



ROLEPLAY GUIDEBOOK



GETTING STARTED
AND
UNDERSTANDING THE HOBBY



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Thank you guys! I owe you all some coffee!

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The last group I want to thank is the World of Warcraft Roleplay Community. I have never been a part of an online community before which has given me so much. There's been a lot of love over the years, from genuine, heartfelt moments to genuine moments of heartache. I've met some of the closest people in my life right now through this community and a group of friends that will stick with me even after my time in Azeroth ends. Through this community, I've become a better writer and, hopefully, a better friend. Without this hobby, who knows what my social life would look like or where I'd be.

Foreword

Thank you for picking up this guidebook! If you're interested in World of Warcraft Roleplay or roleplay in general, I hope this guide is both entertaining and informative.

I've been involved in World of Warcraft since *The Burning Crusade* expansion, but I have been in the roleplay community for around ten years (Or around *Mists of Pandaria*). Warcraft is one of my favorite fantasy settings and one that I'm very familiar with. Between the various games, books, comics, cinematics, short stories, and more - as well as fanmade projects that have come out over the years - I've read and seen every bit of media about this game, and I still want to see more.

In all my time roleplaying, I've done many things that have helped immerse me in Azeroth more than just playing the game ever has. I've helped organize and run many events, ran a successful guild, organized storylines, and even helped donate money to charity organizations. I've met many people who have come and gone throughout the years and witnessed many moments in the game that have stuck with me since. There are songs that I listen to that I feel raw emotions towards simply because I listened to them during epic battles and heartbreaking dramas. Heck, I've been to every zone in Azeroth and can tell you all about unforgettable moments on every square inch of the map.

Roleplay is a great hobby to get into that only has one small barrier of entry. All you need to get started is a WoW Subscription and nothing else. In fact, if you are okay with being severely limited, you can still roleplay on a free trial account if you don't mind being capped at level 20 and unable to talk to people unless they message you first.

Other than a WoW Subscription, you need anything else: No tools, no kits, no rulebooks, no special equipment, or anything like that. Even this book was free! You only need an active imagination, a keyboard, your subscription, and internet access.

I hope this interests you enough to keep reading and see what all the fun is about. Roleplaying is a fantastic hobby, and I'd love to see you in Azeroth sometime. If you do join up, feel free to seek me out and say hello sometime!

See you soon, friends.

~**Rease**



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PART 1

INTRODUCTION

PART 1 - INTRODUCTION

WORLD OF WARCRAFT is a fantastic game with a long history and many expansions behind it. It is filled to the brim with lore, stories, and amazing places to explore. Many people who still play the game today have been there since the beginning, and many more claim that they'll be there as long as servers are available.

It's not hard to see why this game has such a pull on people. There's a lot of stuff to do in the game to keep you busy, such as achievement hunting, raids and dungeons to conquer, collectibles to chase down, and arenas to pit your skills against other players. Whether you're PvE, or PvP minded, there's just so much content to go through that you can play by yourself or with others and feel content either way.

However, the game can get stale once you've done everything. Once you've collected every mount or toy, beat every dungeon, and climbed to the top of the PvP ladder, what else is there to do? Most people tune out Warcraft until the next cycle - such as a patch or expansion - comes up, and new content or game modes are available.

What do you do when you've run out of things to collect, dungeons to master, climbed up the top of the arena ladder, and want more?

Well, there are certain types of players who stick to the game and still play for hours on end, even after they've beaten all of the game's challenges. In fact, many of these players will play the game without doing the content or challenges but still find it a lot of fun.

Who are these people?

Roleplayers

You might have seen, heard, or even know someone who roleplays. In fact, have you ever scrolled down the list of available servers and seen the (RP) tag by the server name? Do you ever wonder what happens on those servers other than PvE or PvP content? Have you ever wondered if there was more to the game than just grinding away at the available content day in and day out?

Or, have you ever felt that the game was getting stale and wanted to justify logging in and getting the most out of your \$15/month? You might have even wondered if there was a way to engage in the game's setting and lore on a deeper level but were unsure how.

Well, that's what roleplaying is good for.

If you've ever felt a need to be creative and have an outlet for that creativity in a setting you like - or even want to engage the game in a new, compelling way - then roleplaying might be perfect for you.

Many people love Warcraft as a setting and try to find ways to immerse themselves in the game better rather than think of it purely as a game.

In fact, the number one reason many people turn to roleplay is that they get bored and want to engage with WoW in a new way between content cycles. The second reason is that many people feel a need to express themselves creatively, and roleplaying sounds like the perfect outlet for that creative expression.

If that sounds interesting, this guidebook was made for you and others like you. Especially if you've ever wondered about what roleplay was or how to do it. Here, we'll go over the basics of the hobby and show you how to get started immediately. All it takes is logging onto a server marked "(RP)" and creating a character.

While diving headfirst is generally an excellent way to get started, we'll also go over a few things to make your first (or second, third, or fourth) time much easier.

What Is Roleplay?

Have you ever wondered what being a guard in Orgrimmar or Stormwind was like? What about a Troll Witch-Doctor or a Gnome Healer who tries to keep their friends alive? Have you ever played out the content and imagined what your character would think about the storyline based on their perspective? Have you ever given an NPC you frequently visit a personality and wondered if they see your character as a friend?

That's a good basis for what gets people interested in looking for it when they start to wonder about the characters themselves and think of them as people rather than tools for game mechanics.

At its core, roleplaying is a hobby comprising several different parts: Collaborative storytelling, imaginative pretending, and improvisational acting.

Think of it from the perspective of an actor. You have a part to play in the overall story, propelling that story forward through action and dialogue while you inhabit the role you've chosen. The most significant difference is that there's no script to follow, and every action, dialogue, and choice you've made is entirely centered around what you think the character would do. That's where collaboration, pretending, and improvisational skills come into play. At its core, you're living a different life vicariously through an avatar that you create and move based on actions you believe they'd take.

Let's take it one step further than that. Think of it like Dungeons and Dragons, where you respond to the DM's input and tell them what your character would do in a situation based entirely on how you would react as that character. In this instance, you're both the DM and the player simultaneously.

However, with WoW roleplaying, there's less emphasis on rolling dice and more on acting out the character's role and reacting to any situation from their perspective.

Are you starting to get it now? It's essentially a more involved game of pretend that you play with other people on a stage. Each of them being both DM and Player with their own goals and motivations but still interacting with you in a shared space.

Starting Out

If that sounds exciting to you, then perfect! The best part of this hobby is that there's always room for new players, and the community itself is very welcoming towards new players who want to join and see what's going on. After all, a healthy hobby cycles in new people and continually grows as older players help mentor the newer people.

We did say that you could make a new character and immediately jump in, but that won't guarantee success if you don't know what you're doing. This isn't an issue for most players because it's a simple enough hobby to understand. However, some people need help starting out and knowing where to go or what to do. Some people also feel that they need to know the whole picture first instead of diving right in because they don't want to be seen as socially awkward or nervous around new people.

For people like that, we say don't worry! In fact, this guidebook was also designed for people like you and to be used as a repository of knowledge collected by many other roleplayers over the years. It's more than just showing interested people why roleplay is awesome; it's also to help you smoothly integrate with the community.

That's not to say that those in the former category—the ones who can socially navigate and pick up terms and social cues more easily—can't get anything out of this guide either. Its third purpose is to inform new players how to engage the community and as a refresher for those who need it for any reason.

Here's a list of what we'll be going over and a quick summary of each chapter. That way, you can skip any segments you already know or move ahead to what interests you the most. After all, you can read whatever chapter you want in any order and return to any section of the guide at any time.

What we'll be going over is:

- **Basics Of Roleplay:** How to get started in the hobby and how to set up a character.
- **Addons:** What addons you can use for WoW that will help you feel more immersed in the world, as well as some fun ones that help add a bit of charm and depth to your characters.
- **Where To Find Roleplay:** Where all the central roleplay takes place and how to find it in other areas.
- **How To Initiate Roleplay:** How to confidently approach other players and make new friends while doing so.
- **Roleplay Etiquette:** The do's and don'ts when it comes to roleplay and what's expected of you and the people around you.
- **Avoiding Drama:** How to safely get out of arguments, problems, and toxic situations to keep yourself safe and sane.
- **Acronyms and Shorthand:** What all the jargon and terms mean when you see people talk about roleplay. Alternatively, if you see a term you're unfamiliar with in this book, you can skip ahead to find out what it means.

With that said, let's get straight to the next chapter. We'll start this guidebook properly with the "Basics of Roleplay" so we can start to ease you into the concepts of what goes into the hobby, show you what to expect, and show some of its benefits (and downsides). We'll also list servers you can visit, how to format your text, and more. All before you log onto your first RP server. So be sure to be relaxed, as from here on out, we'll go over every detail we can to prepare you for an amazing time.





PART 2

BASICS OF ROLEPLAY

PART 2 - THE BASICS OF ROLEPLAY

I'M GLAD to see that you want to get into the hobby! As stated in the previous chapter, it's always good to see more people start to roleplay. There's something amazing about seeing how creative people can be when they're allowed to express themselves or have an outlet.

Here, we'll discuss the basics of roleplay and how you can get started. Many people think that all you have to do to begin is load up a character, head to the nearest Faction Capital city, and start talking. That is an excellent way to start, and it is how most people began to RP. In fact, I encourage you to do that right now to immerse yourself.

But there's still a little bit that you should know first before going in to make things easier on yourself. Unfortunately, with all of roleplay's unwritten rules, it tends to put some people off at the start of the hobby because they don't know what to do or how to communicate appropriately. Some of the older members of the crowd brush them off as either a Troll (the internet kind), someone too immature, or someone unwilling to learn.

So that's why this chapter is here: To give you an idea of where you can go to find people to roleplay with and how you can best approach them. Trust me when I say that older roleplayers love to see new players join the community and genuinely want to help them, but they want to ensure their effort is well-spent on someone with good intentions. Sometimes, people will join an RP server just to belittle, harass, or generally troll people for their amusement, and nothing is more deflating than trying to help out a player who you think is young and inexperienced, just trying to make you mad because they think it's funny.

This way, you know what to do, how to avoid being mistaken as someone like that, and how to approach players and show that you're interested in sticking around, making friends, and integrating into the community.

Our first stop is briefly discussing both the Benefits and Downsides of roleplay. That way, you know what to expect when you first join an RP server and how to utilize the following benefits to your advantage. As well as what to look out for and avoid.

Benefits of Roleplay

Roleplay has a surprising amount of benefits, and it's not hard to see why. While it is a niche hobby, it stresses creativity, imagination, improvisation, fluid thinking, and the ability to act. Many creatives in the hobby cite roleplay as a hobby of choice because it helps improve them in some way and is a creative outlet. Plus, if you're a fan of the Warcraft franchise, it's another way to engage in the setting with a fun hobby.

Let's briefly go over what benefits you can expect.

- **Improve Writing Skills.** This includes typing speed and clarity, and it's common for people to improve their general 'wpm' (words per minute).
- **Improved Reading Skills.** This includes understanding and reading speed. You'll be reading a lot of text, so people who have roleplayed for a while tend to develop ways to parse through thousands of words daily to understand the scene around them.
- **Sense Of Belonging.** That's one of the most significant benefits of roleplaying in general, whether belonging to a friend group, guild, project, or the community and subcommunities in general. It's hard to be lonely when there are hundreds of people to chat with daily.
- **Actively Engage With Content.** Players often play the game when new content is out. Roleplayers like creating stories set in the current expansion's storyline, so you'll have plenty of opportunities to raid, PvP, dungeons, or quest.

Unfortunately, not everything is amazing all the time. There are some downsides to roleplaying, which we'll discuss below.

Downsides of Roleplay

Thankfully, many of the downsides listed below are mild and can be easily worked through. Though both inexperienced and experienced roleplayers can get caught up in the negatives if they're not careful. Plus, it wouldn't be an unbiased guide about roleplay if we didn't include the negatives, no matter how bad they are.

With every good, there's always a bad counterpart. So, let's briefly go over them.

- **Addicting Nature.** There's just something amazingly fun about roleplay, and once you hit those emotional highs, you don't want to stop. Some people will log on the moment they wake up and log off when they go to sleep. While you should never dictate another person's schedule, some

people need to realize it's all right to log off and do other hobbies for a while.

- **Moments of Loneliness.** When you've met a lot of people and created a friend group, it can often feel lonely being by yourself when they're not around. In times like this, when you expect there to be people logged on doing stuff or the people you do know doing other things, it can feel lonely on occasion.
- **Making Friends That Never Come Back.** This happens when you make friends with a player who only plays certain characters occasionally. Unlike in Tabletop games where you see the same people each week, there can be long periods between when a player decides to play an alt character of theirs. Or they can disappear outright and never come back.
- **Dealing with Drama.** Drama is never fun, and sadly, no community is free from it. Some people don't get along with each other either, and that's alright. We'll go into this in-depth later in its own part, but we'll briefly list it here as a downside.

As you can see, there are a lot of amazing benefits to roleplay, but also some downsides that you should be aware of. To overcome all of the downsides, you just need to keep a few other hobbies on hand for when things slow down, get too difficult to enjoy, or temper expectations.

Now, let's move on to this segment's main point. To do that, we'll go over Roleplay Servers, what you can expect to see on them, and which ones you should look into.

Roleplay Servers - Which One To Choose

We've already reviewed how some servers are listed as "(RP)," so we don't need to retread that. The question now is, what server do you create a character on to get the sort of roleplay you want to do?

Ideally, any of the RP servers will work, especially if their server population is listed as "High" or even "Full." The two biggest servers in the US currently are "Moon Guard" and "Wyrmmrest Accord," with a close third being "Emerald Dream." Meanwhile, the EU's most popular RP server is "Argent Dawn," with a few others that are held in high regard.

While every server listed as RP is valid to go and roleplay on, we sadly do not have the space to go over the highlights of every server and what makes them unique. Instead, we'll briefly go over the popular servers mentioned above so you can see what's unique about them and potentially use them as a jumping-off point for exploring all the servers we'll mention later.

Moon Guard

When people think of World of Warcraft roleplay, Moon Guard tends to come to mind. It's not hard to see why, as it boasts the largest population out of all the RP servers available and always seems to have a lot of things going on. Between D20-style campaigns, Tournaments and Festivals, RP-PvP events, Guild collaborations, and more, there's always something going on whenever you're logged in.

Of course, the population skews pretty heavily towards the Alliance, with a smaller, insular Horde population. That doesn't mean that both factions don't do stuff together, as every few months, there seems to be a massive party or a campaign involving multiple groups, guilds, and more. Most walk-up roleplay can be found in Stormwind, with the occasional dip into other towns or locations depending on the time of year.

Wyrrest Accord

Wyrrest Accord is considered Moon Guards' sister server and is similar in almost every way. The only significant difference is that the Alliance Population is vastly smaller than Moon Guards', but the Horde population tends to be much bigger, with regularly occurring events that happen from time to time.

While Moon Guard tends to boast more D20-style Server Events, Wyrrest does more festivals, concerts, carnivals, markets, and other gathering events meant for players to show up and relax rather than be involved in an ongoing storyline. Because of that, Wyrrest tends to get a reputation for being a more relaxed, chill place where people can hang out, though both servers are valid when it comes to just logging on and finding someone to talk to or roleplay with.

Emerald Dream

Emerald Dream used to be one of the most populated RP-PvP servers before Warmode was implemented. While the rules of PvP have changed significantly over time, there's still a very loyal community that loves to hold PvP-based events while creating an ongoing storyline.

So, what's the difference between RP and RP-PvP? Unfortunately, there isn't much of a difference right now, as War Mode was implemented to allow PvP to happen on any server. Back then, Emerald Dream was the place to go if you wanted to roleplay any conflict out in the open world. It wasn't uncommon to see people gear up, go to specific zones, and challenge one another to duels, raids, battles, and more, and often, calls to conflict would happen at scheduled times.

Thankfully, that still does happen, as Emerald Dream still has a reputation for being the best place to roleplay and PvP simultaneously, even if its population has diminished slightly over the years. If you're a player who enjoys putting your skills to the test, finding a place where players actively encourage one another to fight and like a sense of danger, it might be an excellent server for you to try out.

Argent Dawn

This server is one of the larger European servers that hosts a large community that constantly does things. When it comes to events, it's similar to both Moon Guard and Wyrrest Accord, with the only difference being cultural rather than approaches to roleplaying styles. Because it's a European server, you might find players who speak many different languages, from German to French to Spanish and English.

However, if you are from Europe and need a great place to start, Argent Dawn is very welcoming and open to new players looking to jumpstart their adventures.

Differences between US and EU Servers

Other than language, there are no real differences. Players should be aware that if you have a US account, you cannot play on an EU server and vice versa. You're essentially region-locked depending on where your account is made. While you can BNet friend someone from another region, you cannot log onto EU servers, even with a party invite. So, if you want to explore all of the RP servers mentioned, you'll need to pay for two accounts or create a trial account on one region to explore the other.

Other Servers

As mentioned, there are more servers than just the ones we noted above. While the previously mentioned servers are a great starting point because they're popular and host a massive population, the servers below are also great because they tend to have their own server lore, culture, and well-known members from years of events and campaigns.

As of this writing, there are 20 RP servers in the US and 11 in the EU region. Here's the entire list:

US Servers

- Argent Dawn
- Blackwater Raiders
- Cenarion Circle
- Earthen Ring
- Emerald Dream
- Farstriders
- Feathermoon
- Kirin Tor
- Lightninghoof
- Maelstrom
- Ravenholdt
- Sentinels
- Shadow Council
- Silver Hand
- Sisters of Elune
- Steamwheedle Cartel
- The Scryers
- The Venture Co
- Thorium Brotherhood
- Twisting Nether

EU Servers

- Argent Dawn
- Darkmoon Faire
- Defias Brotherhood
- Earthen Ring
- Moonglade
- Ravenholdt
- Scarshield Legion
- Sporeggar
- Steamwheedle Cartel
- The Sha'tar
- The Venture Co

As you can see, you have a few choices on where to go outside the three major US Servers and one central EU server. However, remember that their communities - such as faction balance, event types that go on, organizations, or more - are unknown on a larger scale. In fact, most of the information on

servers is because the writer of this guide has only experience with Moon Guard, Wurmrest Accord, and a little bit of Argent Dawn EU. So, there is a slightly biased view regarding what happens on those other servers.

What Server To Go To?

While each server is different, there isn't a "Best" server to log onto as it will come down to other variables. Variables that can include what you're looking for, what style of roleplay you like, what faction you want to make a character on, and so on.

Your best bet is to make a Class Trial character, hang out in the Capital Cities at peak hours, and do some RP yourself if you can. Class Trials allow you to play a max-level character for around 2 hours, and typically, after the initial tutorial mission, dumps you into the capital city. Barring that, you can make a level 1 toon, skip Tutorial Isle, start in your race's starting zone, and run to the Capital city of your choice instead if you want more than 2 hours of observing.

