

[I6/07/2016 20:42:43] Pess: In case you don't remember, back in asulon when there were no spawn protection you'd have orcs coming there on a regular basis to slave for example.

[16/07/2016 20:42:45] Harrison: hence my point earlier that you need to view it from the general newbie player

[16/07/2016 20:42:46] Pess: It was not fun.

[16/07/2016 20:42:51] Harrison: not like someone from this chat

[16/07/2016 20:42:59] Leo.gif: Yeah I think there should be a safe space as long as the people using that safe space aren't dicks about it.

[16/07/2016 20:43:12] Shalashask: join a city. If you can't fit in with a nation then you suffer the consequences of no walls or guards to protect you

[16/07/2016 20:43:18] Harrison: like we've said

[16/07/2016 20:43:21] Harrison: not everyone can just

[16/07/2016 20:43:23] Harrison: 'join' a city

[16/07/2016 20:43:25] Harrison: for OOC reasons too

[16/07/2016 20:43:28] Logan [Pyro]: why not?

[16/07/2016 20:43:34] Max (Tel): Mind if I add a few cents?

[16/07/2016 20:43:37] Harrison: this map has seen a HUGE escalation of hostility and judging OOCly

[16/07/2016 20:43:43] Harrison: go for it mate its what the chats for

[16/07/2016 20:43:47] Pess: [16 July 2016 20:43] Shalashask:

<<< join a city. If you can't fit in with a nation then you suffer the consequences of no walls or guards to protect you That's literally such a terrible way of looking at it. ONCE again, nations are not entitled to having RP:

[16/07/2016 20:44:01] Leo.gif: Forcing people to partake in any style of RP they don't want to works exactly never. If they're wanted by your faction and you've forced them into CT it means they aren't in YOUR city anymore so what's the issue

[16/07/2016 20:44:10] Shalashask: I know, but you're not entitled to a safespace because you can't find somewhere safe to live

[16/07/2016 20:44:15] Max (Tel): I like that the first thing wandering souls are exposed to is activity the moment they leave spawn

[16/07/2016 20:44:21] Max (Tel): It's not a barren emptiness anymore

[16/07/2016 20:44:24] Caelria: [16 July 2016 20:43] Shalashask:

<<< join a city.If I left Kelthran and PK'd right now, then walked over to the Wood Elves; do you think I'd be welcomed there on the same level as a new player Shala?

[16/07/2016 20:44:31] Leo.gif: Like I've banished a lot of people from welfburg and IDC if they're RPinG in CT because it means they aren't in my hair anymore. out of sight out of mind

[16/07/2016 20:44:43] Shalashask: [16 July 2016 20:44] Caelria:

<<< If I left Kelthran and PK'd right now, then walked over to the Wood Elves; do you think I'd be welcomed there on the same level as a new player Shala?report to the GMs if they're metagaming

[16/07/2016 20:44:48] Max (Tel): New players joining and exiting the spawn also have more opportunity to meet people once they're out because the spawn is crowded

[16/07/2016 20:44:49] Leo.gif: [16 July 2016 20:44] Caelria:

<<< If I left Kelthran and PK'd right now, then walked over to the Wood Elves; do you think I'd be welcomed there on the same level as a new player Shala?Yes you would?

[16/07/2016 20:44:55] Max (Tel): I like that aspect

[16/07/2016 20:45:08] Caelria: I'd be invited to all the Skype chats, and met with no OOC hostilities whatsoever?

[16/07/2016 20:45:11] Leo.gif: We made td our leader and he used to be a white rose, what's your point

[16/07/2016 20:45:24] Pess: [16 July 2016 20:44] Shalashask:

<<< report to the GMs if they're metagaminglol ,be realistic here already.

[16/07/2016 20:45:51] Shalashask: [16 July 2016 20:45] Pess:

<<< lol ,be realistic here already.I do, I've modreqged plenty of times when felsen guards tried to stop my welf peasant after I played an orc

[16/07/2016 20:46:16] Jaeden: [16 July 2016 20:42] Caelria:

<<< The server needs a safe space. Cuckolds run around with diamond axes gangbangng people 24 hours a day outside of CT. Some people don't want to put up with it.There's barely any of that nowadays

[16/07/2016 20:46:22] Caelria: That's a chore. It's time consuming.

[16/07/2016 20:46:27] Shalashask: tea time

[16/07/2016 20:46:29] Caelria: [16 July 2016 20:46] Jaeden:

<<< There's barely any of that nowadays;^)

[16/07/2016 20:46:37] Jaeden: I still think that CT should be an unprotected zone; or have a RP 'Temple' sickness

[16/07/2016 20:46:37] Pess: [16 July 2016 20:46] Jaeden:

<<< There's barely any of that nowadaysCause right now it's a lowdown. People wait for 5.0

[16/07/2016 20:46:39] Harold: Defender default put an end to the gangbanging, especially the nonsensical stuff.

[16/07/2016 20:47:00] Jaeden: [16 July 2016 20:46] Pess:

<<< Cause right now it's a lowdown. People wait for 5.0For the last 5 months it's been chill with that type of bandit RP though

[16/07/2016 20:47:08] Caelria: You're arguing punishing people for flocking to a type of roleplay that they like because it's not what you like.

[16/07/2016 20:47:19] Caelria: That's really the essence of this.

[16/07/2016 20:47:33] Jaeden: I don't get why you're in a feedback chat if you assume from people

[16/07/2016 20:47:35] Nick: I mean 5.0 cloud temple is fixed

[16/07/2016 20:47:38] Jaeden: I. I'm not a combat roleplayer

[16/07/2016 20:47:40] Pess: [16 July 2016 20:47] Caelria:

<<< You're arguing punishing people for flocking to a type of roleplay that they like because it's not what you like.

That's really the essence of this.Yeah, nation entitlement and a few that wants to kill those wanted men or whatever.

[16/07/2016 20:47:49] Jaeden: 2. CT RP has no benefits

[16/07/2016 20:47:51] Jaeden: it's dumb

[16/07/2016 20:47:52] Nick: nation entitlement grr grr

[16/07/2016 20:47:54] Leo.gif: I gotta agree there, I used to resent 'tavern RP' as much as the next filthy shitposter but I realize now you can never force a group of people to do a style of RP they don't want to do.

[16/07/2016 20:48:16] Leo.gif: Effectively and without drama, anyway.

[16/07/2016 20:48:40] Harold: Nick - Today 20:47

> I mean 5.0 cloud temple is fixed

Can you expand on that Dreek?

[16/07/2016 20:48:59] Nick: I've seen the 5.0 ct, there is no way you can have an rp hub there

[16/07/2016 20:49:01] Jaeden: I just think it's dumb the way it is right now. On my timezone, it's difficult to find RP outside of cloud temple unless I'm staying up at absurd hours or waking up at absurd hours

[16/07/2016 20:49:14] Jaeden: And it makes it difficult for events too, that's the problem

[16/07/2016 20:49:26] Nick: it'd be harder to find people in the ct

[16/07/2016 20:49:27] Leo.gif: Well you're on the wrong side of the world jaeden

[16/07/2016 20:49:32] Nick: than it would be in the nations

[16/07/2016 20:49:35] Jaeden: LEO

[16/07/2016 20:49:36] Jaeden: REEEEEEE

[16/07/2016 20:49:46] Jaeden: I didn't choose to be born in hell

[16/07/2016 20:49:48] Jaeden: excuse you

[16/07/2016 20:49:52] Caelria: It used to be I'd get salty at people who were impure and hid in CT, or people who like... bragged about being special snowflakes. Or who played edgy characters; but you just gotta chill out.

What's hunting those guys down going to do besides make them upset/make them quit the server out of frustration that they can't fit in anywhere?

[16/07/2016 20:50:18] Pess: [16 July 2016 20:48] Nick:

<<< I've seen the 5.0 ct, there is no way you can have an rp hub there That's very disappointing then, rip souls like Tel said and newly accepted players.

[16/07/2016 20:50:20] Harold: That's a decent viewpoint you and pess put forward caelria

[16/07/2016 20:50:40] Nick: personally i think its a good think, but that may be my nation entitlement ;)

[16/07/2016 20:50:42] Jaeden: The majority of people I see within CT often complain about a lack of events, and honestly it pisses me off

[16/07/2016 20:50:55] Jaeden: People also use it to hide, etc

[16/07/2016 20:50:58] Harold: It's the flip side to this discussion really, I mean, theu are literally the 1% and I would honestly say most people in this chat don't want to decrease the amount t of roleplay at CT.

[16/07/2016 20:50:59] Leo.gif: As leaders we have our spheres of influence and territories we control and beyond them we cant presume to control anything. You cant force everyone everywhere to RP the way you do

[16/07/2016 20:51:04] Imi: [16 July 2016 20:45] Caelria:

<<< I'd be invited to all the Skype chats, and met with no OOC hostilities
whatsoever?wood elves are mean with their Skype chats

[16/07/2016 20:51:05] Jaeden: I just still find it a silly system to support CT RP

[16/07/2016 20:51:11] Harold: What I would say is that people need to understand you can't abuse it.

[16/07/2016 20:51:13] Pess: [16 July 2016 20:50] Nick:

<<< personally i think its a good think, but that may be my nation entitlementYou can joke about it if you want that's kay. :)

[16/07/2016 20:51:18 | Edited 20:51:18] Caelria: [16 July 2016 20:50] Jaeden:

<<< The majority of people I see within CT often complain about a lack of events, and honestly it pisses me offWhen is the last time you saw a non-Dark Mage centric ET run event?

[16/07/2016 20:51:38] Jaeden: what

[16/07/2016 20:51:44] Jaeden: yesterday?

[16/07/2016 20:51:45] Lilyana~ .: Whens the last time you saw an event? ftfy

[16/07/2016 20:51:47] Lilyana~ .: :^)

[16/07/2016 20:51:52] Nick: today

[I6/07/2016 20:51:52] Leo.gif: events lately have either been paper-thin and meaningless or non-existent lately tbh....

[I6/07/2016 20:51:57] Caelria: I'm curious. I don't leave Haelun'or much, and we don't get them there.

[I6/07/2016 20:52:08] Nick: rockstar has been hosting events for the dwarves pretty often

[I6/07/2016 20:52:10] Jaeden: I've been doing events all week

[I6/07/2016 20:52:21] Caelria: What events did you do this week?

[I6/07/2016 20:52:26] Jaeden: had a lazy weekend. I'll probably do one either American Saturday or American Sunday

[I6/07/2016 20:52:38] Harold: Do the ET run events, dynamic ones, in CT?

[I6/07/2016 20:52:42] Jaeden: A few riddle-based ones, and the huge Orc one on Monday

[I6/07/2016 20:52:46] Lilyana~ .: Murlocs riddle event was the first event we(Sutica) had in 9 Months after asking and proposing ideas.

[I6/07/2016 20:52:56] Caelria: It's fair that no events would happen in CT.

[I6/07/2016 20:53:06] Caelria: There should be a safe space, but there shouldn't be like... event chains there.

[I6/07/2016 20:53:09] Pess: [I6 July 2016 20:52] Jaeden:

<<< A few riddle-based ones, and the huge Orc one on Monday You gotta take the "omg no events" outcry with a grain of salt tbh.

[I6/07/2016 20:53:10] Jaeden: [I6 July 2016 20:52] Harold:

<<< Do the ET run events, dynamic ones, in CT? Running events in CT is like putting a toothpick under your toe and kicking a wall. The only difference is, the event hurts more

[I6/07/2016 20:53:10] Jaeden: People FLOCK to it

[I6/07/2016 20:53:26] Pess: But its off topic

[I6/07/2016 20:53:31] Caelria: [I6 July 2016 20:52] Caelria:

<<< It's fair that no events would happen in CT.

There should be a safe space, but there shouldn't be like... event chains there.

[I6/07/2016 20:53:33] Jaeden: [I6 July 2016 20:53] Pess:

<<< You gotta take the "omg no events" outcry with a grain of salt tbh. I do. But it just annoys me that those people who complain never make an effort to go outside of CT
[16/07/2016 20:53:33] Leo.gif: I'd never want to be an ET tbh its an even more thankless and headache inducing job than GM is
[16/07/2016 20:53:41] Pess: backseat moderating
[16/07/2016 20:53:42] Tristin (Leric): [20:45:08] Caelria: I'd be invited to all the Skype chats, and met with no OOC hostilities whatsoever?

<<< wood elves are mean with their Skype chats

What...

[16/07/2016 20:53:45] Harold: But they do, I remember the fair at CT. I was just wondering if anyone had any more events there, just for the CT Rpers.
[16/07/2016 20:53:57 | Edited 20:53:58] Harold: Valid point being, I'm not sure if I would support that.
[16/07/2016 20:54:21] Jaeden: I'd never do a CT event. Not because of my immense dislike towards CT RP, but because it makes the event insanely difficult to run with a huge amount of players
[16/07/2016 20:54:50] Jaeden: Even on the second riddle event, that group was probably my maximum
[16/07/2016 20:55:04] Jaeden: My eyes aren't the best, so it's difficult to scan through RP like that
[16/07/2016 20:55:21] Nick: honestly the only events at the ct i would support would be those old market events the monks did under kai
[16/07/2016 20:55:58] Jaeden: I've advertised events around CT, but never did them in it
[16/07/2016 20:56:04] Harold: Also Pess, while I would perhaps agree with you that nations are not entitled to RP, I would say thats really where we should be making the best efforts to congregate people. Having RP at CT, gives the wrong impression to people.
[16/07/2016 20:56:31] Harold: Gives the wrong impression to new players.
[16/07/2016 20:56:58] Harold: To disagree with Telanir too, who said it helps people to stay on the server.

