



"Hello and welcome to the continued celebrations of the first annual Golden Gala! It is my honor and privilege to invite you to share the holiday spirit with everyone here at the Bountiful Chest! We ask only that you leave any pretense at the door and join us for a night of fine food and drink, games, dancing, and plenty more!"

- Ryssmyna Syvinnhaswyn

Clerical Branch Head for the Gold & Glory Hunter's Guild

[This document is intended to be used OOC to supply ideas and inspiration for roleplay throughout the night. While the Bountiful Chest is known to supply equal parts sass and class, we strive to create an atmosphere where absolutely everyone can be comfortable. For that reason, please keep in mind that while some of these games and suggestions may border on bawdy, no roleplayer is ever required to go along with anything that they are not comfortable with and disrespect for the boundaries of other roleplayers will result in the removal of the offending parties from the festivities. Thank you. - Myna]

THE LOCATION

The Bountiful Chest is the home of the Gold & Glory Hunter's Guild and functions as a hub for hunters, travellers, and anyone who is simply looking for good company! We can be found in the Goblet (Ward 4, Plot 18 -- easily accessible from the Brimming Heart port). Along with both floors of our lovely house, we also offer space in some of our private rooms to use for roleplay. These rooms are denoted on the room list with the tag [PUBLIC]. Room number one specifically (belonging to Ryssmyna Syvinmhaswyn) has been converted into a dancefloor for the after party so feel free to make use of it! After all, our house is a small so it may feel crowded but we try to ensure that there is plenty of room available away from the main floors.

More information regarding the Bountiful Chest (including the full menus) can be found at <http://gold-and-glory.enjin.com/tavern>

THE STAFF

Naturally, members of <HUNT> will be very much present to party and to help the guests throughout the night! If you ever have any questions, feel free to let us know and we'll do our best to facilitate both IC and OOC. That said, if you just need a passing waitress to spill a drink on you as a plot device, feel free to make one up! There are no limitations on our NPC staff members so if you require a bit part in the background, you are welcome to simply mention an invisible server.

THE ATMOSPHERE

With the tavern all dressed up for Starlight and plenty of corks popped (waiting only on thirsty throats to empty the bottles), there's a certain merry air throughout the entire premises! To help aid in setting the mood, feel free to enjoy some suggested music at <http://tinyurl.com/afterpartymusic1> or <http://tinyurl.com/afterpartymusic2>

(Note: the second link is only kind of a joke.)

In the ballroom, we're featuring a fine Xaela gentleman at the piano and some music to create a lovely ambiance for the ballroom can be found at

<http://tinyurl.com/afterpartyballroom>

The Games

Because we are unsure of just how many people to expect for the after party, only one game will be officially organized OOCly. However, we wanted to supply some ideas for games that your characters may want to play ICly in couples or groups!

- **Matron's Mirth** - The officially sanctioned game of the evening! Upon entering the Bountiful Chest for the party, guests will be offered a single sprig of Matron's Mistletoe by the lovely receptionist. This mistletoe is a very special form of currency for the evening! Each can be offered to another in exchange for an **innocent** kiss. It pays to be popular, though, because at the end of the night, all of the mistletoe you've collected can be exchanged back for a sum of gil!
 - Characters are encouraged barter or set prices for their interactions, and are certainly not limited to kisses. **A PG-13 rule is strictly enforced in regards to the game, though.** If you feel that your kiss -- or the opportunity to punch you in the face -- is worth more than one mistletoe, raise the asking price!
 - This game is meant to be entirely for fun and giggles but always be aware of the comfort of your other players. If someone asks not to be included, we expect that others will respect that.
 - Before you leave, simply trade back whatever mistletoe you have to Ryssmyrna Syvinmhaswyn and collect your real gil prize!
- **The Glory Challenge** - Ah, the Glory! If you recall the Gold from the Gala proper, this is her burly counterpart! Three heady pints of dark, strong ale and three equally powerful ounces of various hard liquors. The procedure is simple: drop the shot in a pint and drink, drink drink! The challenge comes when reputations are on the line.
 - This challenge is meant for two to five players, though more can certainly participate! You just may want to consider asking someone to referee.
 - The game starts ICly with every participant placing the gil for the entire round of drinks on the table. The gil in this game is entirely IC.
 - The game is played in three rounds with /random. ICly, everyone drinks their round of the Glory! OOCly, the rolls decide the order in which the players finish their drink and points are awarded based on their place.
 - **If two players are competing**, things would look something like this: Jaliqai rolls a 888 and Ryssmyrna rolls a 222. Jaliqai earns **one** point and Ryssmyrna earns **zero**.
 - **If five players are competing**, things would look something like this: Jaliqai rolls a 9999, Khivva rolls a 876, Lathu'a rolls a 666, Akay'a rolls a 400, and

Ryssmyna rolls a 3. Jaliqai earns **four** points, Khivva earns **three**, Lathu'a earns **two**, Akay'a earns **one**, and Ryssmyna earns **zero**.

- After three rounds, the person with the lowest score pays for the drinks with the gil they'd put up. If more than two people are playing, your group may decide that the highest score walks away with the gil remaining on the table!
- In the event of a tie... well, looks like you'll need another round of Glorys!
- This is a really great game for settling IC rivalries!
- **Ul'dahn Mistletoe** - In the Jewel of the Desert, there's nothing more powerful than coin so this game lets gil decide whether you get something naughty or nice!
 - This game is best suited for four players or more but it's possible to play with less.
 - This game utilizes /random to determine the outcome. **Even numbers count as heads and odd numbers count as tails.**
 - Players sit in a circle with drinks in hand and the game starts with the first participant choosing someone in the circle. The first participant then flips a gil and calls **heads** or **tails**. OOCly, /random is then used.
 - If the flip was called **correctly**: NICE! The first participant can claim a kiss from the person that they chose before the flip. **Keep in mind that the game is strictly PG-13.**
 - If the flip was called **incorrectly**: NAUGHTY! The person that was chosen gets to determine the number of drinks that the first participant must take.
 - The game continues clockwise around the circle.
- **Never Have I Ever** - This is an age-old party classic that lets you learn way too much about total strangers!
 - This game is best played with three or more people but can absolutely be played with less. The game is ENTIRELY IC so all it takes is some imagination!
 - The game starts with one person in the group finishing this sentence honestly: "Never have I ever..." They complete it with something that they have never done, ranging from the simple to the outrageous. It could be anything from, "Never have I ever tasted red wine," to, "Never have I ever woken up pantless in Pearl Lane."
 - Any one who has also never done that thing is safe! However, anyone who has done it takes a drink!
 - We recommend keeping responses short and simple with very little explanation -- "Ryssmyna Syvinmhaswyn sips her drink in silence." As opposed to, "Ryssmyna Syvinmhaswyn sips her drink as she recalls the horrid night in which she'd drained an entire bottle of bottom shelf rum in the Missing Member after a particularly sloppy break up. The voyage from Limsa Lominsa to Ul'dah was a blur after that but vivid was the memory of

her bare buttcheeks on the warm stone of Pearl Lane when she finally came to the next morning." Less is more when it comes to the answers in this game! Leave people guessing!

SUGGESTIONS FOR GAMES ARE WELCOME THROUGHOUT THE NIGHT!
HAPPY HUNTING, MERRY STARLIGHT, AND A BOUNTIFUL NEW YEAR TO EVERYONE!