The best part is you're not tied to just one server either. Many roleplayers make characters on multiple servers to hang out at various server events, guilds, or friend circles, so making one choice doesn't lock out the others. Unless you're from the US or EU, as previously mentioned. So feel free to level one character on one and then do the same on the other to see what else you can find.

Now that you know where to get started, let's move on to how to format your texting for emoting. There are multiple ways to do it, with each different formatting style having a different meaning or being used in various ways.

How To Emote - Different Texting Styles

Many new roleplayers don't realize there are different ways to format your text when communicating with other players. It's considered the mark of a newbie when a new player types something like "I look at you and smile" all in /say and follow it with one of the in-game emotes like /nod. Often, new roleplayers think that typing something in the chat box is enough, not realizing there are several ways to format your text for ease and readability.

While saying something in /say is generally 'good enough,' we'll still discuss the different ways you can stand out more so you understand how to convey internal thoughts, outward actions, dialogue, and more.

Remember: Roleplay is about storytelling, and a part of solid writing is to be concise and write with clarity. With roleplay, you have many ways to convey things.

So, let's quickly go over how each text formatting can work for you and clarify what you're trying to convey through roleplay.

/s or /say

The /s or /say command is generally the default chat format you'll use since the text box instantly defaults to it when you hit the enter button. You can tell you're using the default text channel when your words appear white in the chat box (unless you've fiddled with settings and changed the color).

Typically, /s works perfectly well for DIALOGUE, but nothing else. Most roleplayers tend to use this type of chat without any actions or emotions tied to it because not only does it stand out the most in the text box itself, but if you have Bubble Chat options enabled, the text will appear in a bubble over the player's head on your screen which adds a certain amount of immersion to it instead of continually looking at your chat box.

Here's an example that shows what we mean:

```
[Brogash Axecleaver] says: Hey, bartender! Can I get an ale real quick? Me and the lads are thirsty after our adventure.
```

```
/s "Hey, bartender! Can I get an ale real quick? Me and the lads are thirsty after our adventure."
```

See how there's nothing else but dialogue there? It's usually considered bad form to add action tags in /s. So try to avoid something like the following example:

```
[Brogash Axecleaver] says: *Looks around, and waves his hand* "Hey, bartender! Can I get an ale real quick? Me and the lads are thirsty after our adventure," *Feels his stomach grumble how hungry he is too*
```

(Please note, I had an add-on change the dialogue color, which I'll explain below)

```
/s *Looks around, and waves his hand* "Hey, bartender! Can I get an ale real quick? Me and the lads are thirsty after our adventure," *Feels his stomach grumble how hungry he is too*
```

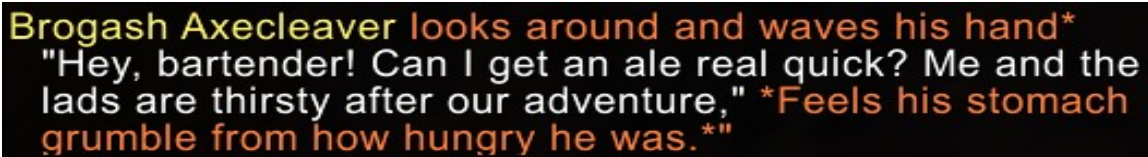
Type it in the game and see for yourself, and you'll understand why it looks unnatural. It stands out when you add action to what's typically seen as dialogue text. Thankfully, there's a way to format your text so it looks much better, as we'll get into that next.

/e or /emote

The /e or /emote command is generally what most roleplayers default to when they want to showcase any sort of action. Even action with dialogue in it, as we'll show below.

Why? The biggest reason is when you use the /e command, it puts your character's name in front of everything you type, and the default color is an almost dull orange color (unless you changed its settings). The color alone makes it stand out from the white text, but what really sells it as the way to default emotes is the fact that putting your character's name in the front makes it look like your **character** is doing whatever you type, and conveys to everyone reading that your **character** is doing the action.

Here's an example to illustrate that point. Let's assume your character is named Brogash, and you repeated the emote from the previous example. If you used /e instead of /s, the text will come out as:



```
Brogash Axecleaver looks around and waves his hand*  
"Hey, bartender! Can I get an ale real quick? Me and the  
lads are thirsty after our adventure," *Feels his stomach  
grumble from how hungry he was.*"
```

(Please note the lack of "says" in front of the text. That's how you differentiate between /s and /e)

```
"Brogash looks around and waves his hand* "Hey, bartender! Can I get an ale real quick? Me and the  
lads are thirsty after our adventure," *Feels his stomach grumble from how hungry he was.*"
```

As you can see, it not only stands out better but also flows better. Some addons automatically parse the text into different colors if you place them between asterisks to make your actions stand out (which we'll get into later), but it's always good to know the basics, and understand why certain roleplay conventions are followed.

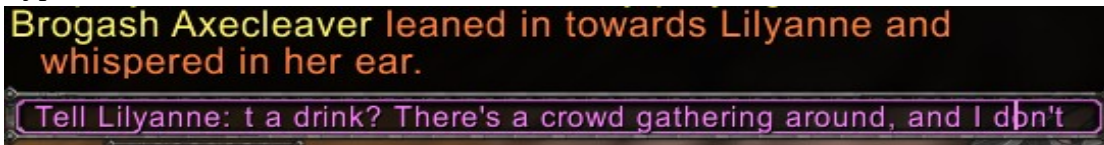
/w or /whisper

The /w or /whisper format is generally only used in specific circumstances since only you and the whisper recipient see the text. When you whisper someone, the chat box turns purple, and as stated, the only other person who can see what you type is the target of the whisper itself.

This is great if you're in a crowded area and are roleplaying one-on-one outside of a party chat or to just one person you designate to see the text. No matter where you are, the text is distinct on your screen and separate from /s and /e, so no one else can see it, even if it's on your text log.

Here's an example of what I mean and how a player can utilize /whisper in roleplay and use /e to set it up, too. Let's assume you're still playing Brogash and in the middle of a crowd with your friend Lilyanne. The crowd is excited, but you want to go somewhere else to roleplay that's quieter.

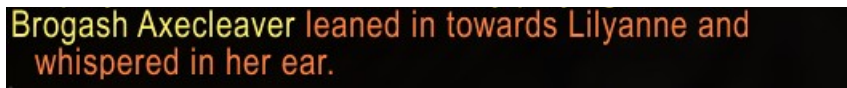
So you'd type:



(Please note: There's no Lilyanne online, so showed what it looks like in the Dialogue Box)

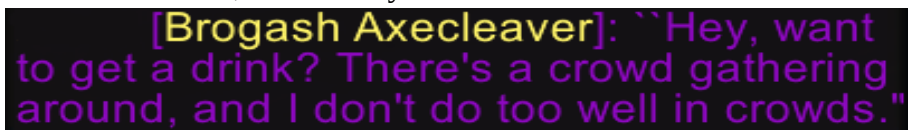
/e leaned in towards Lilyanne and whispered in her ear.
/whisper Lilyanne ``Hey, want to get a drink? There's a crowd gathering around, and I don't do too well in crowds."

With the first emote, what the crowd sees is:



"Bragosh leaned in towards Lilyanne and whispered in her ear."

While Lilyanne will see the above, followed by:



"Hey, want to go get a drink? There's a crowd gathering around, and I don't do too well in crowds."

That's all there is to it! Several things to keep in mind with whispering: You can use the "R" key to quickly cycle through people who reply to you (unless you have an addon, as we'll discuss later), and excess whispering can be seen as rude.

Things To Avoid While Emoting

We briefly mentioned it above on some RP faux pas that many beginners make but didn't detail why those are considered mistakes to make. So, let's go over some things you can (and should) avoid when you're emoting or roleplaying with another individual. Making sure that you don't do any of the following will not only help you strengthen your writing but also come off clearer and ensure that you separate yourself from the character as well.

The "I's."

This is just when you emote using the first-person perspective rather than the third-person perspective. Emoting things like:

- "I look at you."
- "I walk up the stairs and look around."
- "I take my sword and swing it at you."
- "I laugh at that and pat you on the back."

Generally, the above comes off as you inserting yourself into the narrative instead of your character. Remember that you're writing from your character's perspective rather than your own, so try to keep "The I's" mostly centered around dialogue rather than actions to keep you separate from what your character is doing.

Instead, it's best to use a third-person perspective when you roleplay. Let's look at some rewritten examples:

- "Jaden looked at Kris."
- "Jaden walked up the stairs and looked around."
- "Jaden took his sword and swung it at Kris."
- "Jaden laughed at that and patted Kris on the back."

Not only does this flow much easier with the /e format above, but readers can also parse your character's actions much easier, especially in a crowded area.

God Modding

This term describes how other players make emotes FOR other players instead of AT them. It's a basic term that means "God Mode," where you rob another player of their character's free will to force an outcome you want. It's considered a faux pas in the roleplaying community because it's assumed that the only people responsible for the characters on the screen are those who play them and no one else.

Here's an example of what we mean using the above examples. Let's assume that Jaden (Your character) is attacking Kris (Another character) outside of a bar. When you're Godmodding, this is what it would look like:

Jaden goes and stabs Kris with his sword and kills him."

"Jaden goes and stabs Kris with his sword and kills him."

See how that would be a problem for Kris's player? They didn't have a chance to respond to that in any way, and it's not collaborative storytelling if you make actions where players cannot possibly control their character's actions themselves.

Of course, it's more than just fighting. It can also include controlling another character's emotes and thoughts, such as:

Jaden walked into the Tavern, holding his head up high. Kris and everyone else looked upon him with awe, admiration, and respect and were instantly drawn to his charismatic persona."

"Jaden walked into the Tavern, holding his head up high. Kris and everyone else looked upon him with awe, admiration, and respect and were instantly drawn to his charismatic persona."

As you can see above, Jaden's player controlled how the other characters perceived him without their input. For all we know, Kris and the other tavern patrons might not care about Jaden, know who he is, or could very well respect the character. They were never allowed to choose their characters' reactions to Jaden walking in.

Always assume that every action and emote you take towards another player - or even their perception of the character themselves - are attempts. Not only does this mean that you put the onus on the other player to react, but it also gives them the power to play their characters as well. So let's rewrite the above example to read as:

Jaden goes and attempts to stab Kris with his sword.

"Jaden goes and attempts to stab Kris with his sword."

or

Jaden walked into the Tavern with his head held up high, looking out to everyone else in the Tavern. He'd respectfully nod to anyone that looked at him.

"Jaden walked into the Tavern with his head held up high, looking out to everyone else in the Tavern. He'd respectfully nod to anyone that looked at him."

As you can see, this means that you make your character's actions and allow the others to react however they think their characters would. The only characters you can control in roleplay are your own and no one else's.

There's a lot more that can be said, especially regarding OOC consent between you and other players. We'll have that discussion later, but it's a good thing to remember for now.

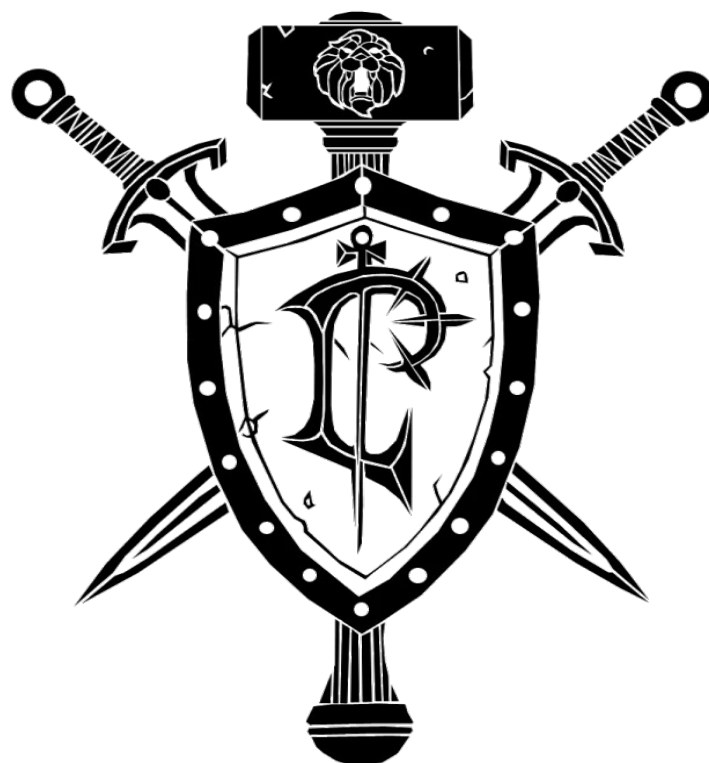
Generally, those are the two most significant things you will want to avoid doing, as they're often the most egregious issues that newer roleplayers have when it comes to emoting.

As you can see, roleplaying has much to offer people as a hobby. This chapter was long, but it was designed to highlight several things that can show what you can get out of it, where you can find it, and things that you should avoid when engaging with the community for your first several times.

Not only can it help you by being a creative outlet, but it can also be a great place to make friends and memories and extend the life of the game for you. Best of all, this can extend to more than just writing or friendships. Many artists, musicians, streamers, and other creative-minded people have all flocked to roleplay to get inspired, and all the RP servers are full of people like that.

With that said, let's move on to the next part. In it, we'll discuss addons and show how they can help you feel more immersed in your surroundings, expand your character, and make reading and listening much more manageable.





PART 3

ADDONS FOR IMMERSION

PART 3 - ADDONS FOR IMMERSION

WE'VE ALREADY gone over the basics of roleplay, its benefits, downsides, text formatting, and some basic emoting etiquette. At this point, you should have enough information to know what to do, log onto World of Warcraft, an RP server, create a character, and start roleplaying.

Before you do, consider downloading some addons to help you roleplay better.

What are addons exactly? If you've played World of Warcraft for any length of time, you'll notice a plethora of addons you can use to help you play the game better. Some help track your damage/healing output more accurately, help you with your rotations, add extra buttons on the UI, change the UI in specific ways, or anything else that can help you play the game better.

In a sense, the addons that we'll be going over sort of do that, but in a different way. Instead of making the game easier for you to play and tracking all kinds of stats, the suggested addons are designed to make your immersion into roleplay much more manageable and help you navigate the world, events, and even player groups more effectively.

Let's get into some of the major ones that you'll want to look at.

Roleplay Profiles

A Roleplay Profile is... well... a profile of your character. It's where you can write up information about your character on a new UI system and post about things such as physical looks, basic histories, roleplay hooks, OOC links, and more. It also tracks things such as eye color, hair color, height, and anything else you think is important for other players to notice.

Let's look at the three big ones that most Players use.

TRP3

TRP3, also known as "*Total Roleplay 3*", is one of the most popular Roleplay Profile tools out there, and with good reason. The other two we'll be going over have fewer features than TRP3 and are far more simpler.

Luckily, more features don't mean it's more complicated, as TRP3's UI is highly intuitive and easy to navigate. For the most part, it has all of the bells and whistles that you could want when designing and developing your character.

Bells and whistles include the basic Profile framework, mood and personality settings, the ability to generate links you can copy and paste into a web browser, 'currently' settings, OOC information, and at-a-glances. It can even change names in both the chat boxes and nameplates to that of the characters. The nameplate change even works with most nameplate addons you'd use in general play.

Bonuses include an armory where players can look at what your character is equipped with, the ability to give your pets and animal companions a separate profile, the ability to emote AS those characters (showing up in the general chat box), and a Find RP tool that pings other TRP3 profiles in the same zone and a directory of cached profiles in case you wanted to look someone up. However, with the former, there are settings to turn it off, and in the latter, you can set how many profiles you want to cache so you don't bloat your memory.

Plus, there's extensive profile formatting, so you can format your Roleplay Profile to look unique if none of the templates work for you. We can discuss some other stuff in TRP3, but that would take an entirely new Guidebook to go over. Suffice it to say, it's an addon you have to try for yourself to see if you like it. If not, we'll cover the two other Roleplay Profile options below.



(As you can see, there's a LOT you can do here. It's extensive)

XRP

XRP is an entirely separate profile addon with similar uses to TRP3 and MRP.

The value of XRP used to be the ability to read profiles from a distance and cache them for later. Before XRP came along, you could only read profiles if they were within sight of you, and you couldn't cache those profiles either. As of now, those are pretty standard with TRP3, but when XRP came onto the scene, the way roleplayers were able to engage with one another changed for the better.

Comparatively, it's incredibly minimalist and sporadically updated. Its major saving grace today is that it's extremely lightweight and doesn't take up much space on your computer. This means you can run it without losing performance while playing WoW, which is great if you're on a low-end or older machine.

You can edit your profile and basic information whenever you want and set up a "currently" for other players to know what you're doing. Best of all, you can read TRP3 and MRP profiles, so there's no fear of missing out if you use it. Unfortunately, there's no way to edit your profile to look nice, clean, or different from other profiles.

All in all, it's a solid choice, especially if you don't like having to worry about a dozen features you might not use.

Profile Editor: Default

Default + - R C E

Prefix	Name	Nickname	Height
Mr.	Jaden Darkblade	Jay	6'
Title	House/Clan/Tribe	Weight	
He who stabs	Darkblade	200lb	
Eyes	Race	Class	
Glowing	Night Elf	Rogue	

Currently
Relaxing in a nice tavern.

Description
A tall, lithe figure that stalks in the night. He is the blade that strikes fear in the hearts of many.
Though in reality, he's a pretty cool guy.
Also a stand in for a good book that's currently being written.
Support your favorite artists.

Roleplaying style: Relaxed and Casual
Character status: In Character

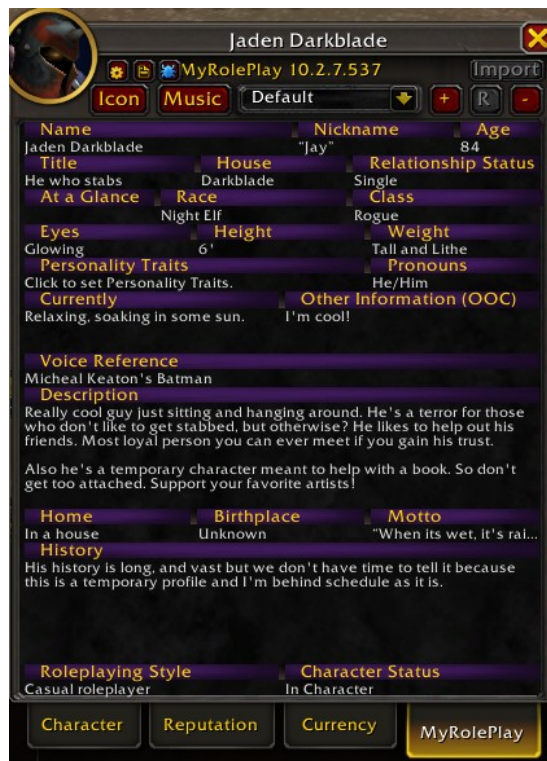
Parent: None Revert Save

Appearance Biography Glances

MRP

MRP stands for "My Roleplay" and was one of the first roleplay addon tools available for World of Warcraft next to FlagRSP (now defunct). At the time, MRP was considered the standard for RP, but it had been superseded in popularity by both XRP and TRP3.