[16/07/2016 20:57:28] Max (Tel): I only meant to say I like that souls see activity first thing they join, when they exit that spawn area they see life & activity rather than an empty dock area.

[16/07/2016 20:57:46] Leo.gif: Nations should be given the resources needed to build their playerbases but we really shouldn't ever implement systems which pressures players towards certain areas or styles of RP they don't like. moral grounds aside, it just plain doesn't work.

[16/07/2016 20:57:47] Harold: They will RP at CT for an hour, and then log off because they roll into the capitals and notice they are empty.

[16/07/2016 20:57:51] Lilyana~ .: Getting people intergrated and immersed into roleplay, in general, is what we should want for new players. Not CT RP specifically.

[16/07/2016 20:57:54] Harold: They then go back to CT

[16/07/2016 20:57:57] Harold: Rinse and repeat.

[16/07/2016 20:58:28] Lilyana~ .: Having players walk into CT RP is like them watching Gizzy Gaza videos,

[16/07/2016 20:58:33] Lilyana~ .: Thats not what this server is about

[16/07/2016 20:58:38] Lilyana~ .: They immediatly get the wrong impression

[16/07/2016 20:58:50] Jaeden: ^

[16/07/2016 20:58:55] Jaeden: good analogy +1

[16/07/2016 20:59:22] Lilyana~ .: Get new players into cities immediatly. Get the cities filled. Get them acustomed to city and village life. THEN if they choose that its not for them, let them explore other opportunities.

[16/07/2016 20:59:24] Max (Tel): I think that with my new wandering souls module, the ability to tp to locations we can specify allows new players to go where they like and figure out where they want to rp

[16/07/2016 20:59:34] Harold: Thing is, even choosing a race could be said that you are limiting players. There needs to be a modicum of limitation, in respect. Without it, you have people at CT who have very little idea about their character, and their natural RP progression with the world around them.

[16/07/2016 20:59:36] Max (Tel): anyone tested it yet?

[16/07/2016 21:00:05] Lilyana~ .: No, I'm just terrified at the new tutorial island concept that I saw.

[16/07/2016 21:00:17] Lotc Theelvenmage: [16 July 2016 20:59] Max (Tel):

<<< I think that with my new wandering souls module, the ability to tp to locations we can specify allows new players to go where they like and figure out where they want to rp. First i heard of that, and it sounds great. When i was a wandering soul, i spent an hour flying over empty human duchy's having no clue where to go.

[16/07/2016 21:01:54] Harold: I mean, my real issue with CT RP is that the players aren't seeing what LotC has to offer, at all.

[16/07/2016 21:01:59] Jaeden: We should be trying to promote more city RP. I know it's a dead-time right now, with 5.0 around the corner, but cities should still have a fair bit of RP

[16/07/2016 21:02:07] Imi: [16 July 2016 20:53] Tristin (Leric):

<<< What...yes

[16/07/2016 21:02:17] Lilyana~ .: New Players need to be immersed in roleplay that has meaning, substance, depth, and continuity to it.

Otherwise its a gizzygaza event. Something that doesn't happen on the regular that has no meaning or purpose other than to distract them for 10mins only to realize. Wow, my questions were never answered and I still have no idea what Im suppose to do or where to go.

[16/07/2016 21:02:22] Jaeden: Instead, I log on, look around my city, then head to CT and there's half the server

[16/07/2016 21:02:28] Imi: I've had my welf since athera and still not in the Skype chat!

[16/07/2016 21:02:56] Lilyana~ .: Im trying to drive player retention and immersion as hard as I can because its sickening how many people come onto this server and are lost the second they log in.

[16/07/2016 21:03:03] Max (Tel): Imo I think new players need to get first invested in the server, they need basic resources so that they can survive alone

[16/07/2016 21:03:17] Lilyana~ .: Of course. I have it written down.

[16/07/2016 21:03:20] Max (Tel): I mean, first thing people look for is where they can build, where they can get food & resources, generally they get comfortable with the idea of RP afterwards

[I6/07/2016 21:03:28] Lilyana~ .: Every new player that came always asks one of 5 questions.

[I6/07/2016 21:04:04] Lilyana~ .: Where do I find a home?

How do I get food?

How do I get a job/money?

Where can I get resources?/Where can I build?

Where is my home town?/Where is my leader?

[I6/07/2016 21:04:22] Harrison: "how do i get diamond sword"

[I6/07/2016 21:04:26] Lilyana~ .: If those five questions are not answered within a new players first few minutes on the server, the tutorial is wrong.

[I6/07/2016 21:04:41] Harold: Maybe something we need to address on the Application app.

[I6/07/2016 21:04:56] Jaeden: There's already a fair bit on the application app

[I6/07/2016 21:04:59] Jaeden: It's just about CT execution

[I6/07/2016 21:05:00] Harold: People should understand the server before they log in.

[I6/07/2016 21:05:19] Nick: Or implement it into the tutorial?

[I6/07/2016 21:05:45] Harold: Who actually does the tutorial properly though?

[I6/07/2016 21:05:55] Harold: That's my issue there. People just whiz through it.

[I6/07/2016 21:05:57] Max (Tel): But who reads the entire application process?

[I6/07/2016 21:06:05] Max (Tel): most don't even bother properly reading lore

[I6/07/2016 21:06:08] *** Nick added Pj Leavy ***

[I6/07/2016 21:06:09] Harold: If they want to pass, they should.

[I6/07/2016 21:06:19] Nick: 4th dwarf rep

[I6/07/2016 21:06:21] Max (Tel): I think our best bet to try and knock it into their heads, is to make a good and simple tutorial area

[I6/07/2016 21:06:26] Max (Tel): a compulsory one, that they spawn in after being accepted

[16/07/2016 21:06:38] Lilyana~ ∴ Players are often children. Children have instant-gratification desires. The second they get home they want to open that game. They don't want to sit through a instruction manual of ten pages.

And no matter how badly you want to say "I want players that will read every little bit" it's not going to happen. You have to take these types of players and mold them into that with time.

Getting them involved immediately with RP that has meaning, RP with people of their race and type, giving them a home to log into. Those things keep the player on the server.

[16/07/2016 21:06:41] Max (Tel): but lasts no longer than maybe, idk, 5 mins, or they can just run to the exit and leave

[16/07/2016 21:06:51] Jaeden: 'this is a block'

'this is a roleplay' "helo am new player food pls" "okay newplayer here u go sir" "thank u"

[16/07/2016 21:06:54] Jaeden: easy tutorial

[16/07/2016 21:06:56] Jaeden: boom

[16/07/2016 21:07:11] Pess: [16 July 2016 21:05] Harold:

<<< Who actually does the tutorial properly though?

That's my issue there. People just whiz through it. Spawn new players in the tutorial area

[16/07/2016 21:07:16] Jaeden: The tutorial should be no longer than 2 minutes, imo

[16/07/2016 21:07:31] Jaeden: Then give them a book that recaps the tutorial, as they leave

[16/07/2016 21:07:37] Pess: [16 July 2016 21:07] Jaeden:

<<< The tutorial should be no longer than 2 minutes, imo
The tutorial is good, it covers everything. Just need to advertise it more.

[16/07/2016 21:07:40] Harrison: On 16/07/2016, at 21:06, Max (Tel) wrote:

> a compulsory one, that they spawn in after being accepted

make a lil

[16/07/2016 21:07:40] Max (Tel): i like that, books

[16/07/2016 21:07:41] Lilyana~ .: "I have to log on because Billy might be at CT!" You never hear that.

"Im gonna log in to get some iron to make a suit of armor!"

"Im gonna expand my house!" Those things, small goals that mean nothing to veterans are what new players strive for. Its what gets them to log back in right away while they develop RP roots

[16/07/2016 21:07:42] Harrison: test afterwards

[16/07/2016 21:07:43] Harrison: like

[16/07/2016 21:07:45] Max (Tel): you know what would be cool

[16/07/2016 21:08:10] Harrison: "oh, someone tells me to attack and kill with them in pvp"

[16/07/2016 21:08:12] Harrison: "should i?"

[16/07/2016 21:08:21] Harrison: "no, combat is RP based until agreed upon!"

[16/07/2016 21:08:25] Max (Tel): you get a line of text:

Hey! Congratulations and welcome. Click any of these to get a help book.

[Where can I build] [Where do I go from here] [Finding roleplay]

[16/07/2016 21:08:34] Harrison: that too

[16/07/2016 21:08:36] Max (Tel): etc. etc., then you just click one and get a book or smthn idk i didn't think about it

[16/07/2016 21:08:37] Harrison: we could also just

[16/07/2016 21:08:40] Jaeden: yeah, that'd work

[16/07/2016 21:08:41] Harrison: write a guide on the forums

[16/07/2016 21:08:42] Harrison: for each of those

[16/07/2016 21:08:47] Harrison: and start linking them more regularly

[16/07/2016 21:08:48] Jaeden: The current tutorial doesn't work well

[16/07/2016 21:08:50] Harrison: put them o nsigns

[16/07/2016 21:08:55] Pess: People don't always scout the forums

[16/07/2016 21:08:57] Jaeden: because it's completely optional and not presented at all

[16/07/2016 21:09:00] Lilyana~ .: Ive been saying all of this to the AT Lead for a LONG time

[16/07/2016 21:09:12 | Edited 21:09:13] Max (Tel): On 2016-07-16, at 3:08 PM, Pess wrote:
> People don't always scout the forums

yeah, I had to make the LotC-Digest for this reason

[16/07/2016 21:09:32] Max (Tel): we can't expect people to see everything on the forums

[16/07/2016 21:09:41] Lilyana~ .: The new tutorial isle idea isnt right for LotC. Its to MMOish

[16/07/2016 21:10:04] Lilyana~ .: Havign a new player traverse an entire island to go to a "Wizard tower to figure out how to do alchemy" is not what a new player needs.

[16/07/2016 21:10:16] Pess: ^

[16/07/2016 21:10:18] Max (Tel): what tutorial isle idea

[16/07/2016 21:10:24] Max (Tel): you haven't explained it yet

[16/07/2016 21:10:29] Lilyana~ .: Your in the chat for it...

[16/07/2016 21:10:30] Jaeden: [16 July 2016 21:09] Lilyana~ .:

<<< The new tutorial isle idea isnt right for LotC. Its to MMOishrunescape ptsd attack

[16/07/2016 21:10:57] Max (Tel): they're just spitballing so I haven't cared to look in there yet

[16/07/2016 21:11:01] Lilyana~ .: I just messaged you in it

[16/07/2016 21:11:05] Max (Tel): yeah i saw

[16/07/2016 21:11:09] Jaeden: [16 July 2016 21:08] Max (Tel):

<<< you get a line of text:

Hey! Congratulations and welcome. Click any of these to get a help book.

[Where can I build] [Where do I go from here] [Finding roleplay]^

This is what you need

[16/07/2016 21:11:13] Jaeden: not something overly fancy

[16/07/2016 21:11:16] Lilyana~ .:

<https://docs.google.com/document/d/1cmuKpLLj-QMNcxK6PfHkUIkl-OtMcy6VaTpIXC VjNY/edit>

[16/07/2016 21:11:18] Jaeden: Give players a book as well

[16/07/2016 21:11:20] Jaeden: that they spawn with

[16/07/2016 21:11:23] Lilyana~ .: Thats what Im talking about.

[I6/07/2016 21:11:29] Max (Tel): yeah, spitballing

[I6/07/2016 21:11:30] Jaeden: Automatically soulbinded, much like your soulstone

[I6/07/2016 21:11:40] Jaeden: And you can recall it using like..

[I6/07/2016 21:11:41] Max (Tel): well, I was thinking when you press Q, it just deletes it

[I6/07/2016 21:11:43] Jaeden: ./helpbook or something

[I6/07/2016 21:11:48] Max (Tel): yeah smthn like that

[I6/07/2016 21:11:53] Jaeden: yee

[I6/07/2016 21:11:55] Jaeden: That'd be good

[I6/07/2016 21:12:05] Pess:

<https://docs.google.com/document/d/IcmuKpLLj-QMNcxK6PfHkUIkl-OtUMcy6VaTplXC VjNY/edit>

What even.

[I6/07/2016 21:12:27] Lilyana~ .: Tutorial should have 1 path that is barrier blocked in so new players cant just run from it. They have to walk through it. If they want to run and skip, do it. But force them to walk through it.

[I6/07/2016 21:12:32] Pess: The current tutorial idea is good enough..it's informative and quick.