Currently, it's still updated, and even see's continual updates. Despite its age, it's not a bad Roleplay Profile addon even now. In fact, it's minimalist, just like XRP above, and extremely lightweight. It's incredibly similar to XRP in look, design, and feel but with it's own developed flair.



(Middle of writing this Guide I realized how much work Katorie did for MRP so will update later)

Out of all three above, it's a personal choice of what to use. Try them all and see which one you like the most!

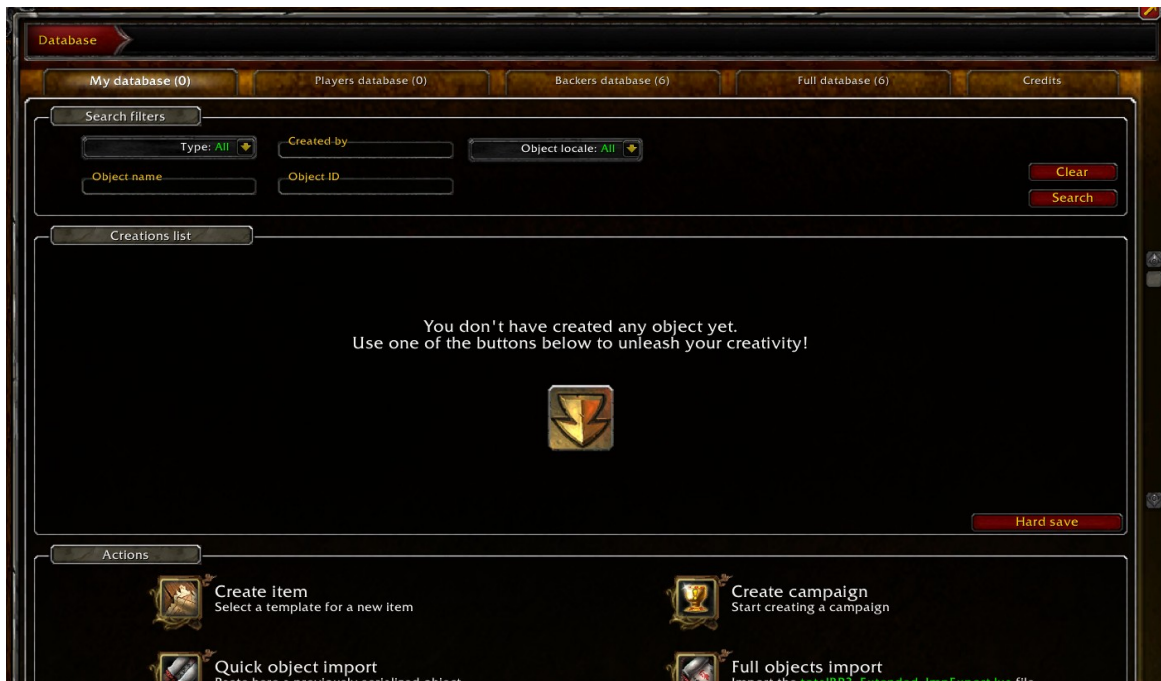
TPR3 Extended

TRP3 Extended is an extension of TRP3 and requires it to function. It's separated from the TRP3 profile tool to make it easier to use, update, and disable if a player doesn't want to use its features.

What TRP3 Extended does is allows players to create customized items, currency, and more that can do a myriad of different things. You can create books that players can read, drinks that give buffs or debuffs, music boxes that play in-game music, or anything else limited only by your imagination.

Many roleplayers use this for specialized festival items, fair food, or quest items during events. It can be a fantastic, immersive way to hold or create items with unique effects that are discernable from the actual in-game items.

The biggest downside is that you need TRP3 and the Extension to interact with these items. There is no other way to do it without downloading those two addons.



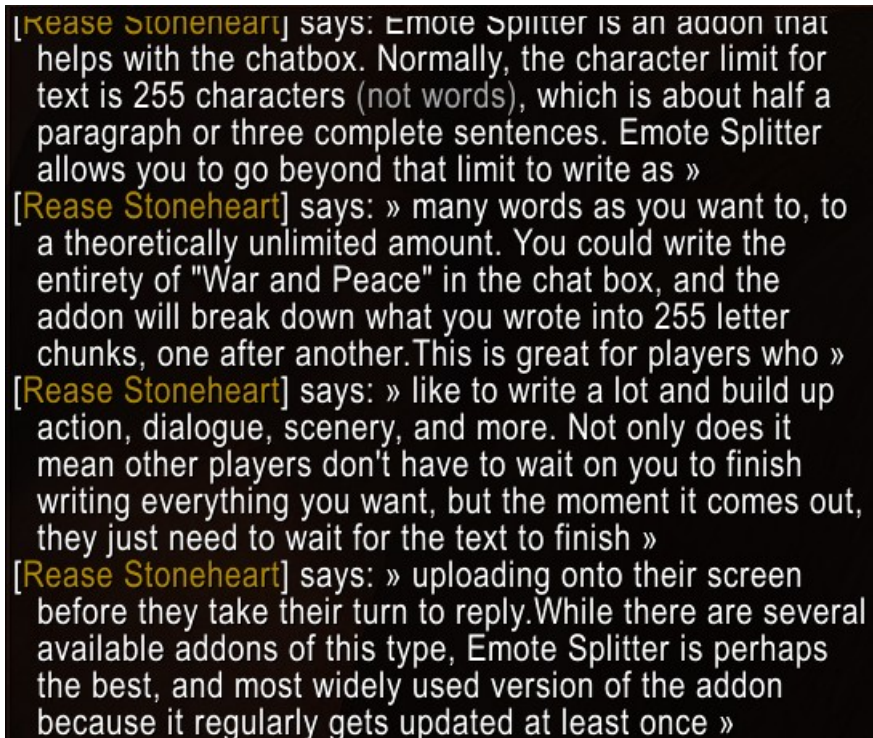
Emote Splitter

Emote Splitter is an addon that helps with the chatbox. Normally, the character limit for text is 255 characters (not words), which is about half a paragraph or three complete sentences. Emote Splitter allows you to go beyond that limit to write as many words as you want to, to a theoretically unlimited amount. You could write the entirety of "War and Peace" in the chat box, and the addon will break down what you wrote into 255 letter chunks, one after another.

This is great for players who like to write a lot and build up action, dialogue, scenery, and more. Not only does it mean other players don't have to wait on you to finish writing everything you want, but the moment it comes out, they just need to wait for the text to finish uploading onto their screen before they take their turn to reply.

While there are several available addons of this type, Emote Splitter is perhaps the best, and most widely used version of the addon because it regularly gets updated at least once every few patches. Plus, it still works even if a global limiter is put in place in an area where there are a lot of other players. Other addons like this try to release the text all at once, which can often be cut off mid-post, whereas Emote Splitter queues them up to be released one after another and is entirely dependent on both your lag and the world lag.

When it comes to roleplay, this is the second-most essential tool for in-depth roleplay, after one of the Roleplay Profile addons above, and it's highly recommended that you install it.



[Rease Stoneheart] says: Emote Splitter is an addon that helps with the chatbox. Normally, the character limit for text is 255 characters (not words), which is about half a paragraph or three complete sentences. Emote Splitter allows you to go beyond that limit to write as »

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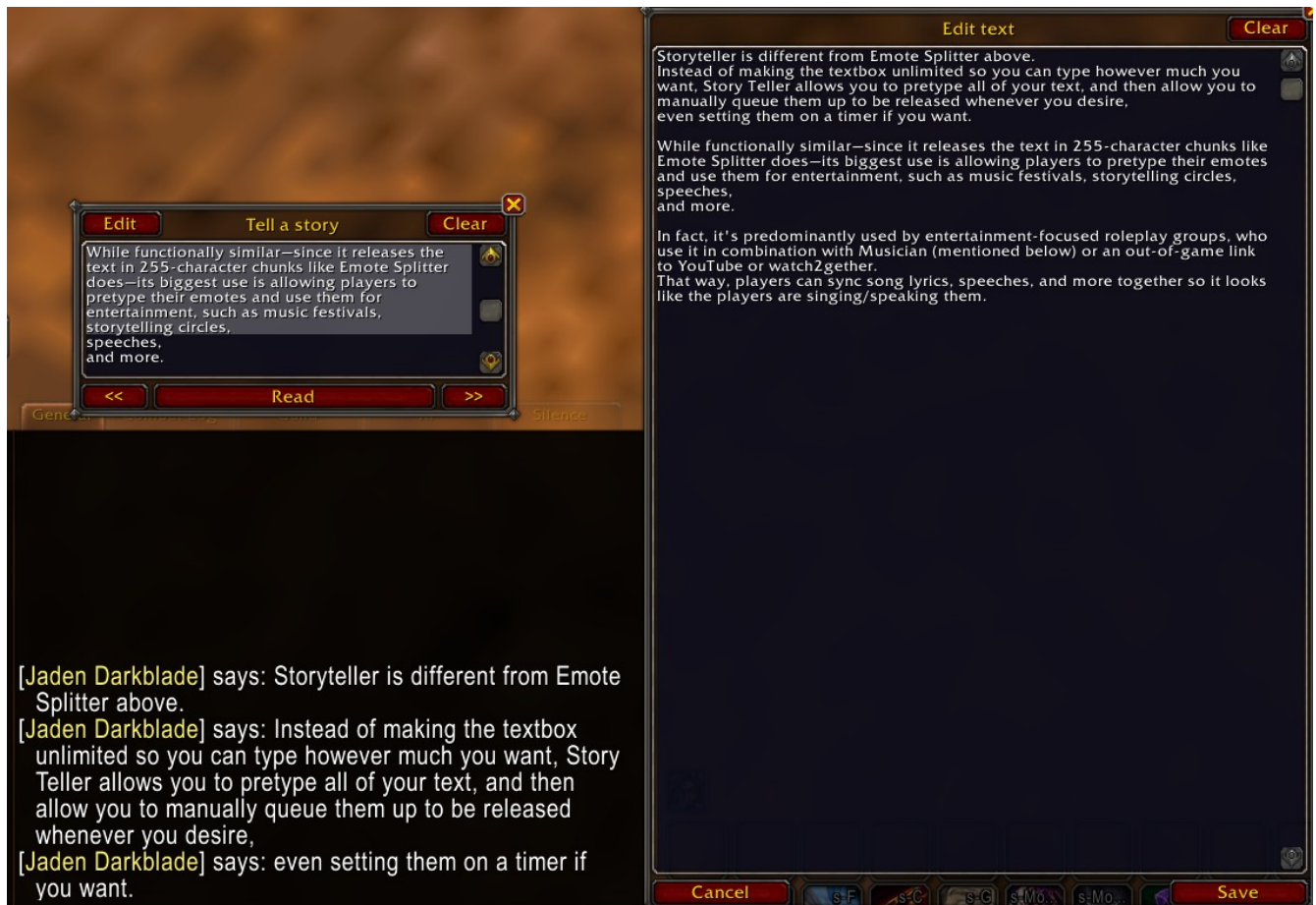
[Rease Stoneheart] says: » uploading onto their screen before they take their turn to reply. While there are several available addons of this type, Emote Splitter is perhaps the best, and most widely used version of the addon because it regularly gets updated at least once »

Story Teller

Storyteller is different from Emote Splitter above. Instead of making the textbox unlimited so you can type however much you want, Story Teller allows you to pretype all of your text, and then allow you to manually queue them up to be released whenever you desire, even setting them on a timer if you want.

While functionally similar—since it releases the text in 255-character chunks like Emote Splitter does—its biggest use is allowing players to pretype their emotes and use them for entertainment, such as music festivals, storytelling circles, speeches, and more.

In fact, it's predominantly used by entertainment-focused roleplay groups, who use it in combination with Musician (mentioned below) or an out-of-game link to YouTube or watch2gether. That way, players can sync song lyrics, speeches, and more together so it looks like the players are singing/speaking them.



Listener

Listener is considered one of the cornerstones of roleplay during large gatherings. This addon allows you to create a second chat box showing only what the person you're targeting said in your vicinity and a timestamp of how recently they said it.

Trust us when we say this is a godsend in a crowded area. Not only can you target a player you're RPing with and see what they said and how recently they said it, but the secondary feature of the addon is that it makes a pinging noise if the person you're targeting speaks or a keyword is said.

Keywords can be set to practically anything in the settings menu. They can be your character's name (Such as first name, last name, title, nickname, or anything else) and other keywords you choose. As long as the word is said, you'll get a notification ping, and the word will be highlighted in the chat box as well.

There's no downside to this addon, either. It's relatively lightweight and is one of the most useful addons for RP and game content.



WiM / Cellular

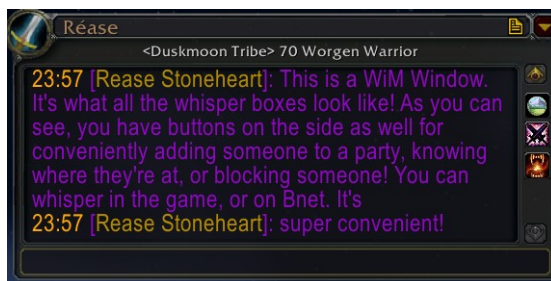
These two are added together, unlike the Roleplay Profile sections above, simply because they do the same thing and are indiscernible from one another.

WiM stands for "*Warcraft Instant Messenger*" (or *WoW Instant Messenger*) and essentially changes how you receive whispers. Instead of receiving them directly in the chat box, it creates its own little chat box that pops up whenever you receive a whispered message from either in-game or Bnet and pings you as a notification. You can customize the chat box size - including font type and size - and move it around your screen to set it aside if you want. You can even minimize it if it's in the way.

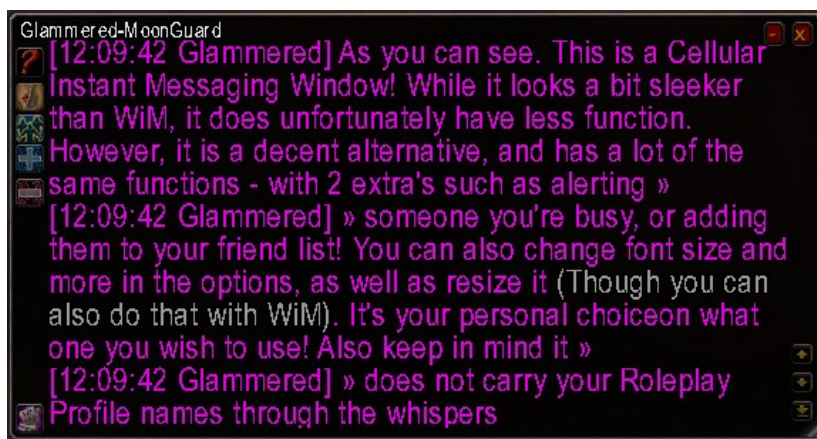
Cellular does the same thing but looks more modern and has less information on it. WiM can allow you to invite people to a party, find their current location if they're logged in, and block people if the whisper is abusive. Cellular has fewer features but looks sleeker. The only major downside is that Cellular is sporadically updated while WiM is constantly updated and maintained with every patch.

Overall, they both work similarly, and like the Roleplay Profiles above, you should look at them separately and gauge which one you prefer. We prefer WiM simply for the constant updates, though that might change in the future.

Here's what WiM looks like when you're whispering to someone:



Vs. What Cellular looks like when you're whispering to someone:



Elephant

They say an Elephant never forgets, and that's what this addon helps with. Generally, there is no way to cache the chat logs in the game unless you screenshot them. Elephant adds the ability to not only cache them and let you export them but can even separate your chat logs from /say, /whisper, /guild, /party, or any other channels—including CrossRP channels (which we'll get to later).

While it's not a highly needed addon that helps with your immersion, it makes things a lot easier if there is any RP you enjoyed that you would like to export or save. Plus, if you ever need to remember what you said previously and the chat box doesn't have it, you can quickly scroll through what was cached by the addon to read it.

Unfortunately, the biggest downside to Elephant is that it's slow to load and is made worse with how much text you wish to cache, as it will save everything from every channel you tell it to. Players often use Elephant to cache 1,000 words of text at a time, though you can go higher. Just be aware that there's a high-performance cost if you do, and the more text you save, the longer it takes to load up. Plus, the more you save, the more memory it'll take up on your computer.



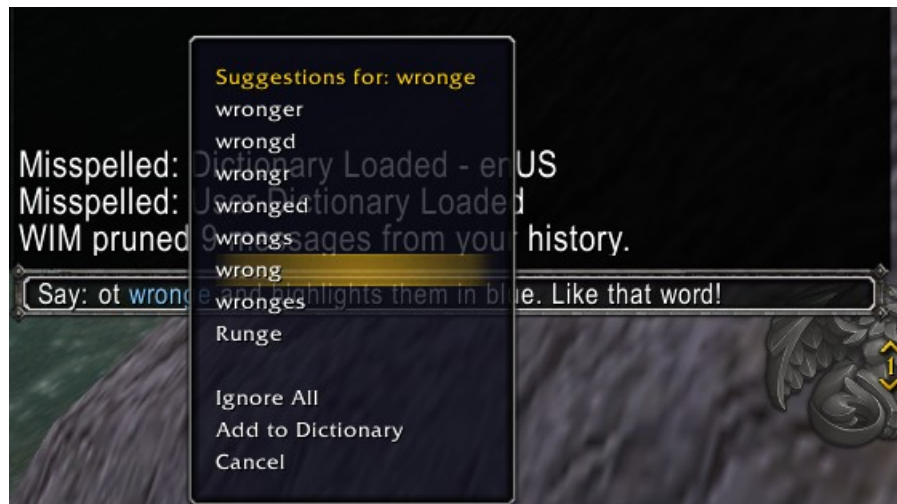
Misspell

Misspell is excellent for those who either type too fast or need to proofread their text before sending it out. It is essentially an in-game spell checker.

That's it. That's all it does.

When you misspell a word, it will highlight it in your text box before you hit enter and offer a list of corrections for you. It's not as extensive as the grammar check on Microsoft Word / Google Docs, and it's nowhere near as comprehensive as Grammarly or ProWritingAid. Still, it does help to fix up common misspellings before you hit enter, and you can even add your own words and terms to a personal dictionary so it doesn't get flagged.

Remember that it doesn't work automatically or after you hit enter and send the text. There's no way to correct your misspellings retroactively. If you keep that in mind, it can help keep your typing readable.



CrossRP

CrossRp was an essential tool a few expansions ago because it allowed roleplayers to chat between factions. Back in the day, you were not allowed to converse with the opposite faction, and the only way to do so was to add people to Bnet and talk through that, forcing players to converse one-on-one.

CrossRP initially worked by having each person of opposite factions "link" up through CrossRP using a unique code based on a Party/Raid leader's choosing. Then, you typed in /raid and had it instantly translated through the Party/Raid leader. It was revolutionary at the time and changed how roleplayers did community events.

Now, that's all mitigated by the fact that you can either drink a Tongues Potion or party up with cross-faction players to read their text.

CrossRP lost a good portion of its use and functionality. However, it's still useful in that you can still link up to 10 raid groups together into one, and it allows you to see Cross-Faction and Cross-Server Roleplay Profiles as well - something that can't be done without it, even with TRP3 or XRP. Not only that, but it gives you a timer for your Tongues potion as well, which makes it handy when you're not paying attention.

CrossRP might not be as useful as it once was, but it's still useful if you intend to join in on cross-faction or cross-server events.



Narcissus

Narcissus is a screenshotting tool that is immensely helpful when you want to take gorgeous screenshots. With this addon, you can place multiple actors (such as other players in your party, NPCs, or more) and add them onto your current screen. Then, you can pose them using various animations, effects, mood lighting, and several other effects. You can even use separate graphic settings to achieve better screenshots - so if you have a low-end PC or laptop and need to play on low graphic settings, you can temporarily set them to max just for the screenshot.

Plus, its second function allows you to create a nice little character sheet based on your current gear. While this secondary function is less useful than the first, it's still neat. It's impressive how extensive this tool is for taking screenshots, though it has a bit of a learning curve to use to its fullest extent. Plus, it's a hefty program that will slow your game down when loaded. So, if you're on a low-end computer or laptop, you'll want to load it only if you need to rather than have it running in the background. Narcissus isn't a 'general play' kind of addon.



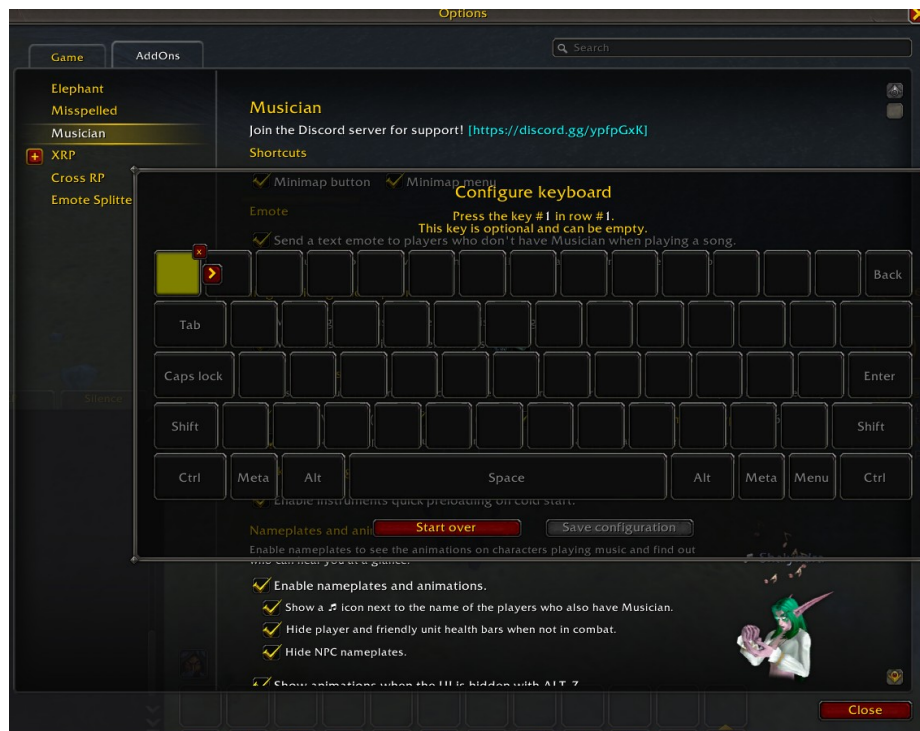
Musician

Musician is great because it allows you to listen to more than just the in-game music you find. Many roleplayers like to RP as bards, musicians, or people who generally make music in some fashion, and this helps to keep players from just opening their web browsers and following links to YouTube videos or other websites.

It works like TRP3 Extended, accessing its own files and resources. Without the addon, players are unable to listen to player-made music. Not only can you listen to a collected number of songs already loaded onto the program, but you can also create music yourself either in the game or outside of it and share them with other players if you want to pass around songs you've made.

Even if you're not into making music, it will allow you to listen to other people's music and can liven up any roleplay session, event, or outing.

Now, there are downsides, of course. Some people use it for trolling purposes, and if multiple people use it in the same area, the music overlaps. But if used for its intended purposes, it's a fantastic addon, and if worse comes to worse, you can turn it off.



Dynanicam

This addon doesn't help roleplay in any way. It unhooks the camera from being directly behind you and changes it to go either over the shoulder or any other settings you choose. It can even add motion blur and bobbing, swaying motions whenever you walk. This helps make roleplay feel way more immersive and cinematic since the camera tends to swirl around you epically, giving a cinematic feel to any scene you're in.

Now, the big downside is that you **will** get sick if you suffer any motion sickness. However, if you're not prone to it or can use it in short bursts, it's worth getting to check it out.



(It's hard to see it without seeing it in motion. Just wanted to include a screenshot)

Storyline

This is an entirely different addon from Story Teller above. It isn't a roleplay addon but more of an immersion enhancement like Dynamiccam above.

What this addon does is allow you to talk to NPCs differently. Normally, you talk to an NPC, and a side window pops up showing you the quest text, objectives, and more, and then a talking head might pop up on the lower half of your screen. With Storyline, you switch to an entirely different window where your character is on one side, the NPC is on the other, and your reply choices are in the center while the NPC "talks" to you about what they want. That's all it does: It makes you immersively engage with the NPCs a lot better.



Discord

Discord isn't an addon for World of Warcraft but a chat program like Skype, Zoom, or old Instant Messaging apps. Essentially, it's a program you load up, join servers, connect with friends for instant communication, and more.

The reason it's included is that a lot of roleplayers use Discord for both communication and organization. With Discord, you can talk to other players, connect to servers built around events or guilds, and do many other things with the program. If you enjoy communicating with people, consider using Discord since it can be used for more than just roleplay and can even be useful for connecting to your other hobbies.

That's a list of addons that most roleplayers use! Keep in mind that there are more out there that have yet to be included above because new addons are constantly being developed. You should feel free to test them out yourself if you see them and see if they work for you. Especially since this Guidebook will be updated yearly in case any new information comes out.

The best part about this list is that you don't need to use them all. It's recommended that you don't since several of them are resource-intensive. In fact, you can even turn most of them off for general gameplay since you don't need to read RP profiles, worry about misspellings, or play music while in an LFR, dungeon, PvPing, or questing.

Then again, do you even need to use any of the above for roleplay? Not really, since roleplay is built around imagination, acting, and immersion. However, keep in mind that the addons not only make it easier, players who don't have at least a Roleplay Profile addon can be overlooked, looked down on, or skipped since most players look for Profiles to better gauge if a character is friendly or receptive to walk-up RP.

We recommend using a Roleplay Profile of your choice, Emote Splitter, WiM, and Listener, as those are considered "must-haves" for roleplay.

Now that you understand what addons are available, their functions and uses, and what they can do for you, we can move on to the next step: finding out where the roleplay is and how to insert yourself seamlessly into the scene.





PART 4

**WHERE
THE
ROLEPLAY IS**

PART 4 - WHERE THE ROLEPLAY IS

BY NOW, you should know what roleplay is and what addons to use. Hopefully, you've downloaded several suggested addons and filled out a small Roleplay Profile. You may have also installed a few others to fiddle with and see if they fit your needs.

Where do you go from here, and where do the other roleplayers congregate?

Luckily, roleplay happens all over the game world and can even occur when two or more people meet out in the world. You'd be surprised at how often you can do content and receive a wave or hello from a random player while doing your dailies or waiting for a dungeon, and people will strike up a conversation if you have your Roleplay Profile addon loaded.

It's a stereotype that roleplay only happens in taverns or bars. While there is some truth to that - as Tavern roleplay is a popular setting for how easy it is to set up - the truth is that roleplay can happen anywhere. In the major cities, calmest zones, random towns, or even on battlefields and graveyards.

Let's break down the different types of roleplay you'll encounter and where they'll be. That way, we can give you some direction on where to go so you can see for yourself where the roleplay happens and discuss when the best time to get involved is.

World Roleplay

World Roleplay is any roleplay that happens out in the world. It doesn't matter where you are - doing a quest in a vanilla zone, an abandoned town, waiting outside a dungeon, or AFK on top of a mountain - as long as roleplay happens.

Typically, there aren't any unwritten rules about where it happens or where to find it, as it's entirely random. As long as two people meet and talk to one another as their characters, then it's considered World Roleplay.

If you like the randomness or surprise of unexpected roleplay, you can always increase your chances of finding it by doing current content in the game. Typically, these areas - such as where daily quests are, timed events, and the like - are full of players doing similar things. You can even find them while you're questing, leveling, or anything else.

All in all, keep your eyes open and look around. You'll be surprised at how receptive other roleplayers are when they find another player doing similar content or taking a break chilling at a questing hub. Though there is a caveat when it comes to seeking out World Roleplay like this: If the area is considered 'current content,' you shouldn't expect roleplay to happen all the time since 9/10 times, people want to do the content and move on even if they have a Roleplay Profile loaded up.

Walk Up Roleplay

Walk Up roleplay is considered the default roleplay type because most players do it when they're in the mood for roleplay, but there aren't any structured events or other planned roleplay. Typically, this is done by people who either finished doing the game content for the day or feel like logging on to hang out with people. It's usually used for that mood when you want to socialize and see what's happening in the world.

While Walk Up Roleplay can happen anywhere - as even World Roleplay is technically Walk Up Roleplay - most players tend to hang out in their faction's Capital Cities because it's where a lot of content tends to start. So a lot of players are there all the time. It's where the Auction Houses are, the Trading Post, and the start of Expansion Questlines.

For the Alliance, you'll find a lot of roleplay in Stormwind, while the Horde will find it in Orgrimmar. Let's break it down further into the different areas of those zones and show where roleplay happens and what kinds of RP you'll find.

Stormwind

Stormwind Roleplay can be found in these key areas: The Mage District, Cathedral District, The Graveyard, Lions Rest, Old Town, The Embassy, The Harbor, and Olivia's Pond.

In the Mage District, you'll often find people hanging out between the Blue Recluse and Slaughtered Lamb. The reason for this is that the Blue Recluse is the most popular tavern in the city since it's right by the Mage Tower (where the portal rooms are), while the Slaughtered Lamb is popular among evil roleplayers. The popularity of the Slaughtered Lamb mostly comes from the crypt area beneath the tavern, where you'll find people privately roleplaying. Outside both taverns, you'll find ledges that players stand on or sit at, with benches and tables randomly set in their respective areas.

Lions Rest is a large park between the Mage District, Cathedral District, and Harbor. It's an open space with a great view of the ocean and Harbor. It houses King Variann's tomb and a memorial from the Legion Expansion. Many players tend to roleplay taking walks here or listening to various musicians using the "Musician" addon. Generally, this is a relaxing area for players to go, sit, and converse.

The Cathedral District is where many people considered "Leaders" (Such as event organizers, Guild Officers, etc.) tend to roleplay. It houses the City Hall, Argent Embassy, an Orphanage, and the Cathedral itself. You'll often find Priests, Paladins, Military Leaders, Knights, and others talking business here or hosting a seminar behind the Cathedral in a small gazebo overlooking a pond. There's also another crypt beneath the Cathedral, where players go to roleplay.

Behind the Cathedral District are two other connected districts. There's the Graveyard, where it's... well... full of Graves and such where either solemn events - such as memorials - take place, or you can

find evil characters doing dastardly things. Next to the Graveyard is the Harbor, a vast, open area with several layers. People looking for privacy go here, sailor characters go to roleplay on one of the docked ships, or Market Events take place in the upper and middle portion of the district.

Old Town is another district in Stormwind, and its popularity comes and goes depending on who is there and if any personal storylines are happening. Usually, it has criminal roleplayers doing crime RP in the area. However, the Pig and Whistle Tavern is also a popular hangout for all players who like the atmosphere of a tavern but want to avoid being at the Blue Recluse or Slaughtered Lamb.

The final two areas are the Embassy and Olivia's Pond, which are connected. Olivia's pond is right behind the Dwarven District, and it's considered a beautiful spot where romantically inclined players go to roleplay out dates, have picnics, or drink in the atmosphere since it's a small area with a waterfall overlooking it and several hills surrounding it. The Embassy is also a popular place to roleplay for guilds, organizations, adventuring troupes, or others because the area is full of NPC's working, with several large buildings predominately empty. You'll find players having meetings here or roleplaying out gathering supplies before an event.

Unfortunately, the Trade District, Dwarven District, and the Tram see hardly any roleplay. The Trade and Dwarven Districts are full of players who are simply there to use the bank and auction house, while the Tram only really sees activity whenever the Brawl Pub is opened. Occasionally, you can find players in the middle of the Tram beneath the underwater section.

Orgrimmar

Unfortunately, Orgrimmar is slightly more limited than Stormwind because of its layout. With Stormwind, it's laid out is grid-like and is flat aside from a few areas. In contrast, Orgrimmar has several layers while it circles on itself depending on your direction.

That doesn't mean roleplay doesn't happen in the city, though! In fact, several locations do see traffic: The Valley of Strength, The Drag, The Cleft, The Cliffs, and The Docks.

Valley of Strength typically sees the most activity because it has almost everything you need there. It's a large, open area with barracks commanding the district, the Wyvern's Tail serving as an excellent tavern to roleplay at, as well as several ponds, an auction house, and private areas around the back of the city. Usually, most people hang out here for various walk-up roleplays, and it is often a great hangout spot.

The second biggest area that often sees roleplay is the Drag, which is the area of Orgrimmar that goes from the front area and loops around the city's center. It's an open area with two layers and is often used for market-style events where players create stalls to sell goods and services. Many festival events that take place in the city also go through the Drag all the way to the Valley of Strength.

The Cleft sees sporadic roleplay. It's the area beneath the city, and because of its dark, foreboding atmosphere, it tends to see many criminal or evil characters hanging out here doing dark, evil things from time to time. Generally, it's a large area with little privacy, but it also doubles as an excellent area for parties, raves, and club-like events that sometimes happen down here.

Then there's the cliff area, which overlooks the entirety of Orgrimmar. This area surrounds Orgrimmar and only has a few small areas decorated with more than just trees and rocks. Often, you can find players here hanging out or walking around roleplaying.

Technically, the Docks are outside of Orgrimmar but are still considered a part of the city. Sailors, Pirates, Merchants, and others do business roleplay here. You can find this area by walking out of the front gate and taking a left down to the ocean.

Generally, that's about it. Rarely do people roleplay in the front by Grommash Hold, as that's where most players come to either hit up the bank, the auction house or get their expansion quest lines before running off to the portal room. Still, it's common to see players in all parts of the city walking around, and that alone shouldn't deter you from waving hello and striking up a conversation. You'd be surprised how receptive people are.

Smaller Roleplay Hubs

Occasionally, you'll get a "*Flavor of the Month*" type of situation where a group of players will gather in a smaller location for a time. These typically occur because a group of people choose to make a smaller town or location their home for a series of events, and people follow, or everyone collectively decides to get out of Stormwind / Orgrimmar for a little while.

Always watch for these locations, as their popularity only lasts for a short time. However, they can make for some interesting spontaneous RP if you want to spice up your day.

For the Alliance, smaller hubs tend to be around Duskwood, Lakeshire, or Ironforge, depending on different factors. For Duskwood, October tends to see an uptick in people hanging around, Lakeshire tends to do so during the spring and fall or festival seasons, and Ironforge tends to do so during Brewfest or Christmas.

For the Horde, smaller hubs tend to be Brill, Silvermoon City, or rarely the Crossroads. Silvermoon City typically sees an uptick in attention randomly, while Brill tends to see an uptick around October during Halloween. Unfortunately, the Crossroads RP tends to come and go and rarely stays for more than several days.

Also, many themed guilds congregate around places based on lore for their faction or organization. So if you're a member of those lore-based groups - even without being a part of the guilds themselves - you should pay attention to where they gather.

It should also be mentioned that some active hub zones - such as current content cities and zones- might only see a little activity outside of the random World Roleplay. Unless an event occurs in the area, people are usually just playing the game. While spontaneous world roleplay does happen, don't expect it. As we said in the World Roleplay segment, that sort of roleplay occurs mainly in older zones.

That does, however, bring us to our next section.

Guild or Organization Roleplay

Guild or Organization Roleplay tends to be centered around... well... guilds and organizations. Unlike World Roleplay or Walk Up Roleplay, guilds and organizations tend to be more structured and are typically scheduled ahead of time with information on what the event will be about.

Types of events can vary depending on the theme of your guild. So, if you're interested in getting involved with a guild, ask what the theme is to ensure it interests you. That way, you can see if it's worth involving yourself since you want to avoid joining a guild whose theme either bores you or clashes with what type of roleplay theme you want to do.

With that in mind, there are several things that you should be aware of that will help you know when and where RP will happen.

- Guilds and Organizations have a central hub.

This is self-descriptive. Most Guilds or organizations have a centralized place where they meet and congregate. This helps members know where things will take place and lets people know where to meet if they want to do spontaneous RP.

There are so many different guild themes that we can't go over them all in this guide, so it's up to you to ask the guild or organization leaders where the players typically meet.

- Guilds and Organizations tend to schedule events ahead of time.

As stated, these roleplays are typically scheduled in advance, sometimes a week to even a month ahead. Usually, you can find the schedule on their personal Discord servers, provided you're using Discord. You can also use the in-game calendar to see if the events are posted there.

You should always ask about any themes or roleplay that's expected of you. That way, you can know ahead of time what to expect and to make sure it's something that interests you.

- Don't Give More Than You're Willing To Give

This is good advice no matter what, and it will keep you from getting burnt out on the game and roleplay itself. Good groups tend to have a "Come as you want or able to" mentality, fully believing that if they give players a fun experience, the players will make time for them. Bad groups, on the other hand, tend to be more about the numbers and require mandatory attendance.

As stated, only do what you're comfortable with. It's all about fun and not being forced into something you don't want to do. This is a hobby, not a job.

With that said, we're still not done quite yet. Believe it or not, there are even more event styles you can participate in, and next, we'll talk about one of the larger ones you can involve yourself with.

Server Event Roleplay

Server Events are some of the largest forms of organized roleplay, and they can involve either one server or multiple servers simultaneously. Generally, these are highly organized events with numerous moving parts working as one and a hand-picked group of people acting as staff on various levels and coordinating behind the scenes.

Because of that, they also tend to be extremely busy. Depending on the event, some of the larger events can see dozens, hundreds, or even thousands of players at one time, and some events have been so large that they've crashed the host server.

If you're a person who loves a crowd, seeing people everywhere, and making new friends, then these servers are made for people like you. You can find roleplay practically everywhere at these events. However, if you prefer calmer, more relaxed areas without a lot of traffic, you might want to stay away because of just how many people are at these.

There's something for everyone at these large events. Whether you're in the thick of things and walking through the crowd or staying on the fringes with your friends, you can find many different things happening.

Keep in mind that not all of these events are the same. Usually, they tend to have a theme, so you'll rarely find market-style events in a warzone or a rave happening in the middle of a tournament. That's not to say it doesn't happen, but often, the event organizers try to focus on several key areas related to one another so the server event feels cohesive.