[I6/07/2016 21:12:41] Pess: Why make an island for that.

[I6/07/2016 21:12:54] Jaeden: Aghh, nooo

[I6/07/2016 21:12:57] Jaeden: You don't do physical tutorials

[I6/07/2016 21:12:59] Max (Tel): i think you put too much attention to that idea squirt lmao

[I6/07/2016 21:13:09] Jaeden: 1. You're forcing it onto the player, which is baaaad

[I6/07/2016 21:13:11] Lilyana~ .: I asked the AT Lead.

[I6/07/2016 21:13:15] Max (Tel): i mean it's an honest effort but who seriously considered it

[I6/07/2016 21:13:20] Jaeden: 2. Most people don't take the time to look at physical tutorials. They want to get straight into the action

[I6/07/2016 21:13:20] Lilyana~ .: The only reason I joined AT was to increase player retention

[I6/07/2016 21:13:28] Lilyana~ .: I was told this is whats happening with tutorial isle.

[I6/07/2016 21:13:38] Max (Tel): `this is what's happening`

[16/07/2016 21:13:42] Max (Tel): not ` this is an idea for it`?

[16/07/2016 21:13:53] Jaeden: tela please make sure this tutorial isle doesn't happen

[16/07/2016 21:13:54] Lilyana~ .: This is whats happening, say how you feel about it. Is what I was told

[16/07/2016 21:13:59] Jaeden: only you can change this world

[16/07/2016 21:14:01] Lilyana~ .: And I flipped.

[16/07/2016 21:14:02] Jaeden: (:

[16/07/2016 21:14:04] Pess: [16 July 2016 21:13] Jaeden:

<<< tela please make sure this tutorial isle doesn't happenYes please..

[16/07/2016 21:14:10] Max (Tel): idk i don't have an opinion on it i didn't look yet

[16/07/2016 21:14:16] Max (Tel): don't look at me in this chat im just a commenter ;p

[16/07/2016 21:14:22] Jaeden: D:

[16/07/2016 21:14:25] Lilyana~ .: Even before AT, Sutica was newbie haven because we made sure to answer every question

[16/07/2016 21:14:29] Pess: pitchforks on the horizon

[16/07/2016 21:14:44] Lilyana~ .: I had new players come into ts and asks questions for hours. Questions that should be easily answered on server

[16/07/2016 21:14:45] Max (Tel): if you guys come up with ideas and send it to administration, then I'll get my work boots on and we'll shuffle it all in proper and tidy

[16/07/2016 21:14:55] Jaeden: Look, in all honesty. I just think that it should be handled like this:

[16 July 2016 21:08] Max (Tel):

<<< you get a line of text:

Hey! Congratulations and welcome. Click any of these to get a help book.

[Where can I build] [Where do I go from here] [Finding roleplay]Then ontop of those that you can click, you already get a soulbinded 'summary' helpbook, which you can dismiss and recall at any time using /helpbook or something

[16/07/2016 21:14:59] Jaeden: That's all you need for a tutorial

[16/07/2016 21:15:10] Max (Tel): Oh, and the summary book could like

[16/07/2016 21:15:11] Jaeden: Nothing over the top like a whole realm dedicated to teaching this stuff

[16/07/2016 21:15:14 | Edited 21:15:13] Max (Tel): contain a bunch of basic commands

[16/07/2016 21:15:15] Pess: [16 July 2016 21:14] Jaeden:

<<< Then ontop of those that you can click, you already get a soulbinded 'summary' helpbook, which you can dismiss and recall at any time using /helpbook or something That's all you need for a tutorialYepp.

[16/07/2016 21:15:17] Jaeden: Yuh

[16/07/2016 21:15:30] Max (Tel): like everything you need for just the basics and no more

[16/07/2016 21:15:56] Lilyana~ .: if you wanted to do something for crafting just make a crafting room. A single work station for each, label each with a sign.

Simply say This is our crafting system. Each workstation does something else, check it out!

[16/07/2016 21:16:01] Jaeden: [16 July 2016 21:15] Max (Tel):

<<< contain a bunch of basic commandsAnd then maybe include at the bottom of the welcome text, have,

'Type /h to join the help channel and ask any further questions!'

[16/07/2016 21:16:07] Lilyana~ .: None of this, hike for 50 miles to learn

[16/07/2016 21:16:18] Max (Tel): oh I like that

[16/07/2016 21:16:35] Max (Tel): yeah we should encourage use of `/h` at every step of the way

[16/07/2016 21:16:48] Lilyana~ .: Label a Brewing Stand [Alchemy]

A work bench [Woodworking and Basic Blocks]

A piston [Stonemason]

[16/07/2016 21:17:16] Lilyana~ .: This way they get a taste of crafting, they visibly see that Oh, a Piston means more than normal on this server.

[16/07/2016 21:18:33] Jaeden: There's never a need to force-feed players a tutorial

[16/07/2016 21:18:47] Jaeden: Most of it they'll learn through their time on the server

[16/07/2016 21:19:12] Jaeden: So something that's in their face, but optional - like the welcome text & help books - is good

[16/07/2016 21:19:22] Jaeden: And then having Squirt's idea lining the hallway when players spawn

[16/07/2016 21:19:28] Jaeden: So as they move to exit CT, they see it!

[16/07/2016 21:19:33] Lilyana~ .: Correct. But the basic questions should be answered, if even by force, is beneficial.

[16/07/2016 21:19:47] Jaeden: Mhm, hence the books and what not

[16/07/2016 21:19:57] Lilyana~ .: I'd love to see the first thing they see when they log in is a NPC or something saying "Hey are you alright? Here, have some bread." And make them do /bread

[16/07/2016 21:20:18] Jaeden: Ye

[16/07/2016 21:20:21] Lilyana~ .: idc where in the tutorial it is, so many new players have no idea about /bread and its one of the mos timportant commands for a new player

[16/07/2016 21:20:26] Jaeden: Optional, but 'in-your-face' kind of stuff

[16/07/2016 21:20:28] Jaeden: It works wonders

[16/07/2016 21:21:17] Lilyana~ .: And why cant we have a wall that has buttons on is with races listed and command blocks?

Click the "Orc" button if you're an orce.

They press it and its automatically put into their persona card.

[16/07/2016 21:21:21] Jaeden: Anywho, I really need to sleep. I'll probably die again because it's 6:21 but pfft

[16/07/2016 21:21:35] Lilyana~ .: I know its possible. Ive seen it on other servers.

[16/07/2016 21:22:28] Lilyana~ .: I'd love to see less "*dances the Highlander has joined....."

Or "help the dark elf has joined..."

Or " CANT MOVE the mountian dwarf has joines..."

[16/07/2016 21:23:18] Max (Tel): tbh I think the `/bread` command is just a bandaaid to a really big issue

[16/07/2016 21:23:28] Pess: [16 July 2016 21:21] Lilyana~ .:

<<< I know its possible. Ive seen it on other servers.

I'd love to see less **"*dances the Highlander has joined....."**

Or **"help the dark elf has joined..."**

Or **" CANT MOVE the mountian dwarf has joines..."**The easy solution without much effort is to get to these players physically and help them.

[I6/07/2016 21:23:33] Max (Tel): food runs out too fast and respawns aren't automatically given some food to get to their destination

[I6/07/2016 21:23:41] Pess: Doesn't need to take up resources.

[I6/07/2016 21:24:33] Pess: tbh I think the `/bread`` command is just a bandaid to a really big issue think that bread should give more food if you don't have a lot of hours on your card

[I6/07/2016 21:24:45] Pess: Say the first 20 hours or so it can give you more.

[I6/07/2016 21:25:19] Harrison: leave food alone

[I6/07/2016 21:25:20] Harrison: gas `/bread`

[I6/07/2016 21:25:21] Harrison: please

[I6/07/2016 21:25:26] Harrison: ever since you did that telanir

[I6/07/2016 21:25:29] Harrison: i've been out of a business

[I6/07/2016 21:25:33] Harrison: fck u

[I6/07/2016 21:25:35] Pess: Don't even....

[I6/07/2016 21:25:39] Pess: Bread is a blessing.

[I6/07/2016 21:25:42] Harrison: yes so

[I6/07/2016 21:25:47] Pess: :L

[I6/07/2016 21:25:47] Harrison: come buy my quality baguettes

[I6/07/2016 21:25:51] Harrison: that last for 7 days

[I6/07/2016 21:26:54] Max (Tel): ya i think we should get rid of `/bread`

[I6/07/2016 21:27:11] Max (Tel): i mean the issue at hand is that, food is running out real quick

[I6/07/2016 21:27:23] Max (Tel): and people are trying to get home where there is the food, or they're trying to srs rp

[I6/07/2016 21:27:25] T. James: I `/bread` per life

[I6/07/2016 21:27:38] Max (Tel): and you get that automatically, when you spawn

[I6/07/2016 21:27:44] Max (Tel): so you don't even type /bread

[I6/07/2016 21:27:54] Max (Tel): plus, maybe make food run out slower on LotC? or work differently in some way?

[I6/07/2016 21:28:41] Pj Leavy: Then I'll get bread when I die of starvation

[I6/07/2016 21:29:20] Pess: [I6 July 2016 21:26] Max (Tel):

<<< ya i think we should get rid of /breadNo please..

[I6/07/2016 21:29:41] Pess: Food is hard to come by and you need to have cooking to be able to get decent bread....

[I6/07/2016 21:30:09] Pess: Stale bread doesn't have any saturation which is the most silly thing ever. Apparently you don't get fed with stale bread.

[I6/07/2016 21:30:11] Lilyana~ .: Is there a way to change food in general so that, Should you be taking damage and needing food to recover it burns saturation and hunger faster than simply walking/running?

[I6/07/2016 21:30:45] Max (Tel): there is a way to `change food in general`

[I6/07/2016 21:30:56] Pess: Food isn't broken though

[I6/07/2016 21:31:06] Pess: Whats the issue with it?

[I6/07/2016 21:31:16] Harrison: wait

[I6/07/2016 21:31:17] Max (Tel): it is, we have to keep band-aid-ing it with /food

[I6/07/2016 21:31:19] Harrison: was the discussion

[I6/07/2016 21:31:23] Harrison: actually get rid of /bread

[I6/07/2016 21:31:24] Max (Tel): so make it last longer right?

[I6/07/2016 21:31:25] Harrison: i just saw /bread

[I6/07/2016 21:31:27] Harrison: and thought like

[I6/07/2016 21:31:33] Harrison: i'd meme it up a lil

[I6/07/2016 21:31:40] Harrison: sure hell yeah dude remove /bread

[I6/07/2016 21:31:43] Pess: [I6 July 2016 21:31] Max (Tel):

<<< it is, we have to keep band-aid-ing it with /foodYEah cause the expiration thing makes it impossible to buy food. And minas are hard to come by so you cant buy food.

[I6/07/2016 21:31:45] Harrison: put me back in business

[I6/07/2016 21:31:56] Harrison: On I6/07/2016, at 21:31, Pess wrote:

> On I6/07/2016, at 21:31, Max (Tel) wrote:

> > it is, we have to keep band-aid-ing it with /food
> YEah cause the expiration thing makes it impossible to buy food. And minas are hard to come by so you cant buy food.

or like

[I6/07/2016 21:31:57] Harrison: telanir
[I6/07/2016 21:32:01] Harrison: you could make iceboxes
[I6/07/2016 21:32:03] Harrison: non retarded
[I6/07/2016 21:32:03] Pj Leavy: Then maybe
[I6/07/2016 21:32:05] Harrison: and not run out
[I6/07/2016 21:32:08] Harrison: i mean
[I6/07/2016 21:32:09] Pj Leavy: Make grinding chef a bit easier
[I6/07/2016 21:32:11] Harrison: not be retarded and only use er
[I6/07/2016 21:32:16] Harrison: raw food
[I6/07/2016 21:32:18] Max (Tel): i don't want to
[I6/07/2016 21:32:21] Harrison: or make a special fridge
[I6/07/2016 21:32:22] Max (Tel): that's a lot of effort
[I6/07/2016 21:32:28] Harrison: chef or
[I6/07/2016 21:32:29] Harrison: fridge
[I6/07/2016 21:32:30] Pess: [I6 July 2016 21:32] Pj Leavy:

<<< Make grinding chef a bit easierMake stale bread give you saturation..