In fact, let's look at several kinds of Server Events you can expect to see happening regularly and what you can do to get involved.

Festivals / Raves / Carnivals

These types of Server Events are pretty straightforward. You have a group of people choose a location (sometimes in a city, such as Dalaran, Shattrath, the Capital Cities, etc.) and then have other roleplayers set up makeshift booths or vendor spots to allow other Roleplayers to peruse their wares and purchase items (typically with fake money, all roleplayed out). These can be in celebration of an in-game holiday, a real-life holiday, or a major historical event, and typically, they can range from 1 day to 7 days at the latest.

Sometimes, they also have competitions or events centered on something other than commerce. You'll see D20 fighting tournaments, Concerts performed by players, Racing, or even creative competitions where players create poetry, art, food, or a story on the spot.

Generally, these are the most popular and numerous Server Events because they're easy to set up. As long as you have a location and date, everything else falls into place depending on the event's size. Simple ones generally are done on the fly - such as 1-day events set for a few hours in a capital city, for example - while larger events tend to have multiple staff on hand to keep things running smoothly. Staff can include a booth manager, event manager, security manager, and coordinators overseeing certain event sections simultaneously. However, we'll go over those in another future Guidebook.

Regarding you showing up to roleplay, it's pretty simple. At its most basic, all you have to do is show up and walk around. That's it. That's all you have to do.

As long as you're not standing in designated spots for vendors or events, these events are left entirely open for you to choose where to stand. If you want to interact with the booths or events, there are many things to do at these, such as standing in line, trading items, or being a part of the competitions. Regarding market events, remember that generally, all items are considered "roleplay flavor," and rarely do actual in-game items and currency get traded.

While you won't get any actual items out of it, you are at least guaranteed roleplay, which is the main draw for many people going to these events. Plus, it's an excellent opportunity to meet new people or see the community in action.

Unfortunately, getting involved in the events might take more effort if you intend to do more than walk around and talk to people. Most event competitions have a signup sheet either through Google Docs or a Discord server, and you need to access those signups through either your web browser or the Discord app. Most events also have a time frame for signing up, so you won't be allowed to join events on the day of the event you want.

Plus, many competitions have rules you must look up beforehand. Most of the time, rules for events are pretty simple - often, it's just a straight dice roll vs. another dice roll - but usually, some more complicated events call for you to access third-party apps or have more than just dice and an emote.

Regarding competitions, it's entirely up to you to research them and see if they sound fun enough to try. No matter what, these events are often the simplest and easiest large-scale events to get involved with, whether you join the competitions, sign up to be staff, or walk around.

D20 Events

These types of events will be separate from "Server Campaigns" (which we'll go over in a bit) simply because, most of the time, D20 events are more straightforward and take place over a single day, with a few rare exceptions taking place over a second day.

So what are D20 Events exactly?

In a nutshell, they're like the competitions from the previous subsection, but they spread out over several hours or a single day. There aren't any vendors at them (typically), and the main draw is to have people gather up, perform the competition, and win prizes. Sometimes, these types of Server Events happen regularly, with some of the most popular ones happening once a month. Almost all of them also require you to play the in-game dice.

Like the Competitions above, they require a little work to be a part of. Typically, they have a Discord server attached to them for ease of moderation, communication, and organization, and sometimes, they require a signup sheet. However, they might not, as some will let you sign up the day of.

What kind of events can you expect?

Like the competitions, they can range from anything. The most popular forms are combat-based, where competitors often line up and fight each other through a bracket until one person emerges victorious. These are either roll-based or PvP-based and take several hours to a full day, depending on how many signed up.

Another popular form of D20 events is performance-based, where entertainers come out and sing/act/perform for a crowd and are entirely judged based on audience feedback. There are plenty of other types as well, so it's often a good idea to keep your eyes open to any advertisements.

All you need to do at these is show up and be as involved as much as you want to be. If you wish to cheer your friends on or watch what happens, you're welcome to watch the competitions. If you're new, this might be a good option, depending on the size of the event. The more people show up to compete, the longer the event tends to go on.

With that, let's talk about the largest type of event on roleplay servers.

Server Campaigns

Server Campaigns are large D20 events lasting from a weekend to several weeks. Some have even been known to last an entire month. They usually have a storyline that develops throughout the campaign and can happen through player input or if certain milestones have been reached. It all depends on how it's structured.

As you can imagine, these things are massive in scope and require a lot of planning to execute. It's not uncommon for a whole team of players to coordinate them months in advance.

Server Campaigns always schedule their events beforehand so people can plan what events they want to go to. Often, they have several events running simultaneously, so you'll always have a choice of what to do. If you have Discord or a copy of their schedule, you can read what events are planned, so you can always make a schedule in advance depending on what interests you the most.

Events like these can always vary dramatically. Most of the time, it's D20 combat-related, and most Server Campaigns post their personal D20 rules before the events occur. Other events include diplomacy, information and resource gathering, rescue, or medical roleplay. All of these types of events are limited by the Dungeon Master's skill and imagination.

As stated, multiple events tend to run at once, so you won't be able to join everything offered. For some players, that's half the fun since it means you must talk to other players and work with them to achieve a goal and complete a story.

The best part is that you don't even need to go to the events if you don't want to. The Server Campaigns often set up camp somewhere, setting up a temporary hub for players to meet, hang out, and roleplay between the events. It's not uncommon for players to hang around and roleplay without doing any of the events, preferring to hang out.

Ultimately, all that matters is your comfort level and how involved you want to be.

Where to Find Events

Hopefully, the above makes you excited to get involved. Often, new players who join roleplay don't know where to find these events, though. It's a common problem for players to hear about them and show up at the last minute. Sometimes, new players will miss them altogether!

So what do you do? How do you 'get in the know' about upcoming events so you can participate in something organized?

Luckily, there are several ways to find organized roleplay. After all, people who host any type of event want people to attend since the bigger an event is, the more opportunities there are for roleplay to

happen. To event organizers, nothing feels better than planning for ten people and seeing twenty show up.

Let's look at several ways you can find events of all spectrums.

Word of Mouth

This is the most common way that most people hear about events. It is hearing about events that are either happening or being planned. Sometimes, you can also accidentally stumble into an event area, see players participating, and join yourself.

Anecdotally, I can't tell you how many times I've walked into the middle of an event happening in Stormwind/Orgrimmar or seen a lot of people on my Bnet in one location, and I've asked them what's going on, only to be told about an event and whether I'd like to join.

Accidentally or not, if you keep your ears open and maybe even ask if something is happening, you'll hear about it.

Guilds

Finding events through Guilds is the second most common way. Most Guilds on Roleplaying Servers are themed and offer active events and storylines for all of their players, and it is common to find guilds active in larger communities with multiple guilds. Once you're in a guild, you get access to all of their information, whether that's a Discord Server invite, a link to a website, or access to the in-game calendar.

You need only ask about upcoming events. If the guild has events planned or is planning on participating in server events, they'll direct you to where to find the information.

Discord

Discord tends to have a wealth of information to an almost dizzying degree. Depending on the servers you're in, people promote their events nearly every day, and sometimes, you'll see upwards of a dozen events being advertised. You can even find links to Discord servers devoted to an event as well.

Not only that, but people will also talk about their favorite events that they've gone to in the past or are looking forward to. Information gets shared around quite a bit, and it's not uncommon for some Discord servers to have calendars to show what is coming up so people can plan their month out.

Another advantage of Discord is that there are even roleplay events on Discord, though we'll discuss that later.

Realm Forums

World of Warcraft Realm Forums have existed since the game's release and have changed several times over the years. While each change has wiped them clean, the current iteration of the Realm Forums has been around for a while and is still chock full of information from past events, guild advertisements, and links to roleplay resources.

Unfortunately, the Realm Forums have waned in popularity over the years as Discord took over. While there aren't exact figures, some people guess that less than a tenth of roleplayers use them. That doesn't mean you shouldn't go and see what's posted there since advertisements on the Realm Forums are part of events advertisement strategies. Best of all is that people leave behind links to Discord communities, websites, resources, and more.

Plus, you can reply to posts to ask questions or leave a comment to show support. While it might not be as helpful as other ways of finding events, they're still a great resource to use occasionally.

Social Media

Social Media includes websites like Twitter, Tumblr, Facebook, and Reddit. Unfortunately, despite being often used, these places aren't known for being event advertisement-friendly. On some websites—like Twitter—the information goes by too quickly, and anything past several days gets drowned out by newer content. On some platforms—like Tumblr, Facebook, and Reddit—there just isn't enough of the roleplay community using those websites.

You can still create a Social Media account and talk with others. In fact, it can be a great place to network, meet new roleplayers from all over Azeroth, post artwork, screenshots, and more. You'd be surprised at how often people talk about roleplay events in passing or network with other players to do something fun.

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As shown above, there are several ways to discover when and where events are happening. The best part is that it's not a complete list either, as new ways of advertising events are constantly tried and tested out. There are so many ways to discover what's going on that it often feels like events happen constantly.

But what about those times when you want to do more than just show up and be another member of the crowd? What about getting involved in your favorite event and doing a little bit more work behind the scenes?

Well, let's get into that.

How To Get Involved

While this is a guidebook on how to get involved in roleplay, we can take a few minutes to briefly discuss how to get involved in events in case you are interested. Keep in mind that this section will be short as we have another guidebook devoted to organizing, running, and participating in events planned to be released in the future.

The best way to get involved in roleplaying events and help organize them is just to ask. The best way is to join an event community, ask if any available positions need to be filled, talk to someone in charge, and communicate what's expected of you. A lot of times, too many spots need to be filled, but not enough players are involved in the behind-the-scenes work.

If you do this, though, you must keep one thing in mind: Ensure you have the time and a good reason for doing this. People often sign up for staff positions to feel important and boss people around, and no one likes a player who signs up for positions just to do that. It's a quick way to ruin your reputation, so make sure you're doing it because you genuinely want to help and not for the attention it will bring you.

Remember, you're giving them your time and energy to make something fun for everyone. As long as those are your reasons for wanting to help, you'll do fine!

Remember, you're giving your time and energy to make something else better for everyone else. As long as those are the reasons you want to help, you'll do fine!

With that said, let's move on.

Discord Roleplay

A surprisingly large amount of roleplay takes place outside of World of Warcraft. While most of it is done in the game, as players like to see their characters on the screen, a fair number of roleplayers also like to do it on Discord servers.

It's not hard to see why. Discord offers a lot of advantages for roleplay because of its many features. It allows you to directly message other players, create custom servers, and be a repository for images, videos, and more. Plus, it has voice functions and embed functions for many websites.

So, how does it tie in with finding roleplay? Mostly just that you should look at whatever server you join to see if they have any channels devoted to RP. If so, you can hop right in whenever you're comfortable or read what other players are doing.

Plus, you can even ask people for roleplay if you want, though that's in a later segment of this guidebook we'll get to eventually. For now, know that you can find roleplay on Discord easily, as those channels are often labeled.

There isn't much more that can be said. At the end of the day, you need to realize that no matter where you go, the goal is making friends and knowing when and where things are happening.

As we've said before, World of Warcraft roleplay is about the experience of collaborative storytelling with other people. Knowing where to go to find like-minded people can seem daunting at first, but it is incredibly easy if you know where to go.

Realize, though, that it takes patience to get established and get used to where everything is at. It's not an uphill climb, so you don't have to wait too long. Ultimately, it's just about getting your bearings straight, keeping your eyes and ears open, and being willing to look for it yourself. Sometimes, that does require you to be the first person to make a move, but when you do, you'll see just how many opportunities you can have. There are so many that you can't possibly do them all, no matter how hard you try.

Trust me. That's not a bad thing. While at first, it might feel bad you can't do it all in one day, having five options and being able to do only one will mean that you can vary your options whenever you want and find the niche that you enjoy the most.

But how do we get to that point of being able to make the first move altogether? How do you even get the nerves to approach someone that you don't know and say hello to them in the first place?

Thankfully, that's what the next chapter is all about. In it, we'll go over how you can initiate roleplay both in-game and out-of-game, as well as etiquette and other things to know before you start. That way, your first hello can be full of confidence, and you can feel good at the same time.

Let's get started.





PART 5

INITIATING ROLEPLAY

PART 5 - HOW TO INITIATE ROLEPLAY

ROLEPLAYING CAN BE a very intimidating hobby for shy people. Even though it's easily accessible, it can still be nerve-wracking to force yourself to meet other people.

It makes sense why it would feel intimidating at first. Even if you're inhabiting the mind and body of another character, you're still behind the screen. Sure, you might be playing a large, ferocious Orc Warrior of the Horde who has slain over a hundred enemies and bathed in their blood, but the real you is still John/Jane Doe, the Aldi's Cashier who is a huge fantasy nerd. Just because you **PLAY** a character doesn't mean you **ARE** that character.

One primary reason people get into roleplay is that they like storytelling and writing, but that doesn't transfer to being comfortable with meeting new people. Many roleplayers are shy by nature, and it can be tough for them to get out of their comfort zone to meet new people. Some people don't know how to open up a dialogue with others properly, or they might even have some form of social anxiety.

Now, that's not a bad thing at all. Many people who suffer anxiety or fear being openly social say that roleplaying can be therapeutic in alleviating that and that the hobby allows them to be social regularly in a way they feel comfortable doing. For some, it's the only socializing they can get for many different reasons, and there is nothing wrong with that.

But how do you get over your anxieties and worries in the first place?

Unfortunately, it's not easy, and saying "Just do it" is detrimental and unhelpful. That's why this chapter was written. It's a way to help those with those problems understand a bit more about what goes into the socializing aspect of roleplay, how to get started on approaching another player, the etiquette you should follow, as well as how you can even follow up after the first encounter and make friends.

Of course, this chapter is also helpful for those who are used to socializing. Not everyone who joins the hobby—no matter how charismatic or sociable they are—knows what to do at first or what's expected of them.

Ultimately, this hobby is built around networking, creating friendships, joining communities, and engaging in conversation, actions, and dialogue with one another. So we'll show that there's nothing to fear but everything to gain so you can feel more confident in yourself. Let's get into it.

Pre-Initiation: Getting Into the Mindset

While you can roleplay at any time, roleplay itself is a text-driven hobby propelled forward through the input and feedback of the players around you. A good rule of thumb that many players follow is to allow players a turn to emote a response to them, thus meaning that it's a back-and-forth between two or more players at a time.

So, if you're busy, distracted, tired, upset, or taking more time than you should to reply to the other players, you're making roleplay harder for yourself and the others around you.

Think of it like this: You're roleplaying with several other people talking about local gossip, and something makes you distracted and upset. Increasingly, you get mad or agitated in some way despite the roleplay being both benign and humorous. Soon, your attitude bleeds from your actual mood to your characters, and you can change the entirety of the roleplay from fun and relaxing to awkward and stressful.

Sadly, no matter how well people hide their emotions, a lot of negativity tends to bleed through into roleplay.

So how do you get into a proper mindset for roleplay, then? The easiest way is to be honest with yourself and ensure that you're not in any of the current moods:

- Agitated
- Upset
- Angry
- Sad
- Fatigued
- Distracted
- Hungry
- Dehydrated

While some moods are easier to deal with than others, if you're feeling any of the above negative emotions, it's probably best for you to distance yourself from the roleplay or log off and take several minutes to try and center yourself. There's also nothing wrong in giving a quick "brb, dealing with something" to other people and letting them know ahead of time to skip over you in the emote queue. There's even less wrong with stepping back, logging off, and doing something else for 10-20 minutes or an hour.

Why should you step back, center yourself, and work through those negative emotions? Unfortunately, negativity bleeds through anything you do, and you always want to put your best foot forward when engaging with others.

So before you roleplay, keep some water or other beverage on hand, and don't be afraid to keep a few snacks within arms' reach. Also, keep mood music that you enjoy to help keep you relaxed and focused, especially if it helps you feel inspired.

Keep in mind that this isn't advice meant to isolate you. There's nothing wrong with wanting companionship or having friends cheer you up. This doesn't mean you should log off the game and ignore everyone and everything. You should communicate your feelings with others if you're upset, sad, or otherwise feeling negative emotions. This advice is meant for roleplaying with people you've recently met or, in general, in a crowded area.

Trust us; you don't want to roleplay when feeling negative. Many people think that since roleplay is therapeutic and all about socializing, they should do it while angry and upset, but brute-forcing your way into having fun is a massive disservice to yourself and others. This hobby is meant to be enjoyed when you're in the best mood you can be, drawing people in for fun and immersive storytelling.

By all means, do what you can to improve your mood, whether by being alone or talking with others who want to cheer you up. Just don't try to do all that through roleplay unless other players are willing to do it with you.

So, with that said, let's get into the roleplay etiquette and help you give off the best first impression you can.

Walk-Up Roleplay

Walk-up roleplay is the simplest way to initiate roleplay with another person. All you have to do is find someone who doesn't look preoccupied, then say hello or give any opening line your character would.

That's it. That's all it takes.

There is more to it than that, but that's generally the simplest, most direct way to initiate roleplay with another person. Plus, it's a great way to meet new people as well. After all, all friendships and connections have to start somewhere, and a hello is a great place to do it. Like anything in life, this approach has an upside and a downside that we'll go over below. That way, you know what you're getting into with this type of roleplay.

Upsides

The upsides are easy to see. As stated, it's the most straightforward approach and the best way to meet new people. Plus, 99% of the time, people are open, friendly, and looking for roleplay since the point of logging onto a World of Warcraft RP server is to RP.

The best way to spot if someone is receptive to roleplay is to see if they've marked themselves as AFK or OOC on their Roleplay Profile addon. All of the addons mentioned in the Addons section have that function to let other players know if the person they have targeted is busy or not. Plus, many players also put it in their profile whether they're friendly to walk-up roleplay, with TRP3 even having a section in its at-a-glances section indicating whether players accept walk-ups or not. Just to be sure, briefly skim a player's profile and see if they say so.

Plus, if someone isn't receptive to roleplay for any reason, they'll let you know. Most people are friendly enough to let you know whether they have time, energy, or focus to roleplay back so you know whether or not to continue the RP or thank them for their time and find someone else to approach.

Downsides

Of course, there are some downsides to walk-up roleplay.

For starters, sometimes people are alone because they want to be or genuinely get busy. While we mentioned a bit ago that this might happen, we're still listing it as a downside to avoid discouraging you from approaching another player and trying again.

Another downside to initiating this type of roleplay is that you and the other person you're engaging with might have different ideas for what you want out of the roleplay. You might want to meet someone new and interesting, while they might be more interested in playing a villainous character or someone rude in some way.

Unfortunately, this is considered the biggest downside of approaching someone new since you can't always tell what another person's roleplay motivations are unless you ask them beforehand. Again, this shouldn't discourage you, as most encounters are positive. If the other player does play a villainous or outright rude character, you can move on and disengage from the roleplay whenever you want.

Remember that not all negative encounters have to feel negative for the real you. Sometimes, a negative encounter can be benign. Suppose a pickpocket emotes that they pickpocketed you. In that case, they're not really stealing any actual items from you, so if you wanted to emote that they ran off with something from the character (whether humorous or not), it could lead to more roleplay down the line as long as you're comfortable with it.

Typical Etiquette

Luckily, there are ways to mitigate the chances of negative encounters and potentially increase your odds of making a friend and getting the kind of roleplay you want. While most of the etiquette below are mere suggestions, there's no harm in following all, some, or none of the suggestions unless stated that you should do them otherwise.

First, one etiquette you can follow is that sometimes people prefer to be whispered before you approach. Typically, you would target the player you want to approach if they're alone, open up their RP profile, and then whisper a private message to them asking if it's alright to approach and say hello. Generally, this is a good idea because you get to see if they're afk and get a straightforward answer. You can approach them, say hello, or even initiate a conversation if they say yes. If they say no, you don't feel like you've wasted your or their time, and you can move on. It's just polite to do this either way, and you can gauge whether they're receptive to RP or not.

Of course, some people don't care for this approach and prefer the spontaneity of roleplay and approaches - and that is fine to want that - but more often than not, people appreciate a quick whisper. If you are genuinely interested in roleplaying with another person, you're not losing anything by whispering first.

There is a caveat, though. The above assumes a standard walk-up and hello from the other person but doesn't consider other actions. You should always whisper first if you're doing something other than saying hello. Suppose this time you're the one playing a more villainous character and intend for your character to act negatively toward another player's character. In that case, you should always whisper first to get permission. This will not only allow the other person a chance to accept or deny that roleplay but also allow you both to set boundaries if they accept the roleplay.

Remember that you must respect their boundaries if they don't accept that sort of roleplay. As we've said, roleplay is collaborative storytelling, not about winning. Respecting boundaries and asking for consent is very respectful, and other players will appreciate it if you respect them.

Once you've established boundaries, or they've accepted your roleplay, then all you have to do is approach afterward. Usually, most people approach with a well-thought-out emote in "/e," but there's nothing wrong with a simple approach such as;

Rease Stoneheart walks up to the other person and waves as they offered a smile. "Hello there. Don't mind some company, do you?"

"/e walks up to the other person and waves as they offered a smile. "Hello there. Don't mind some company, do you?" "

Then, you can follow it with a wave or other attention-grabbing emote. Doing so is more well-received than just a standard "Hello" in "/s" because it shows a bit of effort into immersing yourself in the world and acting as your character would instead of just generally chatting. Plus, it signals to the other player that you want to roleplay rather than just talk.

Of course, walk-ups aren't the only way to initiate roleplay.

Scheduling Roleplay

Regarding Scheduling Roleplay, we can assume you've spent some time roleplaying and met a few people you like to roleplay with repeatedly. You might have added them to your friends list and met up with them several times when they logged on. But where do you go from there, and what if you wanted to roleplay with them at a set time rather than just randomly?

What you can do is Schedule Roleplay, which is a great way to initiate future roleplay with them.

Scheduling roleplay sounds precisely what it is. It's where you ask another player to roleplay at a set date, place, and time. You ask your friend if they want to do something sometime in the future, and you both make plans that you both agree with. Then, you show up at the agreed-upon time and place.

That's it! As basic as it is, though, there's a bit more to it that we'll get into. As with the previous section, we'll go over its upsides and downsides, as well as the etiquette that comes with scheduling future roleplay scenes.

Upsides

The main upsides to scheduling are obvious. When you know when and where you'll be RPing, you don't have to worry about whether you'll find roleplay that day. You've already guaranteed it by meeting up with people to do something.

Not only that, but the second biggest upside to scheduling things out is that you can even plan for what you and the others want to get out of the roleplay. Want to have a grand adventure fighting pirates and doing a small quest? You can ask beforehand and see how far you can take it. Do you want to have a date night with another person your character is attracted to? Ask if they want to walk through Suramar, Dalaran, a beach, or anywhere else. Want to hang out in a bar and get some drinks? Ask ahead and see when they're open.

You can even ask to meet up at D20 Events, Server Campaigns, or Festivals ahead of time to do things together or as a group.

Overall, it's a great way to plan and prepare for future RP and allows you to do things the other person or group wants.

Downsides

Unfortunately, there are some downsides to scheduling roleplay that you have to consider. For starters, if you or others thrive off of spontaneous roleplay that can happen at any moment, then it might feel stifling to appear somewhere for expected roleplay. Some people love the freedom to come and go as

they please. To them, the best way to express their creativity is to do it in the moment and off the cuff, and they might feel limited by being asked to be somewhere, do something, and pre-plan things out.

Of course, if they accept the offer to do things in the future, then that is on them and not you. They should bring it up when asked, so don't ever feel like you should second-guess asking for future roleplay if you genuinely want to do things together.

All in all, the downsides are minor since it allows them to turn it down or not, give consent, and plan things out. In fact, the downsides are mostly about considering the other player, but—again—it's on them to communicate their comfort levels to you.

But even with that, there is still some etiquette to follow.

Typical Etiquette

Most people feel comfortable scheduling things with people they're familiar with. If you've exchanged some form of communication with another player - such as friending them on your personal friend list or adding them to Bnet or Discord, for example - then you can assume you are on friendly terms with that player. Often, people aren't comfortable scheduling things with people they hardly know.

Despite that, there are times when it's perfectly alright to ask people you hardly know to schedule roleplay ahead of time. For example, let's assume you're roleplaying with someone you've met, and they had to leave mid-scene for some reason. You can ask if it's possible to follow up some time, in which case, if they accept, you can then schedule something for the future. It's alright to ask for their Bnet, or Discord information to better coordinate with them.

So, how do you schedule things with certain themes other than "show up and talk to one another," such as action, romance, or anything else?

Generally, the proper etiquette about that is to ask the other person first if there is anything specific that they'd love to do. This way, you can see what type of roleplay they want to do first, but it can even lead to an open discussion on character motivations and other things you would like to see as well.

From there, you talk about what each of you likes or wants to see, and you can even plan things out in one or multiple RP scenes together. Often, this approach is the best way to get character development for both of your characters and see how compatible you are in writing and roleplay styles. You can do this with multiple people at once if you want to bring on more than just one person for your next scheduled bit of roleplay.

And that's it. The key here is to ALWAYS communicate with other people. The more you communicate, ask questions, and gauge how receptive other people are around you, the more you'll find that scheduling things in advance is often a great way to roleplay and stay invested.

There is one last thing before we move, and that's the etiquette of canceling roleplay. It happens occasionally: One - or both of you - get busy and can't make the date you set up for some reason. What do you do then?

The most straightforward answer is to communicate with one another. It is extremely rude to the other player not to mention that, and not show up when they expect you to be there. So it would help to always let them know if something comes up—unless the situation is an emergency and there's no time to do so, in which case that is perfectly understandable.

After all, real life must always be a priority over roleplay. As long as you keep the other player in the loop, there's nothing wrong with missing a roleplay date or rescheduling for another time.

Discord Roleplay

We briefly touched on Discord roleplay but only discussed where to find it through Discord communities and in DMs. So now we'll go over how to initiate it with other players.

When it comes to initiating roleplay with another person on Discord, it's pretty simple. Once you've messaged someone - either directly in a Server you share with them, right-clicking their name to send them a direct message, or by adding them to your friend's list - all you need to do is send them a message asking if they want to Roleplay.

You can do this in two ways. If you do it on a server, you can "ping" them using the "@" symbol, followed by their username. They'll be notified that you pinged them, and they can go to the message itself to see what you've written. The second way is to right-click their username either in your friend's list (if you've added them) or on the server, scroll down to "message," and click that. It'll take you to a direct message screen where you can type whatever you want.

It's that easy! From there, you ask if they feel like roleplay, and if so, make plans with them to roleplay either in the game at that moment, schedule it for the future, or roleplay in Discord itself. If you do either of the first two, reference the previous sections. However, if you decide to Roleplay in Discord, then keep reading.

Roleplaying in Discord is just as easy as initiating Roleplay in World of Warcraft, but with minor differences. You still emote the same, but you don't have the luxury of the in-game models or the like, though you can upload music, links, and art. Let's explore the Upsides, Downsides, and Etiquette regarding Roleplaying in Discord.

Upsides

The biggest upside to Discord roleplay is how organized it all is. In World of Warcraft, when you're roleplaying in an area surrounded by other people, your text box is often full of text from every other player in emote range, and it can be hard to parse where it's all coming from. This can be incredibly frustrating when it's in different colors between /s, /e, /p, /r, or even /y.

While you should learn how to separate channels to quickly switch between them to help lower any possibility of confusion or getting overwhelmed, keeping up with all the text, depending on how many other players are around you, can be dizzying.

With Discord, it's all easy to see who said what. Typically, a person has their username atop the text, followed by... well...the text. If you're in a server with roles, the username will typically be a different color, and the person's avatar photo is next to all of the text, too, so you can see who said what fairly quickly. You can even click on the person's profile to find their Discord Account name and right-click to have different options when engaging that account.

The second most significant upside to Discord roleplay is that it's all saved, so you can read what a person wrote back to the first line in the channel/DM. Unlike in WoW, where the text disappears after a certain limit or upon refreshing the game (unless you have Elephant installed), text in Discord is there until it's manually deleted, either by the person who wrote it, the server moderator, or the channel itself is deleted.

All in all, the biggest upside to Discord Roleplay is that everything is saved, so you can take breaks, pick things back up, and still have all of your emotes right there, and they are easily referenced. Plus, you have a search function in case you need to find any specific emotes, words, or phrases.

Downsides

Unfortunately, we should go over a few downsides to Discord roleplay.

The first downside is that there's no natural way to visualize the world around your character when you're typing. While roleplay is a hobby centered around imagination, some people like to be in the game to allow them a more immersive experience. However, this could be considered a fun challenge, as many roleplayers who dabble in Discord RP try to compensate by improving their writing skills by creating better emotes, interjecting their replies with images, music, and more. This downside could potentially be an upside, depending on how you approach it.

The second biggest downside is that leaving a scene hanging is easy. When you're roleplaying in the game, it's hard to ignore it since it's often the one program that a player will be focused on the most. So if you have to leave for any reason, you can communicate with the other player that you have to leave, and then you can either "fade to black," end the scene and leave, or schedule a continuance at a later date.

With Discord, though, you can reply to an emote and then do something else while responding to it later without worry. While this is also a positive, it's easy to get distracted and have the mindset of "I'll reply later" without ever actually replying.

Typical Etiquette

Etiquette for initiating roleplay through Discord is pretty simple. It's like the previous sections regarding engaging with other players through whispers, but you're doing it through the DM system.

What you do first is send a Direct Message to the player you want to roleplay with and ask beforehand if they want to roleplay. If they accept, you can either start to roleplay in the DM, log into the game to RP, or plan something that fits both of your schedules. Never start off with an emote right off the bat to someone you don't know, as that can be seen as invasive and possibly rude.

When you do roleplay with someone, there are three ways to go about it: in a DM, a group chat, or on a server. Direct messages are just one-on-one messages between you and the other person, group chats are direct messages to you and up to nine others, and a server can have as many as you want.

With group chats, feel free to invite people you know. However, you should always ask beforehand if it's alright to invite other people to the group chat just in case, as it's considered rude to immediately fill a chat with random strangers unless there's a good reason.

When inviting people to servers, always ask beforehand if they want to join for the same reasons as above. Then, if they accept, send them the invite link. When you do, they can either accept it or not, allowing them to change their minds.

Now, what about the roleplay itself once you're RPin on Discord?

Generally, it's considered good etiquette to let the other player know when you need to afk, brb, or step away for a while. While you could leave the other person alone, often other players set aside this time to roleplay with you, and it's considered rude not to inform them when you're not paying attention or doing other things and unable to respond. So it's very considerate to inform them if you're going to be away from your keyboard for any length of time other than a few minutes. While you don't need to give a brb for a quick bathroom break, if you plan on doing anything else for longer than 10 minutes, you should give a heads up.

During roleplay, it's considered rude to be excessively OOC. While there's no problem with the occasional comment - such as letting someone know you're going to be afk for a while - it's heavily distracting for the other participants to focus and immerse themselves in the roleplay when they have to concentrate on OOC conversations.

If you do have to be excessively OOC, it's best to create a Discord server meant exclusively for roleplay to create separate IC and OOC channels. Depending on how much you intend to RP with the other person, these can be temporary or permanent.

Once the roleplay is finished or you need to leave, feel free to suggest another time to roleplay or if they'd want to RP in WoW. Etiquette-wise, it's best for the person who initiated the roleplay to ask this question, but it's alright for either party to do so. Just realize that by doing so, you put the onus on the other participants to let you know their schedule and what works best for them.

In the end, that's really about it. While this section was larger than the preceding ones, it needs to be emphasized that Discord roleplay is built on communication and consent, much like any other part of roleplay.

That's all it takes to initiate roleplay with other players. While there are a few other ways to do it, those methods are generally niche and only happen sometimes, so you don't need to worry about them. Most roleplay happens in the ways mentioned above, and you'll be surprised at how eager people will be to want to involve you in their personal RP if you remain respectful of them.

After all, respect for one another is critical to this hobby and for making friends. As long as you're honest, respectful, and follow etiquette, people will be eager to involve you. So don't be surprised if you start having people approach you to initiate roleplay in the future once you've established a positive reputation for yourself and a circle of friends.

Of course, the more you network and get to know people, guilds, server communities, cliques, and other groups, the more complicated things get. Over time, people might start misbehaving or find out that some people don't get along with each other. You'll probably witness arguments firsthand instead of hearing about them from rumors, and you might find yourself in the middle of people you respect arguing with each other and forcing you to take sides in said arguments.

What do you do then?

Thankfully, that's what the next part will be going over. In that part, we'll discuss Drama, what it is, how to avoid it, and how to come out of it with your head held high. We'll review strategies and more on navigating through it and give you the tools you'll need to safely and properly disengage from it.

So stick around. Unfortunately, this next part will get a little heavy.





PART 6

AVOIDING DRAMA

PART 6 - AVOIDING DRAMA AND DEALING WITH IT

DRAMA IS THE WORST part of World of Warcraft roleplay. No one likes it, even though it happens sometimes. It's the one thing that can ruin an otherwise fun hobby for everyone involved. It causes stress for you and others, can destroy friendships, guilds, and reputations, and, if not handled right, can make your time on World of Warcraft stressful and unfun.

In fact, Drama is perhaps the number one contributing factor to why people leave roleplay and do not return. It's not hard to see why, either. Why spend time and money on something that only causes you hurt and stress? No one likes to log onto the game and deal with a hostile atmosphere, and that \$15/month can be better spent elsewhere.

Thankfully, Drama can be dealt with or even avoided entirely with some common sense and realizing that you don't have to be involved if it doesn't concern you. All too often, players think that they have to wade into Drama with their opinions and give their thoughts, not realizing that all it's doing is perpetuating a vicious cycle of hostility when the best course of action is to let the people involved with Drama deal with it themselves, and then you back off to focus on what really matters.

So that's the entire point of this segment of the Guidebook: To show you ways that you can avoid Drama if it doesn't concern you, as well as ways to handle Drama if it does. That way, you can be better equipped to deal with whatever comes your way and minimize the time needed to deal with issues that make your roleplaying adventures more stressful than they have to be.

But before we do that, let's discuss the differences between In Character Drama and Out of Character Drama.

In Character Drama Vs. Out of Character Drama

All too often, people confuse the two. This is a problem because it can lead to a lot of misunderstanding and confusion and possibly aggravate Drama to the point that it doesn't need to happen. There's a distinction between the two that you should be aware of to help you gauge whether it's actual Drama or just something that's just an in-character interaction.

So, what's the difference between In Character (IC) Drama and Out of Character (OOC) Drama?

IC Drama is just that - actions done "In Character" with no basis in OOC feelings. While it might feel counterintuitive to community building and collaborative storytelling, players are allowed to play villainous or unpleasant characters. Real life isn't full of people who have your best interest at heart and aren't eager to be your friend, so it's perfectly fine to replicate that in the game world by playing an unpleasant character.

You'll see it often in Roleplay Profiles, where the players will note it. Usually, it's as simple as "Be Careful! My character is a jerk, but I'm not!" to signify that a character might be mean or less than good, hence why it's crucial to skim RP Profiles before approaching.

By contrast, OOC Dramas are actions fueled by out-of-character feelings. If they don't involve the character in any way and are completely said, done, or signified by the player and not the characters they're playing, then it's safe to assume that they're OOC.

While this segment of the Guidebook will be mostly about how to navigate OOC Drama, we wanted to include a part about IC Drama so you're aware that not all negativity is "Drama" and be mindful that if you have a negative encounter as your character, that it doesn't have to be construed as Drama. You can walk away from it, ignore it, or not engage with it; there's nothing wrong with that. After all, you log on to roleplay to relax. Just realize that it doesn't have to mean anything more than a bad encounter if it happens In character.

Now, with that distinction made, let's move on to what Drama is in the context of out-of-character actions and when that negativity creeps into your real life both in and out of the game.

What Is Drama

Drama, as defined in the context of World of Warcraft Roleplay, is anything that results in continual arguments, harassment, bullying, or dogpiling. It is continual negative attitudes and actions towards individuals or groups.

Not everything is Drama, though. Two people having an argument and nothing beyond that is not Drama. Two people not getting along and mutually blocking each other is also not Drama. Several people disagreeing with each other is also not Drama. In all those instances, people aren't getting along, but it's not a continual targeting of other players for any of the incidents mentioned above.

Instead, Drama is a repeated cycle of deliberate negative actions meant to perpetuate a cycle of negative actions. Here are a few incidents that help showcase what we mean:

- A player who disagrees with another player following them and continually dropping loud, obnoxious toys on top of them whenever they engage in roleplay with another player.
- A group of people harassing players from an area or zone that they declare belongs to them.
- An entire roleplay organization harassing a similar organization for having overlapping themes.

- Another player spreading false rumors about illegal, toxic behaviors to every other player or guild that they can without proof.
- Two players in a guild attempting to pit other guild members against one another over a disagreement.

Unfortunately, the list goes on, as this is only a small sample, but you can see a continual pattern of deliberate actions being used.

For many new roleplayers, this is a scary scenario. No one wants to be the target of Drama or get involved in it, and no one wants to join a hobby that has the potential to ruin what should be a good time. Honestly, you shouldn't let the possible problems you **could** face ruin you from the fun you **will** have!

While Drama happens occasionally, there are ways to mitigate those problems entirely and keep yourself safe and sane in the process. Below, we'll go over proven strategies that many employ to ensure that their time on World of Warcraft and roleplay is full of fun and adventure and to avoid any negativity that comes their way. Plus, employing all those strategies below will even have the added benefit of improving your reputation as well since no one likes to be involved in a Drama magnet. If you can rise above it all with your head held high, it shows you're a player who puts fun and positivity first.

Let's start with the easiest way to avoid Drama since all it requires from you is inaction and a focus on the positives.

Don't Involve Yourself in Drama

This is the most straightforward approach to avoiding Drama. As long as you're respectful, pleasant, and helpful, you'll find that avoiding Drama is easy. People often feel they need to involve themselves because someone they know is involved, and they get caught up trying to defend their friends or guild from harassment or negativity.