[I6/07/2016 21:32:40] Max (Tel): plus, what do iceboxes actually do?
[I6/07/2016 21:32:43] Harrison: .
[I6/07/2016 21:32:45] Harrison: >tech admin
[I6/07/2016 21:32:46] Max (Tel): I didn't code them, never used them either
[I6/07/2016 21:32:47] Harrison: AAAAA
[I6/07/2016 21:32:48] Harrison: basically
[I6/07/2016 21:32:53] Harrison: you can store raw food in there
[I6/07/2016 21:32:54] Nick: uncooked food is stored there
[I6/07/2016 21:32:55] Harrison: and it will never run out
[I6/07/2016 21:32:56] Nick: i love it
[I6/07/2016 21:32:59] Harrison: however

[I6/07/2016 21:33:04] Harrison: i suggested we are allowed to keep gapples
[I6/07/2016 21:33:05] Max (Tel): like, forever?
[I6/07/2016 21:33:06] Harrison: and garrots
[I6/07/2016 21:33:07] Harrison: in them
[I6/07/2016 21:33:11] Harrison: 50I said sure yeah good idea
[I6/07/2016 21:33:11] Max (Tel): nice.
[I6/07/2016 21:33:13] Harrison: but hasn't added it yet
[I6/07/2016 21:33:19] Max (Tel): well because, it's dev stuff
[I6/07/2016 21:33:23] Harrison: if you let us put cooked food in
[I6/07/2016 21:33:26] Harrison: we can sell it
[I6/07/2016 21:33:27] Max (Tel): it takes ages to implement
[I6/07/2016 21:33:28] Harrison: to people
[I6/07/2016 21:33:32] Harrison: this was months back
[I6/07/2016 21:33:33] Harrison: telanir
[I6/07/2016 21:33:44] Pess: For real though what's the logic behind stale bread? Why does it suddenly lose all it's nutrients?
[I6/07/2016 21:33:46] Lilyana~ .: Can we make selling food in auto shops easier?
[I6/07/2016 21:34:09] Lilyana~ .: its a pain to try and get it in there between the ticks on the food
[I6/07/2016 21:34:26] Harrison: On I6/07/2016, at 21:33, Lilyana~ . wrote:
> Can we make selling food in auto shops easier?

exactly what I'm suggesting

[I6/07/2016 21:34:38] Harrison: make ice boxes take cooked food
[I6/07/2016 21:34:42] Harrison: or make a new type of ice box
[I6/07/2016 21:34:48] Max (Tel): `Why does it suddenly lose all it's nutrients`
i think it's because it was cooked like shit
[I6/07/2016 21:34:58] Max (Tel): i'm sure there's a way to ruin any kind of food if you're a shitty cook
[I6/07/2016 21:35:04] Pj Leavy: But
[I6/07/2016 21:35:10] Pj Leavy: Maybe make it give more xp to make
[I6/07/2016 21:35:14] Harrison: pj
[I6/07/2016 21:35:20] Harrison: if i could get to aengul

[I6/07/2016 21:35:22] Harrison: without fondue
[I6/07/2016 21:35:23] Harrison: you can too mate
[I6/07/2016 21:35:57] Nick: ok but that's not the point
[I6/07/2016 21:36:09] Harrison: neither is buffing chef
[I6/07/2016 21:36:29] Lilyana~ .: Ya'll need to relax.
[I6/07/2016 21:36:32] Lilyana~ .: I'm leveling Chef.
[I6/07/2016 21:36:35] Nick: either buff chef to make decent bread easier to get to
[I6/07/2016 21:36:37] Lilyana~ .: I'll tell you how hard it really is.
[I6/07/2016 21:36:46] Nick: or make stale bread less shit
[I6/07/2016 21:36:49] Harrison: no they literally made it so like
[I6/07/2016 21:36:50] Pj Leavy: ^
[I6/07/2016 21:36:57] Pj Leavy: I've got a dub of stale bread
[I6/07/2016 21:36:57] Harrison: chef has actual relevance
[I6/07/2016 21:37:08] Harrison: anyone could make normal bread before
[I6/07/2016 21:37:12] Harrison: wait how shit IS stale bread
[I6/07/2016 21:37:15] Harrison: i don't eat as a necro
[I6/07/2016 21:37:19] Pj Leavy: No saturation
[I6/07/2016 21:37:22] Harrison: huh
[I6/07/2016 21:37:23] Harrison: that's retarded
[I6/07/2016 21:37:25] Harrison: why is that
[I6/07/2016 21:37:26] Harrison: lol
[I6/07/2016 21:37:28] Pess: [I6 July 2016 21:34] Max (Tel):

<<< i think it's because it was cooked like shit
i'm sure there's a way to ruin any kind of food if you're a shitty cookEh..what?
[I6/07/2016 21:37:33] Harrison: fix that lol
[I6/07/2016 21:37:37] Harrison: at least let it have I
[I6/07/2016 21:37:40] Pess: No that's not how food works Telly
[I6/07/2016 21:37:54] Max (Tel): ok!
[I6/07/2016 21:38:17] Harrison: no but telanir
[I6/07/2016 21:38:18] Harrison: for real
[I6/07/2016 21:38:20] Harrison: that needs to be fixed
[I6/07/2016 21:38:27] Harrison: you should STRUGGLE as someone who's not chef

[I6/07/2016 21:38:33] Harrison: not outright starve to death
[I6/07/2016 21:38:38] Pess: Yeah.
[I6/07/2016 21:38:44] Harrison: give it like I saturation
[I6/07/2016 21:38:45] Max (Tel): wait you can't make food if you're not a good chef?
[I6/07/2016 21:38:49] Harrison: you can only
[I6/07/2016 21:38:51] Harrison: make stale bread
[I6/07/2016 21:38:53] Harrison: if you've not picked it
[I6/07/2016 21:38:56] Max (Tel): does that give you any food?
[I6/07/2016 21:38:57] Pess: No? You can only do stale bread for ages
[I6/07/2016 21:38:59] Harrison: .
[I6/07/2016 21:38:59] Harrison: .
[I6/07/2016 21:39:00] Harrison: .
[I6/07/2016 21:39:04] Harrison: >0 saturation
[I6/07/2016 21:39:05] Harrison: from
[I6/07/2016 21:39:07] Harrison: stale bread telanir
[I6/07/2016 21:39:13] Max (Tel): but you still get food, just not saturation
[I6/07/2016 21:39:16] Max (Tel): right?
[I6/07/2016 21:39:20] Harrison: you do
[I6/07/2016 21:39:23] Harrison: but you get no regen
[I6/07/2016 21:39:25] Pj Leavy: It's half a hunger
[I6/07/2016 21:39:25] Harrison: last i checked
[I6/07/2016 21:39:33] Pess: Stale bread is 0 saturation, only fills your bar. Which means that you have to CONSTANTLY eat as it goes down just as fast again.
[I6/07/2016 21:39:43] Harrison: yeah
[I6/07/2016 21:39:51] Harrison: it will shoot down
[I6/07/2016 21:39:52] Harrison: if u even just
[I6/07/2016 21:39:55] Harrison: press space bar by mistake
[I6/07/2016 21:40:08] Harrison: i mean thats what id assume
[I6/07/2016 21:40:18] Max (Tel): ah kk, I think food just needs to be an LotC custom anyways
[I6/07/2016 21:40:18] Harrison: whenever I'm on a hungry persona i just eat haggis
[I6/07/2016 21:40:21] Max (Tel): MC food is for survival
[I6/07/2016 21:40:27] Max (Tel): it doesn't work for a roleplay server

[I6/07/2016 21:40:33] Harrison: still keep the
[I6/07/2016 21:40:36] Harrison: I337 food on tho
[I6/07/2016 21:40:37] Harrison: please
[I6/07/2016 21:40:41] Harrison: for war claims and battles
[I6/07/2016 21:40:46] Max (Tel): the waht
[I6/07/2016 21:40:51] Max (Tel): what was the original topic again
[I6/07/2016 21:40:52] Harrison: the whole reason
[I6/07/2016 21:40:57] Harrison: food war changed, was for chef to become relevant
[I6/07/2016 21:40:59] Harrison: was*
[I6/07/2016 21:41:05] Harrison: now with the new hp generation
[I6/07/2016 21:41:11] Harrison: you can make super high saturation foods
[I6/07/2016 21:41:18] Harrison: to get retardedly good regen
[I6/07/2016 21:41:21] Harrison: like haggis
[I6/07/2016 21:41:25] Harrison: it has like I5 saturation
[I6/07/2016 21:41:30] Harrison: also, i suggested this before
[I6/07/2016 21:41:39] Harrison: never have hunger go past 9 1/2
[I6/07/2016 21:41:41] Harrison: so we can always eat
[I6/07/2016 21:41:44] Harrison: and get food bonuses
[I6/07/2016 21:41:53] Harrison: whilst also allowing us to buffer our food
[I6/07/2016 21:41:56] Harrison: to huge amounts
[I6/07/2016 21:41:57] Harrison: for RP
[I6/07/2016 21:47:17] Max (Tel): sorry I drove us off spawn discussion
[I6/07/2016 21:47:31] Harrison: yh fk u telanir
[I6/07/2016 21:47:34] Harrison: come on.....
[I6/07/2016 21:47:52] Max (Tel): also you fucker speak in sentences not in pillars of
m3m3
[I6/07/2016 21:48:20] Max (Tel): I train of thought from you is like 6 tall pages of 3 word
skype messages ;p
[I6/07/2016 21:49:37] Harrison: i
[I6/07/2016 21:49:37] Harrison: am
[I6/07/2016 21:49:37] Harrison: so
[I6/07/2016 21:49:38] Harrison: sorry
[I6/07/2016 21:49:39] Harrison: for

[I6/07/2016 21:49:40] Harrison: that

[I6/07/2016 21:49:40] Harrison: m

[I6/07/2016 21:49:41] Harrison: lord

[I6/07/2016 21:49:50] Harrison: i can be worse if you want telanir

[I6/07/2016 21:49:57] Harrison: don't poke the bear.....

[I6/07/2016 21:51:21] Max (Tel): it's okay it only reminds me of vaquxine, he'll always be the worst

[I6/07/2016 21:54:04] Harold: We've gone seriously off topic lol

[I6/07/2016 21:54:27] Harold: CT RP, we have to keep on topic for the Americanos coming on in the next few hours.

[I6/07/2016 21:55:46] Harold: We won't get through all the issues of LotC in one day :p

[I6/07/2016 21:56:02] Harold: Use the spreadsheet doc to add issues you want to discuss.

[I6/07/2016 21:56:49] Harold: Somebody trawls through this chat and has to read it all and put it down in a Google document, be kind.

Tristin (Leric)

[I6/07/2016 21:57:09] Tristin (Leric): I'm going in boys

[I6/07/2016 21:57:14] Tristin (Leric): Those lures

[I6/07/2016 21:58:16] Lilyana~ .: You arent as Orange in Pokemon as you are on LotC. I'm happy....but slightly dissapointed.

[I6/07/2016 23:20:33] Damai Torena: i got my phone fixed

[I6/07/2016 23:20:40] Damai Torena: i am about to accept cancer

[I6/07/2016 23:20:42] Damai Torena: by downloading

[I6/07/2016 23:20:44] Damai Torena: pokemon go

[00:09:30] Chamo (Sean66): So what are we discussing?

[00:09:34 | Edited 00:09:43] Chamo (Sean66): You Pokememes

[00:24:21] Harold: We were discussing CT RP.

[00:24:41] Harold: One viewpoint was that it was harmless fun, that benefited new players when they joined.

[00:25:15] Harold: The other viewpoint was that it hurt nation RP, and that by staying in CT, new players were not able to experience the full server and naturally progress their characters through "in-depth" RP scenarios.

[00:26:06] Damai Torena: ...

[00:26:09] Damai Torena: i just witnessed aids

[00:26:15] Damai Torena: felsen guard

[00:26:18] Max (Tel): For the prior viewpoint, it's good to also mention it gave souls a more `full` first impression, that the server is populated.

[00:26:19] Damai Torena: we got in pv

[00:26:20] Damai Torena: p

[00:26:23] Damai Torena: and they all just logged in

[00:26:24] Max (Tel): Koala that's not for this chat

[00:26:30] Damai Torena: oh sorry

[00:26:37] Max (Tel): ... I don't think? Topic rn is CT RP

[00:26:54] Damai Torena: i thought it was still the defender default lol

[00:27:17] Damai Torena: ct rp... its kinda stupid since people just run there to get away from punishments

[00:27:31] Damai Torena: and it detracts from the rest of the world

[00:28:03] Chamo (Sean66): Shh, this is feedback chat Damai. Anywho I personally feel CT RP is not so great thing for LOTC as a whole and generally slowly cripples nation RP. It'd be best imo to remove protection from a central spawn location, and streamline getting new players quickly to their race's homelands to rp there.

[00:30:33] Damai Torena: yeah

[00:30:39] Damai Torena: because ppl just run from what they have done

[00:30:42] Damai Torena: and just sit there

[00:30:56] *** Harold has renamed this conversation to "[LotC] Feedback Group - Topic: CT RP - <https://goo.gl/gQkDIn>" ***

[00:31:08] Damai Torena: like some guy a few months back tried killing some judge in felsen when welves had a court matter, and then he just ran to ct and sat there

[00:31:22] Harold: That's actually a good example.

[00:31:31] Max (Tel): That's against the rules.

[00:31:36] Max (Tel): Oh, nvm

[00:31:47] Max (Tel): Like he wasn't running away from combat, he just sat there to avoid a verdict

[00:31:50] Max (Tel): right?

[00:32:51] Max (Tel): I think that new players always need to have some level of protection, so upon first being accepted you'd be given about 72 hours to get

accustomed to the environment and I was thinking a few things. First that your name would have a pink star next to it every time you chat, to signify that you are new, and second of all, disable all forms of PvP for those players.