While wanting to protect your friends or guild is noble - especially if you feel they've done nothing wrong - it makes you a target. While it's okay to be involved in disagreements in general, those happen with the hopes of reaching resolutions that make everyone happy. Remember; Drama is targeted, and continual negativity.

Trust me; no one will fault you for stepping back and letting it all play out. There's nothing wrong with comforting your friends when they need it. But people will fault you for stepping in to perpetuate the cycle. Especially if it doesn't involve you to begin with.

So, for your sake, it's best to step back and be a bystander without involving yourself.

Don't Seek Out Drama

This partly ties in with the above but can be more egregious because it involves willfully engaging in negative behaviors.

Simply put, the best way to avoid Drama is to not look for it nor perpetuate the negative cycles. Not only will this give you a bad reputation among the roleplay community, but you can also find that those you've befriended along the way might also distance themselves from you.

After all, no one likes it when others are troublemakers or seemingly draw problems to themselves. While the roleplay community is big, word does spread quickly, and your actions speak louder than words ever will. Plus, if your goal is to cause trouble in the community, then it might not be a good idea to join roleplay since it's built on cooperation and collaboration at its heart.

Know When To Walk Away

As stated several times, not everyone will get along all the time. That's just human nature. Disagreements happen occasionally, and it's perfectly healthy to have them as long as everyone respects one another throughout the disagreement and tries to work to an amicable solution.

Sometimes, that doesn't work, and disagreements and arguments can turn toxic. Many people end up in a cycle of Drama because they feel that they've put in too much time and effort trying to resolve a problem and get a 'sunk-cost fallacy' issue in their heads. They think they **have** to come to some agreement or resolution to the problem because they've invested time into it.

Unfortunately, not all problems can be resolved when they turn to Drama, and not everyone will respect one another. It's up to you to realize when a disagreement is simply not worth following through on anymore and disengage from it. Usually, the best time is when the other party shows that they no longer respect you or your time.

So, how do you walk away safely with your head held high? Thank the others for their time, wish it happened differently, and pull back. Don't get the last word in either, as that will just drag you back into it. Sometimes, the best reply to Drama is just closing the door behind you so they don't follow.

Learn When To Say No

Many introverted roleplayers face this problem. When you're new to the hobby, you want to fit in, and for some, it's a problem even after they've been established for a while. Some people are just too timid and want people to like them, or feel that if they do say no or set boundaries, it will turn people off from approaching them or hanging out.

While there is nothing wrong with being introverted or timid by nature, some players take advantage of that timidity and believe that they're easier to coerce or manipulate.

Saying "No" and creating clear boundaries is a skill you **must** develop to keep yourself safe. Not only will it keep you out of Drama, but it will also keep you safe as well. Trust me when I say that you're not inconveniencing anyone by saying no and setting boundaries either, as those who avoid you because you do are not worth having around in your life. In fact, it's the opposite, as people respect those who have boundaries and will communicate when they don't want to do something. Plus, the people who genuinely like and respect you will also understand that.

So, how does this relate to avoiding Drama? By being able to say no, making it clear when you don't want to get involved, and stating why, people won't try to coerce you into getting involved in negative cycles against your consent. We'll go in-depth later on how it can protect you as well.

Set Clear Boundaries

This ties into the above since we briefly mentioned setting boundaries. Like with learning to say no, some people feel that if they set up personal boundaries, people won't want to talk to them when the opposite is true. Those who respect you will know where those boundaries are and not cross them, while those who feel the same will feel safer around you, knowing that certain themes, words, or situations aren't allowed. Those who don't respect your boundaries - or worse, flagrantly ignore them - will show themselves as people that you don't want to associate with in the first place.

Make sure that your boundaries are firmly set as well. Otherwise, if you loosen them up for one person, another person who wants to bypass those boundaries will see what it takes to get past them and try to do the same, and so on.

How does this tie into Drama exactly? It's the same as being able to say no, in that it helps to keep you separate from any negativity that attempts to drag you into it. By having boundaries and keeping to them, other players will know that you're not someone who will get involved in toxic behaviors.

Apologize When At Fault

We all make mistakes. None of us are perfect, after all. What separates those who recognize this from those who don't is the ability to admit that when it is genuinely our fault.

Knowing how and when to apologize is vital to staying out of Drama and not perpetuating the negative cycle. Apologizing when you make a mistake will take the wind out of any negative sails and show that you can also be respectful of other people. A good apology is a form of healing, and it can also keep your friends happy to know that you're emotionally mature enough to take fault for those mistakes.

A major reason Drama tends to perpetuate and turn toxic is that one or more people don't apologize, escalating the negativity. This can be made worse when one side feels they must be vindicated for the wrongdoing and continually worsens the situation. Not knowing when to apologize for legitimate mistakes has been known to break up guilds and roleplay communities and create problems that can last for months, if not years.

Remember that an apology is not a "don't be mad at me anymore" pass. When you apologize, you have to mean it as well. A genuine apology is a sign of remorse, and your actions must reflect that by not repeating the same action. You must also be aware that even if you apologize, you're not entitled to forgiveness, which we'll explain below. Just know that the act of apologizing doesn't mean you're instantly forgiven and that apologizing isn't for the sole purpose of seeking out that forgiveness, either.

Know When To Forgive

This ties in with the above. Once again, mistakes can happen without meaning. Accidental mistakes are often just that - an accident - and don't have any deeper reasons beyond that.

So what do you do when you're wronged, accidentally or deliberately? Most of the time, people expect you to forgive someone if they apologize, but the reality is you don't **have** to accept an apology if you don't want to.

This is a complex topic to discuss thoroughly because so many people have strong opinions about forgiveness itself. However, know that it's up to you to know when you should forgive another person after they've apologized or even forgive them if they don't.

There are countless reasons why forgiving is a good thing. Reasons can range from closure, moving on, and letting the other person grow from their mistake. But there are also countless reasons why you don't have to forgive certain things, especially if they're deliberate actions meant to harm you in some way or repeated offenses where the other person has shown they don't mean it.

Forgiving is also an act of healing for yourself as well. It's a chance to let go of anger, resentment, or hurt and try to move past it without holding on.

You can see how this ties into Drama. By letting go of that hurt and anger, you can effectively move past it so as not to perpetuate the cycle of negativity. Of course, you can still do that without forgiving, but the act itself is an acknowledgment of the wrong and ends that cycle then and there. Like with the apology above, though, if you forgive someone, you **also have to mean it**. You can't forgive someone and then take it back when it's convenient for you.

Be Wary of Baseless Rumors

Gossip is a fact of life. People have been gossiping about others for years, and the roleplay community is no different. This isn't inherently bad, as it is a good way of communicating good and bad news, but gossip and rumors turn from benign to nasty in a heartbeat if you're not careful.

Unfortunately, in the roleplay community, rumors tend to be weaponized by those with bad intentions. It's not unheard of for one party of people who feel they've been wronged to spread rumors about a person they're having problems with just to hurt their reputation and get them in trouble with other people. The worst part is that these rumors can potentially and unwittingly be spread by those who don't question them or have good intentions to warn people of potential problems in the community.

This isn't to scare you or make you worry about angering the wrong person and having it affect you. In fact, many people are aware that you should always be wary of baseless rumors. It's also included to help you be skeptical since doing so helps keep the community safe and honest.

Essentially, you should always discard baseless rumors unless they have any of the following evidence:

- Screenshot evidence. Whether in the game, Discord, or other places.
- Video evidence of any wrongdoing.
- Confessions from the person who is being accused of wrongdoing.
- Any social media accounts, posts, or even forum posts that can easily be archived or screenshotted.

Basically, there has to be some proof to corroborate the rumor itself.

A second part of this is to also not perpetuate the rumors yourself if they're baseless and without evidence. By not repeating negative rumors without evidence, you effectively cut off one way to stop negativity from spreading. Not only that but by not engaging in spreading unfounded rumors, you can establish yourself as a trusted, respectable person as well. A baseless rumor spread from you that harms another person's reputation is far more damaging to you than simply ending the cycle.

Realize You're Not Here To Win

In this Guidebook, we've stated several times that roleplay is about collaboration, cooperation, and mutual storytelling. It's a hobby built off of playing well with other people and creating things you all enjoy. So because of that, there is no 'win' condition to the game. You don't get prizes, gear, or achievements by being a good roleplayer. You only get a positive reputation, a group of friends, and a fun afternoon with others.

Unfortunately, some people don't think that way and view roleplay as some sort of competition. For them, it's all about being seen as the best writer, having the best character, being seen as a community leader, or trying to be some minor celebrity.

We're just going to say it: There is no such competition. People come and go, events happen and fade into memory, and for every person who tries to be famous on their server, their star fades when they move on. That's the nature of the hobby since it cycles people in and out constantly. What matters in the end isn't being seen as the best at anything but the connections you make with other players, the memories you make, and improving your creativity and imagination.

Ultimately, roleplay's only win condition is to be happy, have fun, and be relaxed. That's it. There's nothing else to achieve other than having fun and making friends.

How does this relate to Drama? Mainly that you should recognize this fact and never try to outcompete someone else for superficial recognition. Yes, you should compete in events to earn prizes you want, you should create things that people want, and you should garner a positive reputation. But you have to realize that you're not better than anyone else in any way and that a rising tide lifts all boats. Please don't do it to be the best; do it because you want to have fun with other people.

Know When To Block and Move On

Sometimes, you need to block people and ignore them. Whether it's because they don't respect your boundaries, deliberately try to hurt you, or don't get along with you is irrelevant, as you don't have to justify putting people on block if they hurt you in some way.

While there always should be a chance for reconciliation or apologies to happen, there are times when differences between people are too much to deal with and hurt and anger run too deep. In moments like this, you are entirely justified in using the in-game feature to block another person, which will hide all of their text, emotes, and actions out of your text box and make them unable to contact you.

Unfortunately, Some people think this is a 'coward's way out' of dealing with people, but it's not. The block feature is put there specifically to keep you safe, and it's often the best choice rather than perpetuating negative actions. While you shouldn't do it for small, benign things (since people are

allowed to be cringe, annoying, or obnoxious occasionally), it should be used for people you don't ever want to deal with again and who you know you won't get along with.

Trust me. Blocking someone's access to you and being unable to see their actions or text will give you peace of mind and allow you a chance to move on and cut out almost all potential Drama. You're not only cutting off access to yourself from someone who can drag you into Drama, but you're also not engaging with them either.

Remember that while you won't be able to see their texts or emotes, it doesn't erase them from the world. They'll still be on the screen physically and can harass you in other ways. Other ways include dropping obnoxious toys atop of you, mounting on big mounts to cover you up, or spamming players interacting with you. All of those actions are reflections of them, and you can easily ignore them to focus on the people you want to interact with.

Ignore What You Want

This ties in with the previous part. It's alright to ignore people if you want to. While you don't have to block them outwardly, if you find another player annoying or obnoxious, you can skip over any text, whispers, or emotes sent your way.

While you shouldn't ignore everything that's targeted at you, as that could be misconstrued as being rude and obnoxious yourself, you should certainly feel free to ignore people who are obviously trying to negatively impact you.

This includes trolls who specifically target you to be annoying or make you upset or players who assault and belittle you in roleplay without prior consent. You don't have to consent to harm done to your character without permission, and you don't have to be subjugated to harassment, either. Plus, sometimes ignoring and moving on - or even out of the area - can stop Drama in its tracks.

Keep Yourself Safe

So far, you've seen various ways that Drama happens and how to mitigate it, get out of it, and even move on from it. However, how do you keep yourself safe if the person you're conversing with turns out to be more than just a little bit petty?

Sadly, we can't sugarcoat this. In any hobby large enough to draw in a lot of people, you'll eventually get people who not only do not have your best interest at heart but are also predatory in nature. These types of people crop up occasionally, as does any hobby or social setting.

The following are common sense ways to keep yourself safe from these types of predators and toxic people and help you identify them early on to keep yourself from accidentally engaging them. Let's look into ways to keep yourself safe in the Roleplaying Community.

Do Not Share Personal Information

There's a reason that people in the RP Community tend to call each other by their main character's name as opposed to their real name (even if they know the other person's actual name). It's a way to keep personal information safe from each other and put a little distance between you and other people with whom you don't want to share that type of information with.

It's perfectly alright to share information with people that you do trust. In fact, real offline friendships happen all the time in World of Warcraft, and it's not uncommon for people who have been friends for years to move closer to one another to do things off of Warcraft or even regularly travel to see one another. For those people you can trust, feel free to give out your offline name, address, and such.

However, for people you just met, don't know that well, or cannot verify their personal information (if they've given it), do **NOT** give out anything you wouldn't give to strangers or people you are unsure about.

Be Firm on Personal Boundaries

We've already discussed Boundaries above, but the importance of boundaries in the Roleplay Community cannot be overstated. That especially applies to adult content or anything you are uncomfortable sharing outside the game.

This isn't about avoiding Drama and the like, as discussed above, but instead protecting yourself from those who would take advantage of you. As long as you and your RP partner are over the age of 18, you can Roleplay any subject matter you want. However, you should disengage if you are uncomfortable with any of the themes and they try to coerce you into it without your consent.

Consent is essential for safe, fun, immersive, and engaging roleplay. If it makes you personally uncomfortable, and you've voiced that and it was ignored, then they do not have your best interest in mind.

Don't Be Scammed

Always be alert for scams on Warcraft, Discord, or social media. Never lend money to people unless you know the other person is trustworthy, and do not click on any suspicious links unless it's to a website that you know is safe.

This is because scammers both in the game and out want access to your Warcraft or Discord account. That way, they can access your credit/debit cards, PayPal accounts, and more. Likewise, only loan other Players money if you know for sure that they're trustworthy with the money.

Communicate

This can't be stressed enough: You must always communicate with your friend circle and those you've come to trust. While you don't have to talk to everyone every day, we stress keeping a communication channel open with them and reaching out when you have questions or need help.

If a link or a private message to you looks strange, or you're unsure about another person's intention, you should always reach out to those you trust and ask their opinion and thoughts.

After all, no person is a lone island. If you've cultivated a healthy friend group you can trust, you'll find that they'll have your back no matter what, which can help in the long run. Likewise, your friends might lean on you occasionally and ask for your help or opinions.

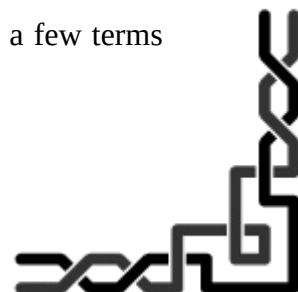
As we've shown, Drama is just a sad reality in the roleplay hobby. It doesn't matter what hobby it is—whether roleplay, tabletop, sports, or anything else—Drama is inevitable when people congregate together.

Yet, as we've also shown, there are ways to mitigate it and get through it safely. You can avoid a lot of Drama by just keeping yourself distant from it and knowing when to walk away when to apologize, and when to forgive people. As well as a healthy dose of skepticism and an understanding that blocking people is okay if you need to do it. Not only that, but we've also shown several ways to protect yourself from toxic or even predatory people.

One final bit of advice regarding Drama: There's no shame in taking a step back. You don't have to roleplay every day, and if the hobby gets too stressful or becomes unfun, then you don't have to be around. Burnout is a real thing, and Drama makes it worse to deal with. If you need to take some time off of roleplay, you're entirely free to do so. In fact, it's actually encouraged to take the occasional break to keep yourself mentally healthy.

Thankfully, we're coming to the end of this Guidebook as well. We've only got two more parts to get through. One of which is just all of the terminology, jargon, and acronyms you'll see to use as a reference guide, as well as some parting words to share.

So stick around. Next, we'll discuss a glossary of terms. You never know; there might be a few terms you haven't seen or used before that can help you with roleplay.





PART 7

ACRONYMS & SHORTHAND

PART 7 - ACRONYMS AND SHORTHAND

WHEN IT COMES TO World of Warcraft roleplay, there are so many acronyms, shorthands, and terminology to remember. At this point, we can assume that you've logged into WoW, picked a server, and gone to observe roleplay (or even RPed a bit yourself). You might have even seen people use acronyms you've never seen before and wondered what they mean.

While this guide's objective has been to be informative, we've avoided using too much jargon. We wanted to ensure it was as simple to understand as possible and that new players reading it could pick up on it without too much effort.

Unfortunately, roleplay—like any other hobby—has a lot of jargon that people have developed over the years, jargon that we haven't covered or previously mentioned. That's essentially the gist of what this part of the Guidebook is for, though. We intend for this part to be a quick reference sheet for players like you who see a term you're unfamiliar with and then open this up to see what it means.

After all, New players aren't expected to understand everything when they first join, but how do they understand it if they don't ask or see what the word means for themselves? Most veteran players know what the phrase "*LFM BRD 4 DPS 1 TANK*" means and understand the context but might not understand the phrase "*MeB is Fri, MG-H and WrA-A Welcomed. D20 combat, all IC, no OOC*)".

So, if you see anything like the above, you should pull up this chapter in the Guidebook and scroll down to see what it means. We'll even ensure they're Alphabetized first, with subterms grouped beneath them so that everything goes from A to B as much as possible, but linked terms are still linked together.

With that said, let's begin!

Alphabetized Acronyms and More

Anchored

This term is mainly used for server events (more on that later). Generally, an 'anchor' is a person designated to start a group and pull people from other servers to switch them to the host's server.

For example, let's say you're Roleplaying on Wyrrest Accord but want to attend a festival on Moon Guard. Typically, you can only do that if you make a Moon Guard character. However, you CAN be invited to a party and phased into that server. So you find out who is anchoring players to Moon Guard for your faction, whisper them, and get invited.

Attempts

This term mainly denotes actions from one player to another. Whenever you act towards another character—whether hostile, friendly, or benign—you always attempt to allow the other player to respond to the actions. This way, you don't metagame any player's actions and essentially force them to do what you want, allowing them a chance to respond as their character would.

Canon

Essentially, anything that's considered lore in the game. If it was written by Blizzard or published by them, it's considered Canon. However, keep in mind that Canon can change from expansion to expansion or even from patch to patch. Blizzard's writing is notorious for constantly retconning their own lore.

Sub Terms Below

Headcanon

Essentially, anything that you consider Canon based on your own interpretation. If you disagree with the canon/lore reasons for something and want to change it or make up something based on contextual clues in the game, then this is considered a headcanon. Remember that other's headcanons may differ from yours and should never be used in a discussion on lore and what's considered Canon in the game.

Fanon

Shorthand for "Fan Canon." It's a headcanon that has no basis in lore or in-game evidence. These include made-up kingdoms, cities, lands, classes, histories, etc. If there's no in-game evidence or context for anything, it's no longer a headcanon but a fanon. Often, Headcanon and Fanon are interchangeable, but there is a marked difference in their approach and use by players.

Retcon

Retcon is short for "Retroactive Continuity" and is a term that denotes a revision of events that have already happened. It's a way to 'erase' something that happened, but not entirely. Imagine this: You and another Player's characters argued over something trivial, and it was completely IC-based. The next day you and the other player think that the subject of their argument was something neither character would argue over, and thus 'retcon' that they didn't get into an argument.