[00:33:32] Max (Tel): Something like that, gets the new players accommodated. Next, there needs to be a second form of protection, and that is when a player is respawned, you shouldn't be able to immediately spawn-kill them, or catch them out, because that can really ruin someones experience.

[00:34:26] Caelria: If you remove CT you're just going to get players living in bunkers and quitting. Many of the degenerates at CT wouldn't dare go anywhere else out of anxiety for losing their character.

[00:38:31 | Edited 00:39:05] Caelria: If getting players out of spawn is the desired result, it'll accomplish that quite well... the issue is that you'll have a lot of people who simply quit or stop playing as much instead of just "dealing with it".

[00:39:19] Smawton: New players ALREADY have a protection on their personas.

[00:39:23] Smawton: Just make it last longer.

[00:40:10 | Edited 00:40:19] Caelria: The question that should be asked before we consider removing protected roleplay is whether or not the server can presently afford to carve off a chunk of the Cloud Temple player base that is seemingly online 24-7.

[00:40:28] Leo.gif: Trying to force people who roleplay somewhere out of that somewhere to roleplay somewhere else never, ever works. Just saying

[00:40:39 | Edited 00:41:07] Caelria: ^ They'll just quit/hide ^

[00:40:55] Leo.gif: You wont get the desired result you'll just get people circumventing their loss and creating new safe spaces in obscure places

[00:42:43] Smawton: You don't have to force them out, just remove the horrible protective barriers.

[00:43:23] Smawton: Everyone else manages. There's no reason to mollycoddle a group of people.

[00:43:31] Leo.gif: The barriers aren't a bad thing, just implement rules so people have less room to abuse it

[00:43:47] Leo.gif: And CT RPer's aren't a "group" no one uses the CT as their main hub of roleplay

[00:44:08] kyle: wait

[00:44:13] kyle: the ppl that rp in ct have anxiety of leaving the ct

[00:44:14] Caelria: There are certainly people that I see there all the time.

[00:44:15] kyle: is that actually a thing

[00:44:19] Smawton: I don't share that opinion.

[00:44:23] Leo.gif: not that I know of, dpm

[00:44:25] Smawton: There definitely are CT groups.

[00:44:45] Leo.gif: there have historically been 3-4 people who don't leave the CT because they're way too notorious and get killed everywhere else like rivenza maybe

[00:44:55] Leo.gif: but as a whole the vast majority just uses CT as a secondary place to find RP

[00:44:56] Leo.gif: or hang out

[00:44:59] Smawton: An issue I have is how the rules work. For instance, the original idea for that renegade Shaman group was to teach in the Docks.

[00:45:00] Leo.gif: not use it as a home or a main hub

[00:45:05] Smawton: I had absolutely no way to thwart the RP.

[00:45:09] Leo.gif: Ya that's dumb Smaw

[00:45:12] Leo.gif: I agree there

[00:45:31] kyle: haha really LOL

[00:45:35] Leo.gif: Same how I vehemently oppose people doing diplomatic missions in CT to avoid risk of assassination

[00:45:51] kyle: yh

[00:45:53] kyle: I don't like that

[00:45:58] Leo.gif: The barriers themselves aren't the problem its just people who abuse them

[00:46:00] kyle: yh

[01:01:40] Lilyana~ .: <https://gyazo.com/a1c980d51f91cd0134f6df7ff8f94f9c>

[01:01:50] Harrison: *smirks chefly

[01:01:51] Lilyana~ .: Thank you harrison lmao

[01:02:05] Harrison: since your group

[01:02:08] Harrison: freed cook

[01:02:11] Harrison: now i can actually go RP

[01:02:13] Lilyana~ .: Harrison

[01:02:16] Lilyana~ .: Im back in the dungeon

[01:02:16] Harrison: as him in the rest of the map

[OI:02:19] Harrison: fug

[OI:02:23] Lilyana~ .: and the items u gave i dont have :x

[OI:02:37] Harrison: .

[OI:02:55] Lilyana~ .: Were we the only group to free him?

[OI:20:44] Lotc Theelvenmage: [OO:44] Caelria:

<<< There are certainly people that I see there all the time. Ventai is there all the time. Almost everytime i come by, he's there.

[OI:21:41] Lotc Theelvenmage: Speaking of him. He's there right now!

[OI:47:54] Lilyana~ .: Well, thats because he's a shade and causes havoc in multiple places. And uses CT as a place where he can 'safely' RP at without being hunted.

Which isnt exactly fair to the people he, or anyone else in a similar situation, harasses/assaults/kills/etc.

[OI:48:20] Max (Tel): On 2016-07-16, at 6:40 PM, Leo.gif wrote:

> You wont get the desired result you'll just get people circumventing their loss and creating new safe spaces in obscure places

I think we should be paying this point a bit more attention.

[OI:48:39] Max (Tel): At the very least these people who want to feel safe can be in a visible location, otherwise they'll all crawl away to hidey-holes and stick with their friends.

[OI:48:48] Max (Tel): That's about the same as them not-existing to new/other players.

[OI:50:43] Lilyana~ .: Isnt that what the Sunless Sanctum was meant to fix? If we're turning this into a "bad people need a place to go when they want to break laws, break rules, cause a ruckus and get away with it in their OOC safe zone", why should it be at spawn in everyones face where they can't do anything about it though?

If this becomes the popular place, because 'so many people hate nations and towns', it will only encourage more players to just throw caution to the wind, not fear punishment/justice/or even death in RP because "ha ha Monk Magic".

[OI:50:57] Lotc Theelvenmage: [OI:47] Lilyana~ .:

<<< Well, thats because he's a shade and causes havoc in multiple places. And uses CT as a place where he can 'safely' RP at without being hunted.

Which isnt exactly fair to the people he, or anyone else in a similar situation, harasses/assaults/kills/etc.Yes. Indeed. After he attacked us, i wanted to hunt his ass down.

[OI:5I:28] Max (Tel): But if someone is locked down in spawn, can they really cause any trouble too?

[OI:5I:34] Lotc Theelvenmage: Yes, they can

[OI:5I:39] Lotc Theelvenmage: As you can't keep watching them

[OI:5I:40] Pess: [OI:47] Lilyana~ ∴

<<< Well, thats because he's a shade and causes havoc in multiple places. And uses CT as a place where he can 'safely' RP at without being hunted.

Which isnt exactly fair to the people he, or anyone else in a similar situation, harasses/assaults/kills/etc.You're making grave assumptions here.

[OI:52:II | Edited OI:52:I9] Pess: Considering the sunless sanctum was a complete failure..people will stay at the docks because you can pick up RP there.

[OI:52:37] Pess: I'd ask you to spend some time at the sanctum and see for yourself.

[OI:52:47] Lotc Theelvenmage: Sunless sanctum was a complete failure since spooks camped at CT instead of there

[OI:53:I4] Lilyana~ ∴ It isn't an assumption as many people in here have confirmed.

Criminal characters go to Docks to have their OOC protection on criminal characters instead of being in constant fear of the reprocussions of their actions, like an actual criminal or dark being would.

[OI:53:I5] Pess: [OI:52] Lotc Theelvenmage:

<<< Sunless sanctum was a complete failure since spooks camped at CT instead of thereI don't go there myself because it's stupid. Normal people can go there and take note of you.

[OI:54:31] Lotc Theelvenmage: Well, yeah, but that's because the portal is absolutely massive and hecka easy to find

[OI:54:32] Allen!!!: normal people shouldn't be allowed there

[OI:54:50] Allen!!!: the same reason why dark beings shouldn't be in CT

[OI:54:57] Lotc Theelvenmage: ^

[OI:54:59] Pess: [OI:53] Lilyana~ ∴

<<< It isn't an assumption as many people in here have confirmed.

Criminal characters go to Docks to have their OOC protection on criminal characters instead of being in constant fear of the repercussions of their actions, like an actual criminal or dark being would. Your example is very much an assumption.

In all honesty it's a minority of people and why not deal with them on a personal level instead of going all out punishing regulars.

[OI:55:32] Pess: Well, yeah, but that's because the portal is absolutely massive and hecka easy to find. No, it's because it's been stated that the sanctum is for EVERYONE dark arts or not.

[OI:56:32] Max (Tel): Sunless sanctum looks beautiful I might add, that portal is amazing

[OI:56:50] Pess: Not to mention, when the F word did the CT become a holy place? It's a middle ground for anyone. Stop being so incredibly nitpicky about it. Ask yourself how much of your day is going to be ruined because people RP at the docks and THAT person that YOU just want to lay your hands on is not available for YOU to get at the time.

[OI:58:00] Lilyana~ ∴ No one is saying it ruined the experience for any particular person.

We're saying it shouldn't be an OOC barrier to stopping an RP issue for veteran players.

[OI:58:10] Max (Tel): It isn't an OOC barrier, it's an RP barrier.

[OI:58:24] Lilyana~ ∴ It really isn't. But okay

[OI:58:34] Max (Tel): It's written into lore that you can't muster the wherewithall to kill someone.

[OI:58:48] Max (Tel): So you sort of just know they're not good, but you can't bring yourself to harm them.

[01:59:08] Lilyana~ .: Harming them is different than arresting them and bringing them to a cell or court.

[01:59:34] Max (Tel): That'd be going against their will, so to speak, like physically removing them from the premise

[01:59:38] Max (Tel): if they willingly go I think it'd be OK

[01:59:45] Max (Tel): I'm not sure lmao I'm not an LM

[02:00:22] Lilyana~ .: The fact that the majority of the server's first instinct to fix any problem on this server is KILL IT- KILL IT NOAW! is an issue in itself.

As the normal sane human has serious dilemma with inflicting harm upon another person, let alone killing them.

[02:03:45] Allen!!!: for three days

[02:03:48] Allen!!!: I stalked this one man

[02:03:52] Allen!!!: at cloud temple

[02:04:01] Allen!!!: waiting for him to leave so I could capture him..

[02:04:04] Allen!!!: Three fuckin' days

[02:04:11] Allen!!!: He was either at cloud temple or offline

[02:04:19] Allen!!!: until he finally took a fast travel to the druids grove

[02:04:24] Allen!!!: and when confronted

[02:04:36] Allen!!!: he immediately tried to kill himself/die

[02:04:52] Allen!!!: hate doing that shit

[02:05:13] Max (Tel): yeah but then he's perma'd so

[02:05:34] Allen!!!: Like, he would emote his wounds bleeding out so severely that he'd just die

[02:05:42] Max (Tel): oh. boo.

[02:07:18] Chamo (Sean66): Thing is guys, physical confrontation is fairly major thing that comes up in RP commonly. That whole major section of RP is kinda rooted out with the CT. Safe havens are 100% fine, just they need to ensure its safe through their own means. If they want their own little safe haven similar to current CT, they should work to make a good guard force and stuff of that manner, not relying on simply Monk's fancy protection to keep their haven all nice and tidy.

[02:08:21] Chamo (Sean66): People don't want to deal with combat and only want passive RP, fine and dandy. They simply just need a good guard force or actual nice safe haven.

[02:11:06] Lilyana~ .: Im not trying to throw anyone or a group under the bus, far from it. But theres a lot of "responsibility" that indirectly comes with being a dark character that many do not take into consideration.

When you choose to be a 'bad character', you don't simply impact yourself or others around you on a level that a 'neutral/good character' does.

You often do negative things that are often not what another player /wants/ to do or have happen to their character. But to make your roleplay and experience happy, its forced to happen.

If a mugger or murderer attacks you on the street, you can't say. "No No, I don't want to be affected by this RP so I'm denying you your RP". You have to let them do these things to you.

But as a villain/bad character, your responsibility is to provide GOOD rp. Rp that is fun, enjoyable, dynamic. Part of the fun of being a criminal is the chase, the hunt, the eluding.

What makes it fun for guards and detectives is tracking down who did it, the search for clues.

But there is none of this when they sit at CT and that moment of justice, that moment of satisfaction for the victims isn't achieved, but spirited away by a barrier.

Its similar to like how mages have a responsibility, in my eyes, to not snap their fingers and solve the problems of the world with magic. Let other players get invovled. Let the RP and their decisions take priority over the magic snap. As a cleric, I never use my magic if someone says theyre a doctor or a healer. It saps RP away from other players if I can fix it all instantly. And that isn't fair to them. Similarly how not letting yourself be

caught/brought to justice by sitting in a bubble isn't doing the right thing to the victims you imposed RP on that they may not have wanted to happen to them.

If you want to do the crime, be ready to do the time.

[02:15:05] Allen!!!: exactly

[02:15:37] Lilyana~ .: I am whole heartedly behind there being a 'safe zone/personal bubble' for new players/players that were recently downed and coming back to life.

One thing Ive suggested in many talks for new players, and can be used for recently downed players, is a sparkle effect that follows them. Or a specific name plate color. Something that visibly shows to players that this player cannot be negatively impacted at this time.

I know we have the Shift right click thing, but something should be glaring and obvious to players.

[02:16:08] Caelria: Ct should have a portal.

[02:16:11] Caelria: I want a portal.

[02:16:38] Ricktatorship: I demand a Sunny Sanctum.

[02:16:42] Ricktatorship: With beaches and martinis.

[02:17:59] Allen!!!: lmfao

[02:18:03] Allen!!!: reminds me of Sunnyside

[02:18:07] Allen!!!: worst part of houston

[02:19:48] Lilyana~ .: I dont want to bring it up, nor am I suggesting the return of it. But I feel like the old VA's at least made sure the 'villianous' characters understood this responsibility. Maybe its something the MAT could remind to 'dark beings'?

[02:20:11] Harold: We had a big discussion about magic reform before we got the core group sorted.

[02:20:51] Harold: I'm happy to go ahead and put magic reform back on the agenda list, once the document about what was said with two MAT members present, is notarised.

[02:21:06 | Edited 02:21:21] Ricktatorship: I like the dark beings and some of them have some pretty good RP. I like that the people who play dark beings are constantly writing lore and stuff. It's just a bit difficult to keep track of. It seems like there's some new demonic dark souls thing on the forums every other day. Or rather, throughout the day.

[02:21:58] Harold: We might actually need to come back to Magic Reform, seeing as the MAT just opened up lore submissions to all players.

[02:23:56] Max (Tel): oh yea btw MAT is called the Magic Team now since they handle more than apps

[02:23:57] Max (Tel): so MT

[02:24:04] Harold: Going to be honest, I thought CT RP would be a cut and dry issue but there's some real substantial alt viewpoints.

[02:24:15] Harold: Magic Department

[02:28:05] Ricktatorship: <https://gyazo.com/I283fbeaa57536ea38I4a442f0b7dfac>
Wanted to say something about this from Ski's post that seems relevant to the CT discussion.

[02:28:33] Ricktatorship: I do not believe that the racial/home spawns that all new players get should remain.

[02:29:19] Ricktatorship: It's difficult enough already dealing with new players who joined the server specifically to play w the Warhawkes and having them be confused for a good half hour because they took their racial SS spawn to a ghost town.

[02:30:47] Allen!!!: I don't like it when things take people directly to the point

[02:30:52] Ricktatorship: All racial spawns should be set into a middle ground/ CT area.

[02:31:00] Allen!!!: if it takes you within 100 - 200 blocks of it, that should be good enough

[02:32:11] Harold: I would say that I disagree with you, to a point.

[02:32:20] Harold: It does help the majority of new players find their racial capital

[02:32:52] Harold: However, I believe that when you make a new persona, you /should/ have a "Racial" SS and one open slot on creation.

[02:33:19] Harold: So if you were a new Warhawke, you could have both, instead of having to paste over you Racial SS - for example.

[02:33:32] Ricktatorship: Racial spawns taking you to a warp hub for that race would be beneficial.

[02:33:36] Harold: I do believe you need to keep that racial SS, it helps people leave CT (bringing it back on topic)

[02:33:42] Ricktatorship: Because the nature of a racial spawn leans too much towards singular settlements.

[02:34:29] Ricktatorship: But yeah, CT needs to be the hub again. Not just a hub that gets you to other hubs.

[02:34:58] Harold: Yeah, if you tweak it to saying that the racial SS takes you to a racial hub that isn't controlled by any settlement or group, then I'd agree with that.

[02:35:48] Pj Leavy: Get online

[02:36:04] Pj Leavy: There's a Monster,

[02:36:19] Ricktatorship: It's just a suggestion really. Like recently, I had a guy who returned to the server from Asulon who played a Doomforged with the Warhawkes from back then. He got on and was excited to look for us and play. But then— we took an hour to find him because he didn't know where he was and we didn't understand his location.

[02:36:43] Ricktatorship: Turned out he was in a strange place inside the new Urguan place. As if the racial spawn for the Dark Dwarf race had been bugged.

[02:36:59] Pess: I'm out, peace.

[02:37:02] *** Pess has left ***

[02:37:34] Ricktatorship: I think it'd work easier if racial spawns were inside the CT is my opinion.

[02:37:41 | Edited 02:41:05] Ricktatorship: Would help with CT RP and the like. (I'm of the opinion that CT RP is healthy to the server as a change of pace and as a meeting ground for rival factions with how rampant PVP is.)

[02:57:49] Caelria: Different races spawn in different places?

[02:57:50] Caelria: What?

[02:58:59] Damai Torena: you have the ss

[02:59:13] Caelria: Oh, you mean the home ss?

[02:59:21] Caelria: I thought you meant when they logged in for the first time.

[02:59:30] Ricktatorship: Talking about the home ss.

[02:59:41] Damai Torena: i mean ct imo is kinda a safe hold for ppl who do villain rp and dont want to get in trouble

[03:03:12] *** Tahmas added Seth Linderbeck ***

[03:06:55] Léo (?)?: Hello

[03:06:58] Léo (?)?: I'm a bit late

[03:07:08 | Edited 03:07:13] Léo (?)?: But I'll set this pretty damn blunt straight up in a humorous way

[03:08:30] Seth Linderbeck: Hello.

[03:08:47] Sky: The feedback I have for CT RP is simple

[03:09:05] Sky: I hate it, should only be a place to direct others to places (nations, guilds, etc)

[03:09:14] Sky: Otherwise kill it off like an unwanted child.

[03:09:48] Max (Tel): elaborate ;p

[03:09:58] Sky: The reason I say this is because there are so many instances of villains (using the term villains loosely here) where they commit a crime, are put on a wanted list of sorts and spend their days rping in the CT.

[03:10:05] Sky: Like, remember Asulon?

[03:10:12] Sky: The NPC monks that gave you information

[03:10:13] Cruz: CT should be strictly for merchantile rp (gm shops) and fts

[03:10:20] Sky: and locations to the places, etc.

[03:10:27] Sky: Oh and markets too, that.

[03:10:31 | Edited 03:10:46] Cruz: it detracts from roleplay and doesn't do any nation really any good

[03:11:24] Sky: In my opinion, the perfect spawn would be a place where you are given two options when you walk out - A) Walk out, B) Tutorial area, where you learn about the plugins and shit.

[03:11:40] Sky: When you walk out, you are greeted by NPC to give you the information of where A B C D is.

[03:11:54] Sky: (abcd being nation capitals, etc.)

[03:12:42] Sky: Like what we have, just minus the entire protection. but I concede that my opinions vary differently to a lot of others.

[03:12:50] Max (Tel): I think the villains seeking haven is a small part of it honestly. The main idea behind protecting the spawn is that it's free of any jurisdiction of any one faction.

[03:13:07] Max (Tel): It's a place that is devoid of any control, nobody is going to kill you or force you to act some way in the CT.

[03:13:13] Max (Tel): It's just a safe area.

[03:13:28] Max (Tel): Most people seeking that out aren't shit-tier villains.

[03:13:29] Sky: I feel that's a major copout in all honesty.

[03:I3:36] Seth Linderbeck: Good point, because otherwise people would be getting kidnapped and taken as slaves.

[03:I3:45] Sky: If you're going to play a Villain, then accept the repercussions and try to find ways around that.

[03:I3:53] Sky: Instead of going to the haven that is spawn.

[03:I4:06] Sky: Nation A hates you? Hide out in Nation B.

[03:I4:I3] Sky: Etc.

[03:I4:I7] Max (Tel): So the idea is, provide protection while finding ways to put villains to justice?

[03:I4:4I] Max (Tel): The people who aren't villains who would like to simply RP in peace, people who don't feel at peace RP'ing in other areas, we should give em a shot

[03:I4:49] Max (Tel): Otherwise they might be discouraged for playing on our server

[03:I5:07] Ricktatorship: People are too easily branded as villains for there to be any policies that allow villains to be brought to justice in CT. The CT should continue to offer protection to all no matter what.

[03:I5:I9] Léo (?)?: Today I woke up and logged on my high elf to have some high quality roleplay experience with my elven moderator friends which have been finger-picked because my interaction with them is the most frequent OOC'ly and IC'ly.

When I was talking about my fingernail paint, four orcs arrived at our shores. We came up with some random bullshit and luckily got them banned and blacklisted, because, well, they were raiding using pepe shields! xD

So i resumed my premium roleplay experience and an ET member calls us for an event we didn't even ask for, giving us amazing loot after we finished it. We had another event earlier yesterday and we didn't even ask for them, how beautiful!

Then, as a good dark mage, I went to the city of the darkies and had a dragon event, which is, where all the spotlight is set at, a quarter of the playerbase, hahaha xD.

Later, I returned and decided to try to pay a visit on Oren. A man quickly arrived and threw a bird away, people began to show up all of a sudden. In the end, I could count twenty-nine people surrounding me, claiming that I was a darkie!

I obviously called it bullshit and we began to have a fight on OOC, how intense! So I called the high elf GM's I told y'all earlier and they told the orenians to void it!

Oh well... amazing!

Then, it was my turn to give people events as a good darkie. I avoided every single nation that can smash me but provide good roleplay and went right to my own playerbase and attack them, I didn't even think of the orcs, just like in the past two years! As so is the dwarves! Even the dark elves got some events, amazing! Simply amazing!

Then I'm called to do some event-line for an event overfeed, fat playerbase. I start it and I stop the eventline even before reaching the middle of it!

[03:I5:21] Ricktatorship: There should be nothing conditional about CT.

[03:I5:59] Max (Tel): what the fuck, is that some shit-tier cypypasta

[03:I6:03] Sky: I'm not saying that only villains shouldn't be allowed ct protection.

[03:I6:I4] Sky: I just don't believe in the protection at all.

[03:I6:I9] Léo (?)?: it's a fanfic

[03:I6:34] Ricktatorship: It's a cypypasta now. I saved it in a doc.

[03:I6:37] Léo (?)?: Based off how much a playerbase is set on a higher priority above another one

[03:I6:43] Sky: Again, I admit that my opinion on that is different (most likely a radical such) but it's what I believe.

[03:I7:I3 | Edited 03:I7:47] Léo (?)?: Also, CT is centralizing too much RP, ruins my bandit experience

[03:I7:52] Seth Linderbeck: I think we should maybe just have a small dock area, where we do the same thing as resource island. Shrug I

[03:I8:44] Ricktatorship: I think that the CT is just one of many things that is fucking with conflict RP but anyways, I don't think CT protection is a bad thing.

[03:I8:54] Lilyana~ .: That was actually a crazy Idea I had earlier too, Dark.

[03:I9:22] Lilyana~ .: Prevent /rp in spawn. Force ppl to go elsewhere to /rp. But I figured that was too much :P

[03:19:47] Léo ?(?)?: CT has everything you need
[03:19:52] Léo ?(?)?: You don't even need to leave it tbh
[03:20:01] Léo ?(?)?: A lot of interesting things are there
[03:20:33] Seth Linderbeck: [03:18] Lilyana~ .:

<<< That was actually a crazy Idea I had earlier too, Dark.

Prevent /rp in spawn. Force ppl to go elsewhere to /rp. But I figured that was too much
:PI think it could work, I mean just have the necessities for a spawn, and make people rp
somewhere else.. It'd work well especially if this new map is based on roleplay hubs.

[03:20:38] Sky: To give you an idea why I feel this way, allow me to give you an example
of the type of role-play that I've experienced a multi-tude of times in my short term as
Archdruid of the Druidic Order, I will avoid using MC and RP names for obvious
reasons.

[03:21:28 | Edited 03:21:46] Lilyana~ .: [03:19] Léo ?(?)?:

<<< CT has everything you need
You don't even need to leave it tbh
Auctions and banks should not be a CT, as I said earlier.

Force players to visit other nations to trade/shop/etc.

[03:21:48] Seth Linderbeck: ^

[03:22:01] Seth Linderbeck: maybe just have the lockpick shop there.

[03:22:14] Seth Linderbeck: as I don't think it makes sense to have in a nation, unless it's
in each one.

[03:22:20] Sky: Player comes to our grove and starts causing mayhem, we subdue the
person and put them through a small little trial, it was enjoyable for all and he realizes
that he is no longer wanted near the groves. With this thought, he continues to pester
and attack, however during times where only a small amount of people are around, and
due to his smart thinking, out smarts and gets away. HOWEVER, when ever they are
online and we wish to obtain them to execute, or what ever we want to do, they are
always at the docks role-playing when they're not doing villainous shit.

[03:22:25] Sky: Can you see where I am coming from?

[03:24:21] Max (Tel): For sure.

[03:24:58] Chamo (Sean66): [03:20] Seth Linderbeck:

<<< I think it could work, I mean just have the necessities for a spawn, and make people rp somewhere else.. It'd work well especially if this new map is based on roleplay hubs. That'd be alright solution except spawning into a transport hub only allowing OOC chatting be a bad introduction for a new player.

[03:25:14] Max (Tel): ^ yeah that's concerning.

[03:25:22] Max (Tel): Effectively, the CT docks are the first experience of our new players.

[03:25:23] Seth Linderbeck: I suppose that is true..

[03:25:26] Max (Tel): That's our selling point.

[03:25:38] Chamo (Sean66): LOTC needs growth alongside helping current playerbase.

[03:25:49] Chamo (Sean66): Some solutions that work for established players are good, but hurt new players.

[03:25:55] Max (Tel): What we want our new players to see, they see within their first exit point. (Unless they immediately use the /places command)

[03:26:34] Chamo (Sean66): CT/Spawn needs to awe the player and give them an instant drive to search for someone to talk to

[03:26:35] Max (Tel): That's why I would like for there to be as little villainy within the CT as possible.

[03:26:38] Chamo (Sean66): A nation to explore

[03:26:42] Sky: Or, we do what Asulon did?

[03:27:02] Max (Tel): Well, that was no combat, wasn't it?

[03:27:07] Chamo (Sean66): Not "Oh...I'm in a stone brick hole with signs...there are people on that swing set on that huge tree saying memes."

[03:27:13] Max (Tel): Although, I'm hazy there, remind me please.

[03:27:59] Sky: Well, it was more so a small library with NPCs that gave information. The library was protected, but not the entire temple.

[03:28:39] Sky: IF (IF) fast travels are a thing, taking you to different places just have the area around the docks being a small and uninteresting thing.

[03:28:49] Sky: Uninteresting can also be beautiful, by the way.

[03:29:00] Sky: Like, a rundown dock, or what have you.

[03:29:21] Sky: Cause the main issue is people want to have safe, non-nation role-play right?

[03:29:22] Léo (?)?: To be honest, I find CT pretty ok

[03:29:30] Léo (?)?: the player protection

[03:29:40] Léo (?)?: The issue is, it centralizes roleplay, which is bad

[03:29:49] Léo (?)?: it must expell instead of pull players

[03:30:04] Léo (?)?: The first setup for the CT was effective on this map. Remember that ugly stone shit?

[03:30:05] Léo (?)?: Yeah.

[03:30:06] Sky: Though Leo, we must also think

[03:30:08] Sky: WHY

[03:30:16] Sky: do people RP in the CT right now?

[03:30:20] Léo (?)?: Too much good stuff

[03:30:23] Léo (?)?: Big area

[03:30:24] Léo (?)?: no road

[03:30:38] Sky: Is that the sole reason you think?

[03:30:39] Léo (?)?: From there, you go to everywhere, people will have to pass there somehow.

[03:30:47] Léo (?)?: Sort of.

[03:30:50] Sky: Mm

[03:30:56] Léo (?)?: Anthos told me "go to your nation"

[03:31:00] Léo (?)?: It had that road there

[03:31:04] Sky: Original Anthos?

[03:31:07] Sky: Or Anthos 2.0 ?

[03:31:11] Léo (?)?: Yeah, like, Anthos

[03:31:13] Léo (?)?: i joined mid anthos

[03:31:17] Léo (?)?: there was that big road

[03:31:23] Sky: Ah, so the one that was in the small village?

[03:31:25] Léo (?)?: and nothing interesting at spawn

[03:31:29] Léo (?)?: no

[03:31:39] Sky: The one with a giant archway out?

[03:31:40] Léo (?)?: You see, on spawn rn, you have many interesting things

[03:31:45] Léo (?)?: I don't remember

[03:31:55] Sky: Meh, nevermind not the point but I get what you mean.

[03:31:57] Léo (?)?: i think it was the archway, yah

[03:32:00] Léo (?)?: Like

[03:32:03] Léo (?)?: There are benches

[03:32:05] Léo (?)?: there is that swing

[03:32:10] Léo (?)?: There is the big tree and the shadow

[03:32:17] Léo (?)?: and all the nation fast travels you possibly could need.

[03:32:43] Léo (?)?: Lets say, for instance, you like to roleplay but you don't want your roleplay experience to be ruined by GRR ORC RAIDERS GRRR

[03:33:10] Léo (?)?: There is /that/ safe haven

[03:33:17] Léo (?)?: Which has everything you ever wanted or needed

[03:33:24] Léo (?)?: All you need to is to bring some food

[03:33:27] Léo (?)?: Ta-dã

[03:33:44] Léo (?)?: The mod shop is there

[03:33:48] Léo (?)?: The fast travels are there

[03:33:53] Léo (?)?: The head shop is there

[03:34:10] Léo (?)?: There is everything you could ever possibly want

[03:34:30] Léo (?)?: And, the reason that CT centralizes so much roleplay, is that I believe it's because everyone has to pass through it

[03:34:49 | Edited 03:34:54] Léo (?)?: Lets say there's a pikachu three miles away and you have to take a shortcut to not walk four miles (For example)

[03:35:23] Léo (?)?: You begin to feel hungry in the middle of the way and there's a cafeteria there, luckily. You realize you have some money (and time)

[03:35:42] Léo (?)?: You'll of course stop by the cafeteria

[03:35:45] Lilyana~ .: I really think its the tree swing and the afk fountain tbh

[03:35:47] Lilyana~ .: Burn those

[03:35:50] Lilyana~ .: :^)

[03:35:54] Léo (?)?: The huge space too

[03:36:03] Léo (?)?: It's not that a big space is bad

[03:36:14] Léo (?)?: But it's a large clearing which you can see everyone: Perfect for roleplay.

[03:36:40] Léo (?)?: Everyone has to pass there

[03:36:46] Léo (?)?: And they might find their friends

[03:36:50] Léo (?)?: and join them
[03:36:52] Léo (?)?: and join the cringe
[03:37:06] Chamo (Sean66): That swing should burn
[03:37:17] Léo (?)?: The tree and swing won't do shit tbh
[03:37:26] Léo (?)?: The fast travels will.
[03:37:39] Léo (?)?: But I believe this would be a change that is better for 5.0
[03:37:46] Léo (?)?: Also, on Ski's miny-library thing
[03:37:54] Léo (?)?: Give them a simple IO-pages book
[03:38:09] Léo (?)?: explaining server simple commands and guiding you in the right path
[03:38:39] Léo (?)?: 30 pages or so books are boring and people will consult them every once and then as an encyclopedia. Not that it's bad, but it should be held in a different book.
[03:39:11] Léo (?)?: A simplification of the rules aswell, like "REMEMBER, NO METAGAMING, NO POWERGAMING"
[03:39:12] Chamo (Sean66): Tbh a book won't work that great, new players don't enjoy being forced to read and take their own initiative
[03:39:26] Chamo (Sean66): They enjoy being spoon fed initially and thrown into the world freely
[03:42:25] Sky: Or, remove the temple completely and have new personas spawn in the tutorial area, then actually spawn at their Home (SS slot 0)
[03:43:10] Caelria: Having human outlaws respawn in Felsen sounds like a bright idea.
[03:43:20] Max (Tel): Uh, did you guys see my idea waay above?
[03:43:21] Sky: [03:42] Sky:

<<< at their Home (SS slot 0)

[03:43:22] Max (Tel): It was today
[03:43:25] Max (Tel): It's about books & tutorials
[03:43:27] Chamo (Sean66): Monks as a entity should be more phased out, but the player group encouraged to survive and move elsewhere. AT and Monk integration is meh.
[03:43:28] Sky: You can replace your SSO
[03:43:29] Léo (?)?: Being spawn-camped doesn't sounds good
[03:43:41] Sky: You can legit change your Home SS slot though.

[03:44:05] Léo (?)?: I think there should be a main-road
[03:44:21] Léo (?)?: instead of a "spawn-ad-polis"
[03:44:37] Léo (?)?: Ok guyse
[03:44:39] Léo (?)?: night time
[03:44:46] Léo (?)?: CT is needed for main road
[03:44:49] Chamo (Sean66): Night Sandking
[03:44:53 | Edited 03:45:01] Léo (?)?: Just don't make it too sexy and attractive for rp
[03:45:05] Max (Tel): On 2016-07-16, at 3:07 PM, Max (Tel) wrote:
> you know what would be cool

On 2016-07-16, at 3:08 PM, Max (Tel) wrote:

> you get a line of text:
> Hey! Congratulations and welcome. Click any of these to get a help book.
> [Where can I build] [Where do I go from here] [Finding roleplay]
[2016-07-16, 3:08:34 PM] Harrison: that too
[2016-07-16, 3:08:36 PM] Max (Tel): etc. etc., then you just click one and get a book or smthn idk i didn't think about it
[2016-07-16, 3:08:37 PM] Harrison: we could also just
[2016-07-16, 3:08:40 PM] Jaeden: yeah, that'd work
[03:45:12] Max (Tel): That was it.
[03:45:20 | Edited 03:45:22] Max (Tel): The new player experience needs to be super simple.
[03:45:31] Max (Tel): Just click what you want to know, and then read it.
[03:45:32] Léo (?)?: Very simple
[03:45:34] Léo (?)?: i like
[03:45:40] Chamo (Sean66): [03:45] Max (Tel):

<<< The new player experience needs to be super simple.#I thing to consider with CT discussion

[03:45:46] Léo (?)?: And instead of a help book
[03:45:52] Léo (?)?: Have it pop up as a text on ya screen
[03:46:00] Pj Leavy: I think
[03:46:02] Léo (?)?: At the max of 6 lines

[03:46:04] Pj Leavy: This is probably a thing
[03:46:14] Pj Leavy: Just get people who's job it is to RP with the new guys
[03:46:31] Chamo (Sean66): That is monks technically
[03:46:36 | Edited 03:46:51] Sky: Nah, fuck you Telanir, but seriously, that looks amazing
[03:46:37] Max (Tel): Well nah, that's just a repeat of /helpmenu Leo
[03:46:41] Pj Leavy: But I mean really active
[03:46:45] Chamo (Sean66): But no monk really wants to be permanently restricted to the CT
[03:46:46] Chamo (Sean66): Which they are
[03:46:49] Max (Tel): People can use a physical tangible book
[03:47:02] Max (Tel): Like, and we can format it
[03:47:06] Max (Tel): and everything, with colors n' stuff
[03:47:07] Max (Tel): :D
[03:47:15] Sky: Not gonna lie, I'm almost amazed at the capabilities of minecraft coding.
[03:47:31] Chamo (Sean66): Hell all AT are allowed and put on fast track for being special green monks, but they don't want to fill the role of being a CT only rp group.
[03:47:39] Sky: almost always*
[03:47:44] Max (Tel): On 2016-07-16, at 9:47 PM, Sky wrote:
> Not gonna lie, I'm almost amazed at the capabilities of minecraft coding.

Ha ha, anything but a lagless experience.

[03:47:51] Max (Tel): I'd trade all the plugins if they'd mean we would have no lag.
[03:48:01] *** Max (Tel) rip ***
[03:48:02] Pj Leavy: Do it
[03:48:10] Max (Tel): if
[03:48:23] Chamo (Sean66): If only Microsoft transferred Minecraft away from Java.
[03:48:27] Max (Tel): it wouldn't, though.
[03:48:28] Max (Tel): No no no
[03:48:48] Max (Tel): half our plugins would break, simply because Java has amazing reflection capabilities, much of our code hooks into raw MC code
[03:49:00] Max (Tel): which is possible with Java, but not entirely other languages
[03:50:18] Sky: Tel, question Sir!

[03:50:47] Sky: Would it be possible that once you join the server, you can choose to assign your Home SS slot?

[03:50:52] Lilyana~ .: As an AT, there isn't much we currently can do oocly wise to help new players other than send them messages.

We cant always get to them easily, we cant easily take them to their racial cities, we cant help them get setup. Because we're not seen as staff helping a new player, we dont have pex to help us vanish and walk with the new player to make sure theyre on track, we're our RP selves. Imagine an Orc AT trying to help get a High Elf situated? Second they get to HuecoMundow/e u spell it, Boom dead and the new player is like GASP.

[03:51:30] Lilyana~ .: And most new players, even when we message them, ignore our messages because we're just text. We're not a body, we're not an invisible guide helping them.

Trust me, id love to do more to help them but I simply cant.

[03:51:40] Sky: Eh, Lilyana to combat that you could literally make a new persona with their race

[03:51:47] Sky: Not saying it's something you should do.

[03:51:52] Sky: Just, something you could do.

[03:51:59] Chamo (Sean66): Well AT do have generic monk characters to fall back on, but no staff really wants to waste a character slot solely on a staff character

[03:52:26] Max (Tel): On 2016-07-16, at 9:50 PM, Sky wrote:

> Would it be possible that once you join the server, you can choose to assign your Home SS slot?

Uhm, hm.

[03:52:37] Max (Tel): I suppose, theoretically, to what end?

[03:53:11] Sky: Like I said before, if we had a tutorial thing and you got the option to click [list of pillars] to assign it, you could spawn there.

[03:53:13] Lilyana~ .: And switching between personas has a time limit

[03:53:24] Lilyana~ .: And what about Ats that dont have persona slots?

[03:54:23] Sky: Why not OOCly show them?

[03:54:35] Sky: Despite what most people think, if you got pulled up in Orc lands and you say

[03:54:37] Max (Tel): Oh, well you mean, visiting areas?

[03:54:37] Lilyana~ .: One of the issues is just saying "Hey! If you need help, contact these people!" is that new players dont often know that they need help.

What they think theyre doing, aimlessly walking around or sitting at CT with a wooden shovel is what the servers all about. They don't know they need guidance.

[03:54:44] Sky: ((I'm escorting a new player!))

[03:54:44] Lilyana~ .: Ive done it Sky

[03:54:48] Lilyana~ .: Insta killed.

[03:54:51] Max (Tel): You know that Wandering Souls can actually teleport to any location they like, with /places.

[03:54:58] Max (Tel): They can go to any capital.

[03:55:07] Lilyana~ .: "There is no being here oocly. Your here physically, your here in RP"

[03:55:57] Sky: I mean, I can understand it though.

[03:56:11] Sky: Why can't you lead them to the fast travel

[03:56:15] Sky: and say "Go there."

[03:56:33] Lilyana~ .: If there was a way AT can toggle like a Wandering Soul mode just for the purpose of helping a newly accepted player, it'd be perfect tbh.

[03:56:59] Sky: They used to if I remember correctly.

[03:57:01] Lilyana~ .: Because many of the FTs arent exactly self explanatory.

[03:57:03] Sky: MT was able to.

[03:57:06] Max (Tel): Yes that used to be the case Sky.

[03:57:09] Lilyana~ .: "Here go to Old Felsen"

[03:57:16] Lilyana~ .: New player gets there, 50 Fast Travel carts.

[03:57:16] Max (Tel): But there wasn't much reason for the functionality to stay, so it never got ported into the new module.

[03:57:21] Lilyana~ .: Here go to Aethermoor

[03:57:27] Lilyana~ .: 5 Fast travel carts and a locked gate

[03:57:31] Lilyana~ .: Here, go to Wood Elves

[03:57:34] Lilyana~ .: Locked Gate

[03:57:51] Chamo (Sean66): FT system was talked on earlier, it's horrible especially in places like Felsen

[03:57:57] Sky: Just give Application Team the right to escort new players OOCly, and can only claim that if actually leading a new player.

[03:58:02] Sky: It's a simple fix.

[03:58:33] Lilyana~ .: Give us a shine particle or something that lets other players know, Hey they arent really there theyre just helping a new player if giving us /vanish is too much of a taboo cause of OMG METAABUSE

[03:58:49] Lilyana~ .: Or a name tag color.

[03:58:54] Lilyana~ .: I talked about this way earlier

[03:59:07] Chamo (Sean66): Some staff members need a bit of a talking to about minor to major pex abuse

[03:59:25] Sky: If you have proof of that, make a report!

[03:59:37] Sky: Nothing can be fixed, if nothing is reported.

[04:00:09] Max (Tel): Yep, here, let me direct you here. This forum is actually used often, and we take care of many issues here.

[04:00:19] Max (Tel):

<https://www.lordofthecraft.net/forums/forum/588-anonymous-staff-report/>

[04:00:27] Chamo (Sean66): But there isn't much way of a common player to really say about the ET whom is flying about in vanish looking for RP, or as they explain it where to do an event, but their search failed instead they unvanish on otherside of locked gate in a city and hop right into RP.

[04:01:03] Chamo (Sean66): Or say the ET who utilizes god mode to ignore hunger and goof up PVP encounters by not turning it off accidently.

[04:01:23] Max (Tel): I'd say, document every single issue, no matter how small.

[04:01:32] Max (Tel): Eventually they stack up and we have an entire folder of evidence.

[04:02:29] Chamo (Sean66): And it's also fairly bad when certain folks in these teams are blatant in saying "Yeah I'll just tp to you!" when they fall behind when heading off to raid peeps, simply because they don't fear repercussions of using their Pex for personal gain and convenience.

[04:02:51] Max (Tel): Oh? Actually?

[04:02:52] Max (Tel): That bad?

[04:02:55] Chamo (Sean66): But ye, the anonymous staff report is a good imitative which shall hopefully combat stuff like that.

[04:03:05] Chamo (Sean66): Yeah, being 100% honest.

[04:03:34] Max (Tel): See, problem is when it isn't reported we don't see it, I'm just glad we finally have a medium where it's easy.

[04:04:14] Chamo (Sean66): Yes, I agree. Anonymous reporting completely cancels out the fear of your friend seeing you reported them for Pex abuse and such.

[04:05:00] Sky: Who has access to seeing the anonymous reports?

[04:05:41] Ryan Chase: Only admins and the member who posted.

[04:06:16] Chamo (Sean66): But yea, I'll probably talk more about that stuff and my opinion of it when we discuss staff stuff. Sorry for the side-tangent, but yea overall CT needs simplification to appeal new players and removal of its centralizing rp effect imo. Also spawns should always be amongst the most 'wow' builds on LOTC to instantly garner interest.

[04:08:12] Sky: Another point to this would be the fact that there are some nations lacking activity, and then they see activity in the docks.

[04:08:41] Sky: It's a weird conundrum.

[04:08:53] Sky: Sort of like the party conundrum...

[04:09:02] Sky: "I'll go if there are four other people."

[04:09:19] Sky: if each person says that, there wont be four other people there and the party will be.... RUINED.

[04:10:10] Sky: Connecting this to the server.

[04:10:26] Chamo (Sean66): I'll play tonight if the other three are playing, oh one person can't make it. Now I can't either anymore.

[04:10:26] Sky: A player sees their town is inactive, and empty.

[04:10:36] Sky: But the docks are active!

[04:11:11] Chamo (Sean66): Of course a lot of Vailor are dead cities

[04:11:28] Chamo (Sean66): There should be a big drive to weed out all these ghost towns and make them ruins.

[04:11:53] Chamo (Sean66): Gives a spot for ET actors to make events without needing ET builder aid and weeds out useless land/towns.

[04:12:03] Sky: I could name three towns that are for their subraces that are inactive majority of the time, but I wont out of not wishing to drag their name through the mud.

[04:16:41] Lilyana~ .: I believe part of that is also because of multiple personas.

Its a blessing and a curse in my eyes. You can say oh yea, I live in so and so! I'm active!

But that persona isn't a main or as active as it would be like. Yes the "player" is active, but not the character of that town.

A nice way to help with this might be a /seen persona command to see how long Sally the Shoemaker was actually last played.

Running a town and trying to figure out how active a persona is to clean up 'ghost houses' and ensure that we're not expanding past what we /really/ need isn't always easy because of this.

One thing we do to try and counter it is by random signs on peoples homes. We give them about 3-5 days and say break the sign by X Date or your house is gone.

We dont do a dedicated tax day because people then just log in, pay tax, log out. This makes sure at least the persona and home is checked semi-frequently and ensures all our homes actually have active personas.

[04:18:43] Sky: But that also fails you because if they lose their home in a nation, they'd have a lesser desire to want to role-play that character. Too many inactive cities, too many role-play dead-zones.

[04:19:25] Lilyana~ .: If your not on a character about roughly once a week, do you consider that character to be active?

[04:19:39] Lilyana~ .: I personally do not.

[04:19:42] Chamo (Sean66): I wish there was less cities and more loose villages and farm lands

[04:20:04] Chamo (Sean66): Log cabins for so and so, so it doesn't hurt rp they barely log on.

[04:21:09] Lilyana~ .: shrugs Is the system perfect? No. We make it clear when people are joining us that its the plan. When we evict them we hold onto their things below the palace should they come back. We're not doing it for the items like other mayors that

evict for pixels. We just do it to ensure our homes are actively filled. and tbh, most of the community that deals with it, agrees with it.

[04:22:31] Lilyana~ .: It might be because we're not a huge group and remain close that we know if "Oh billys on vacation, dont put a sign up" or we actively leave notes in peoples mailboxes that they check about stuff.

I just feel like multiple personas is a blessing and a curse and one of the issue of so many "empty places". Players over commit to what they can RPly and OOCly handle.

[04:23:02] Chamo (Sean66): Be nice if there was system to time check different personas a person has

[04:23:21] Lilyana~ .: [04:16] Lilyana~ .:

<<< A nice way to help with this might be a /seen persona command to see how long Sally the Shoemaker was actually last played.

[04:23:33] Lilyana~ .: I concur.

[04:23:41] Max (Tel): Nah, just a /seen command that shows all the persona times.

[04:23:50] Lilyana~ .: That would be best.

[04:23:50] Max (Tel): At once.

[04:24:31] Sky: Yeah like the thread I made

[04:24:33] Sky: cough cough

[04:24:37] Chamo (Sean66): That'd be wonderful Tel

[04:24:39] Sky: Telanir said it's happening, eventually.

[04:25:27] Lilyana~ .: And its an issue that happens to veteran players too, not just new. They over commit/bite off what they can chew.

Sure I'll play your kid!

Sure I'll be a druid!

Sure I'll join this Brotherhood

Sure I'll be a golem!

A week later

"Our family RP is suffering cause our kids never around."

"You aren't being taught cause your missing your lessons"

"You skipped out on this raid to go learn magic!"

"Beep Boop"

[04:26:26] Chamo (Sean66): Pretty true.

[04:26:27] Sky: <https://www.lordofthecraft.net/forums/topic/I39078-seen-plugin/>

[04:26:56] Max (Tel): Mmhm.

[04:27:01] Max (Tel): It's a promise, it's coming.

[04:27:22] Sky: How's Obelisk?

[04:27:29] Sky: Or is that question not correct?

[04:28:31] Lilyana~ .: If Dark is still here, I'm sure they can personally attest to what I just said as an issue theyve experienced.

[04:29:25] Sky: I have a couple inactive characters, I can attest.

[04:29:35] Lilyana~ .: Gave them a huge tavern, huge home.

Their alt character went for druidism.

Suddenly my active tavern is empty and not run.

"Hey whats happening with the tavern?"

'Oh we're still there! Its cool!'

Tavern stays unmanned and empty

Phoenix Druid!

Tavern sits dusty.

[04:29:37] Sky: LotC has too many outlets that one can enjoy, we should only have one race.

[04:29:45] Sky: (kidding)

[04:30:26] Lilyana~ .: And that isnt a finger pointing at ya Dark, you know I love ya.

[04:30:44] Lilyana~ .: Its just a good example of what happens. People tend to get something and dont wanna give it up.

[04:31:06] Lilyana~ .: Cant tell you how many times Cookiiee bought a house in town and never actually decorated/moved in.

[04:32:04] Lilyana~ .: im just one of the more vocal extremists I suppose. I'd prefer to see less personas (even though people will scream). I think that would indirectly condense RP and more 'mains' will happen.

[04:32:24] Allen!!!: Amen.

[04:32:36] Allen!!!: Well actually, no.

[04:32:37] Chamo (Sean66): I dislike how much some of LOTC is becoming monopoly-esque. Oh I /have/ to have that house in that city, I need to have /that/ magic alongside all my others, and I /need/ to open that tavern and etc.

[04:32:38] Sky: I used to advocate for 2 persona slots max.

[04:32:46] Allen!!!: ^

[04:32:49] Chamo (Sean66): And multiple personas just tend to feed this monopoly push

[04:32:50] Allen!!!: I'd agree with 2 max

[04:32:56] Lilyana~ .: I agree with 2 as well.

[04:33:15] Lilyana~ .: One 'normal' character and if you wanted an edgy/'bad' character you have that option.

[04:33:21] Tahmas: I've only ever felt the need for two characters.

[04:33:54] Lilyana~ .: It'd make what you did on those characters more meaningful to you and to others.

[04:35:35] Lilyana~ .: And while the argument of "we want players to have choices and not feel forced!"

What good are you doing to the player by having them spread out so much on so many characters?

Or better yet, what good are you doing to all the groups and people that interact with that rarely used persona? Your hurting them by giving them false hope and 'ghost' members.

[04:35:38] Chamo (Sean66): Most of my spare personas are just event-catered ones made for purpose of being more event like in nature. I only have one character that I consider just average roleplay character.

[04:36:38] Sky: I literally have an account for each of my characters xD

[04:36:48] Chamo (Sean66): oof

[04:39:43] Caelria: People should be allowed a persona for each race imo.

[04:39:49] Caelria: So 4.

[04:39:52] Caelria: Tops.

[04:40:00] Caelria: If people want to try shit out, who are we to stop them?

[04:40:15 | Edited 04:40:21] Sky: [insert m-muh kharajyr/Halfling role-play thing]

[04:40:17] Chamo (Sean66): Trying stuff out just leads to a bunch of groups with ghost members

[04:40:28] Allen!!!: woah

[04:40:31] Chamo (Sean66): Halflings are alright tho. :(

[04:40:37] Allen!!!: i'll shit on u if you talk crap about halflings

[04:40:48] Sky: I was pointing out the whole 4 tops thing.

[04:40:51] Sky: Which is already a thing

[04:41:13] Chamo (Sean66): Things shouldn't be restricted

[04:41:19] Caelria: [04:40] Allen!!!:

<<< i'll shit on u if you talk crap about halflings
Some of you Halflings are alright. Don't come to The Shire tomorrow.

[04:42:07] Allen!!!: ayyyyyyyy

[04:42:09] Chamo (Sean66): oof

[04:42:33] Allen!!!: <http://abc13.com/news/rash-of-violence-shocks-sunnyside/1215584/>

[04:42:39] Allen!!!: anytime someone says sunny sanctum

[04:42:43] Allen!!!: this is what it reminds me of