It can be something as simple as that or as severe as something that fundamentally changes your character in some way, such as an event where they made a choice they wouldn't usually make or a part of their backstory that you feel would make better sense.

Character

A general catch-all that refers to your character or the person you're playing. While most Roleplayers use "Character" as a term, some people - especially older ones who came from other games - will often refer to them as toons. Overall, both terms can be used interchangeably.

ERP

Stands for "Erotic Roleplay" and is used to denote any Roleplay that's NSFW in nature and enjoyed by those 18+. We won't be going into the nuances of this type of roleplay in this guide, as this guide is meant for all ages. Just note that you and your partner should be legal adults if you engage in this type of RP.

Face Claim/Body Claim/ Voice Claim

A "Claim" is often used as a shorthand way to say that a character is similar in some aspect to the claim. This is primarily used by people who cannot afford art or other creative items made for their character, but it can be used in conjunction with created art, stories, or more.

While World of Warcraft has made great strides in the last ten years to create a lot of new customization for our characters, it's still not often enough to make us stand out from the hundreds of other characters and their customization options. So, to make a claim is to say, "Hey, they look/sound like this person."

FTB/Fade To Black

When a "Fade to Black" happens in cinema or theater, it's a transition from scene to scene or signifies an ending. For roleplay, it just means that all the players involved are ready to end the scene, and rather than overplaying an ending, all the players "fade to black" and move on from there. Rarely is it used in RP to move from scene to scene, though it does happen depending on the event type.

IC

Stands for "In Character." Whenever you start roleplay, you tend to inhabit the mindset of the character you developed and are expected to "act" (or RP) as that character would and not yourself. Whenever someone mentions that they're IC, they mean that their actions and mannerisms are entirely from what they believe the characters would do and not themselves.

For example, let's assume that you're Roleplaying as an Orc Warrior, and you come across someone playing a Human Paladin. That Human Paladin can be a character who survived the Second and Third Wars and thus hates Orcs. He might be inclined to be rude, hostile, or threatening in some way towards your Orc Warrior character.

ALWAYS assume that any actions, words, mannerisms, or more directed towards you are always from the perspective of the CHARACTERS and not the PLAYER themselves unless otherwise stated.

Sub Terms Below

OOO

OOO stands for " Out of Character" and is the opposite of the above. Whenever you're playing, any actions, words, phrases, or anything else that's entirely against the character's mindset but that you do are considered OOO actions. They are made because you, the player, made them, not the characters themselves.

For example, let's again assume you're on your Orc Warrior character. The backstory that you made is that he's a proud Warrior of his clan and doesn't do anything other than train for battle and feed his great Worg mount.

But then the Easter Holiday event is up, and they have a floppy sun hat and a giant Rabbit Mount that you want to collect. Thus, you go and collect chocolate eggs to get those prizes. Your character wouldn't make that decision, but you, the player, decided that you wanted to play the game as a game and collect prizes from a holiday event, and thus made an OOO decision.

Let's also use the previous example in the IC section above again. You've come across the Human Paladin character, and you two get into an IC argument about what faction is better - Horde or Alliance - and spend a few hours rabble-rousing, sword rattling, and arguing, and then afterward, you have to leave for whatever reason. So you reach out to the other player and say, "Hey, I enjoyed that. Do you want to meet up and have them fight each other?"

Your character wouldn't do that, but you chose to do that because you thought it would be a fun bit of roleplay in the future, and thus, made an OOO decision.

Always assume that any actions, words, or mannerisms that come from YOU, the player, and not the CHARACTER, are OOO.

)) / ((/ ((/))

You might see these either tagged at the end of text or surrounding it. They're often preceded or followed by an emote from another player or even preceding the emote itself in the same paragraph.

These are called OOO Tags and are usually a shorthand way of differentiating between IC text and OOO text. Usually, it's a way to separate text from both you and your character. Let's look at the following example between your character, an Orc Warrior, and a player with a human Human Paladin.

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[Orc Warrior] says: "You alliance DOG! Your people are weak, and I enjoy pitting my axe against your feeble steel."  
[Human Paladin] says: Hold on real quick. I got to feed my cat. Give me a minute))  
[Human Paladin] says: "Orcish Pig. I was there at Blackrock when Lothar fell. I was there at the destruction of your people's Dark Portal and when your people were cowed beneath the Alliance's victory. Bold words from a monster."
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You: "You alliance DOG! Your people are weak, and I enjoy pitting my axe against your feeble steel."
Them: Hold on real quick. I got to feed my cat. Give me a minute))
Them: "Orcish Pig. I was there at Blackrock when Lothar fell. I was there at the destruction of your people's Dark Portal and when your people were cowed beneath the Alliance's victory. Bold words from a monster."

You see how it was utilized there in the middle of that exchange? He used those tags to let you know OOCly that he had to go somewhere real quick and would be back after doing something offline before he emoted again. If that tag wasn't in place in the text, it could have looked like the CHARACTER said that and not the PLAYER, and it would be pretty awkward if the Paladin in the middle of a heated exchange said he had to go and feed his cat before getting back to the argument.

Overall, those tags are a way to separate your IC words and actions from your OOC words. Remember to use them sparingly, as using them excessively in an area where people are trying to Roleplay is considered rude. But that's another discussion for a later chapter.

IG

It stands for "In Game", and usually means anything that happens in the game itself. Generally, this refers to events, meetings, conversations, Roleplay scenes, or anything else that needs to be in the World of Warcraft game itself.

Usually, this helps facilitate RP a lot more easily with multiple people. While you can RP on Discord or other programs outside of WoW itself (More on that later), it's often easiest to do it in the game itself to have a better sense of spatial immersion. Reasons that we won't get into now but will in another guide later on.

Sub Terms Below

OOG

Stands for "Out of Game", and usually means anything that happens outside of World of Warcraft itself. If you need to click on a link that opens a web browser, or there's a voice chat or anything else, it usually takes you outside the game.

Of course, it can also mean different ways to roleplay. Some people tend to Roleplay in Discord, have information on upcoming events posted on other platforms, or use Roll20 or other Dungeons and Dragons platforms as third-party tools to help make roleplay much easier. Generally, if you need to alt-tab out of World of Warcraft, then it's OOG.

OC

OC stands for "Original Character" and is another way to denote your character. OCs don't have to specifically mean a World of Warcraft character, either, as they are more or less the generalized term for roleplaying or creative writing/art where you create characters.

Metagaming

This term is meant to denote information that your character wouldn't have or otherwise know in any way. While you, the player, might know certain things, your character might not.

In roleplay terms, this is usually used to refer to IC knowledge that a character wouldn't conceivably have or obtain. It's often used as a negative term because having some form of Metagame knowledge can be considered a form of cheating in roleplay.

Here's an example: Let's say you're playing a helpful Paladin walking through the streets of Stormwind. You come across a player with a small blurb in their RP profile about how they secretly work for a network of Rogues who like stealing things but always try to hide it as best they can. This character is dressed in civilian clothing and is otherwise minding their business. Your Paladin walks up to them, calls them out for being a thief, and tries to get the guards to arrest them even though they're just sitting there.

Neither you nor your character has ever met this player or their character before. Thus, you'd be considered to have Metagame information because you only got that knowledge by reading their Roleplay Profile.

Here's another example: Let's say that you're having a conversation with someone, and in the middle of that conversation, they start to daydream and think about how, after they're done with the conversation, they will go and get a sandwich. You read that, and your character suddenly produces a sandwich for them to eat.

It's benign compared to the former example, but it's still a form of metagaming, as your character wouldn't have any idea that they're thinking of a sandwich unless they were a mind reader. We'll discuss this in greater depth in the Roleplay Etiquette chapter below.

MG / WRA / AD / ED / Ect.

These are well-known roleplay servers on World of Warcraft. We've previously discussed them in an earlier segment, but we can briefly review them again. MG stands for "Moon Guard," WrA stands for "Wyrmmrest Accord," ED stands for "Emerald Dream," and AD stands for "Argent Dawn." Most other RP servers are typically shortened to 2 or 3 letters, though a few are written fully.

Proxy

The biggest downside to World of Warcraft is that space is very limited in the game world. Several times in the past, Developers or other Lore Experts have said that Azeroth is 100x bigger than what's

depicted in the game, with real-world distances between locations. However, they can't replicate that in the game; otherwise, it would be too massive to play and maintain.

Thus, players use in-game locations and areas as stand-ins for other areas in the world, whether these areas are fanon or not.

Retail

Stands for "Retail WoW" and means the main form of World of Warcraft. Not the Classic Servers or anything else. This isn't precisely a Roleplay term and is here for completion's sake.

Sub Terms Below

Pepsi

It stands for "*Epsilon WoW*" and is, in a way, both a separate game and server. In a nutshell, it's a private, pirated form of the game and is not condoned by Blizzard at all. We won't go over how to access it in this guide. If you try to find it for yourself, be aware that accessing it or discussing it in World of Warcraft violates Blizzard's EULA and can get you banned.

RP / RPing

Stands for "Roleplay" or "Roleplaying". Often, you'll see it describing the hobby itself or the act of roleplaying, or it is even used as a verb (Such as "Let's go RP out in Duskwood tonight" as an example).

Server Time/ Realm Time

Can be shortened to "ST" and "RT" respectively.

Essentially, this denotes the server's time zone. Not everyone who plays on a particular server is synced with the server's time zone. For example, someone from the Midwest is in Central Time, while the Wyrmmrest Accord server is in Pacific Time. This means that there's a three-hour variance between them.

When someone says that an event or RP scene is happening at a specific time, they'll usually say "ST" or "RT," and it's up to the other player to calculate the time difference for them.

TRP3 / XRP / MRP

These terms are usually used when discussing the different Roleplay Profile addons you can use, which we reviewed in this Guidebook's addon segment. While we extensively discussed what those addons are and their unique qualities, we can quickly summarize it again. TRP3 means "*Total Roleplay 3*", MRP means "*My Roleplay*," and XRP means... no one knows that, but that's what it's called.

Walk Up

It's a term for a roleplay style that's often done. We've gone over this in a previous section in the Guidebook, so we'll touch on it briefly. Walk Up RP is a term for when people walk up to another player and initiate roleplay with them in any way. It's simply the act of approaching a stranger. Read the previous sections of this Guidebook to learn more.

WoW

The game you're playing. **World of Warcraft**. This isn't just a Roleplaying term, as everyone - even major news Media - calls it WoW in a shorthand way. It's only included in this guide for completion's sake.

That's most of the acronyms and terms you'll see while roleplaying. While it's not a complete list, those are the most often used ones. The best (or worst) part is that there will likely be more acronyms made in the future since the roleplay community is pretty creative when it comes to coming up with new terms or new ways to roleplay get developed.

Though you shouldn't worry about that. Those are enough acronyms and terms to get you started so you'll know exactly what's happening at Server and Guild events, during general roleplay, and even for advertisements. However, if there is a term that you're unsure of or don't understand, you shouldn't be afraid to ask questions. Most people are fine with new roleplayers asking what terms mean and helping them clarify it better.

Plus, don't worry if you do get confused. It's easy to pick up, and you'll get used to it after a while. All it takes is immersion in the hobby and time.

With that said, we only have one more section of this Guidebook to go over before we're done. All we have left is some final words and encouragement to give you. So, let's get to it!





PART 8

FINAL WORDS

PART 8 - FINAL WORDS

HOORAY! You've reached the end of this Guidebook on World of Warcraft roleplay! Hopefully, you've read through this book, loaded up Warcraft, and made a character by now. Don't worry if your first character could be better. None of them are, and you can completely change your character the further you go on your journey. In fact, you can even make alts if you want and change your character's appearances, names, histories, and more.

The world is practically open to you, and if there's anything you do get out of this guidebook, let it be this:

Have fun.

At the end of the day, World of Warcraft roleplay is all about one thing: fun. While having a creative outlet and using roleplay to enhance your reading and writing skills is fantastic, the real joy comes from logging into the game and playing with friends. The thrill of making plans, exploring the world together, and sharing in each other's victories is what truly makes this game special.

Trust me. I've been Roleplaying for around ten years since the "Mists of Pandaria" expansion, and that's the one thing that keeps me coming back. I've participated in community events where hundreds of players log on daily to propel a campaign's story forward. I've participated in charity festivals where players have donated thousands of dollars to a worthy charity. I've made many creative friends who love to write and draw, and I've even helped organize community events and have made friendships outside of the game as well.

And I'm not the only one. Every editor, beta reader, or anyone else in the acknowledgment section at the start of this book is a member of the Roleplay Community and has been for a while. They all have their own memories, stories, and friends they've made along the way, and almost everyone unanimously agrees that Roleplaying keeps them coming back to Warcraft. The things we all did here - both the positives and even some of the negatives - are memories that will stay with us for years, even when our time on Warcraft is over.

Now it's your turn to do the same. This game has endured for years and will endure many more, so you have a lot of time to get involved. Take it slow, get used to the addons (if you use any), play some content between RP scenes, make some friends, and have some laughs and some emotional tears at a good storyline you're a part of. Create something yourself, whether it's a fanfiction story or some art, and be friendly, patient, and welcoming. In time, you'll also mentor a new roleplayer and show them the ropes.

Just keep having fun.

With that said, good luck, and see you in Azeroth, my friend!



WORLD

WARCRAFT

About the Author

Rease has been an avid fan of World of Warcraft since he first logged on in 2007. It wasn't until 2014 that he started to roleplay on the Moon Guard server, and he has been hooked ever since. He is a fan and a writer of Dark Fantasy, Horror, Sci-Fi, and other genres and is currently working on several novels that he hopes to publish soon. Currently, he likes to spend his time roleplaying, writing, and traveling between the US and Scotland. He is also looking for a Literary Agent.

You can find where he likes to hang out on his Link Tree to see more of what he's up to or support him.

[Link Tree](#)

About the Editor

J.S has been an avid fan of gaming from a young age and has always loved the fantasy genre. A big-time lover of the lore of games, J.S began seriously RPing in World of Warcraft since WoD but has played since Wrath, and his first foray into RP was actually in Guild Wars 2. J.S also enjoys practicing writing, art and gaming in all games across all platforms. J.S owes a lot to Rease, who has been a great help in fleshing out RP characters and being a writing mentor.

Credits

Thank you again for all of my wonderful Beta Readers! As I said, without you guys, this book would be half as good. All of your feedback has been super awesome and very insightful.

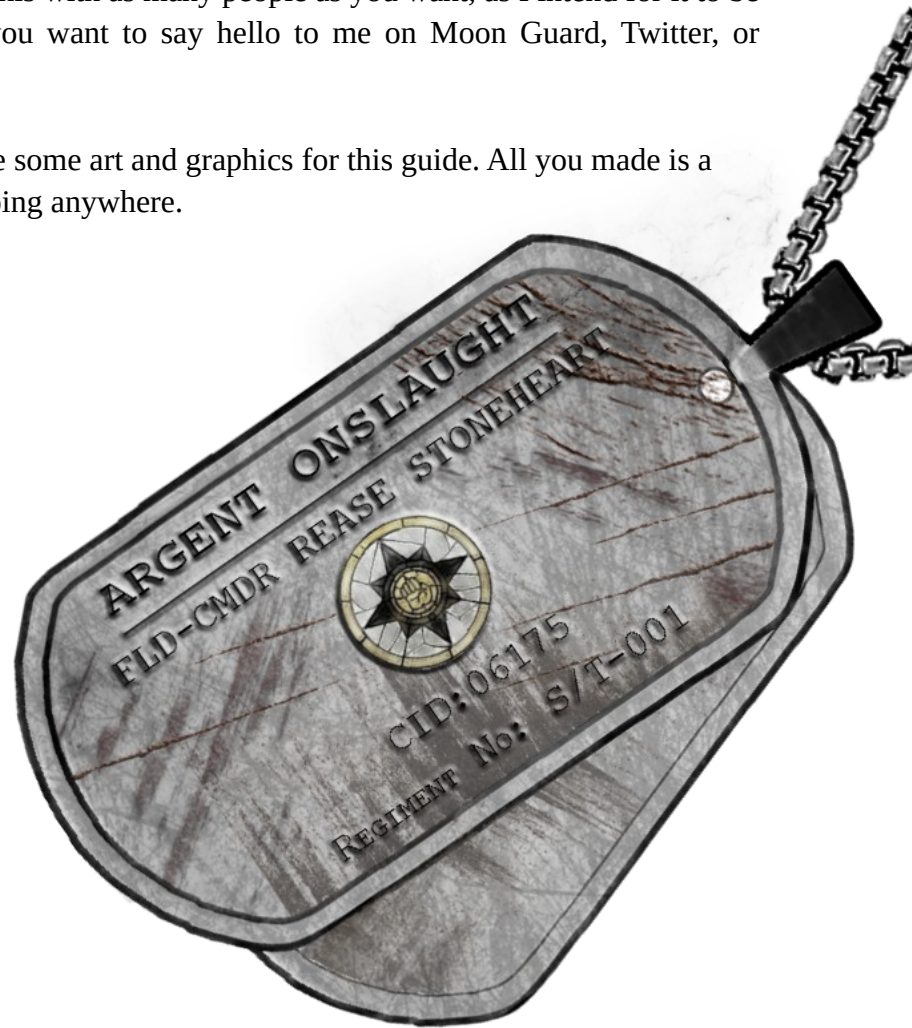
<p><u>Alnarra</u> <u>Holn AKA A Lotta People</u> Zan AKA Lord of Bagels <u>Neruma</u> Pangle Twitchberry <u>Eyonita Coalheart</u> Gurdock Lightbinder <u>FailedLilCatGod AKA Khaladia</u> and the 3 people who wished to remain <i>Anonymous</i>.</p>

Thank you to **DaggersEdge** for the wonderfully written RP Guide "*How To Roleplay in World of Warcraft at All Levels*" found on [WoWHead](#). There is a lot of information on that article not found in this guide, and I highly recommend that anyone reading this also read DaggersEdge's article for more perspectives on roleplay and information that I didn't think fit the scope of this Guidebook.

You can find that Guide [HERE](#)

I want to also give a huge thanks to you for reading this. Without readers like you, I wouldn't want to write because I love telling stories and sharing my passions with like-minded people who enjoy reading what I have to say. Please feel free to share this with as many people as you want, as I intend for it to be free and updated yearly. Don't be shy if you want to say hello to me on Moon Guard, Twitter, or Discord!

Finally, thank you Thomas for letting me use some art and graphics for this guide. All you made is a part of my personal collection and it's not going anywhere.



Further Reading

If you liked this Guidebook and want to know more, please feel free to follow Rease on his [Twitter](#), [Patreon](#), or [Ko-Fi](#) accounts. He'll soon release a follow-up Guidebook: "*How To Run Events, and Have Fun Doing It.*"

In it, he'll detail how to successfully manage, structure, organize, and run events of all sizes and scopes, as well as how to organize and maintain a Community that not only entertains with amazing stories and events but also helps people improve their creative potential or feel more invested in the roleplay community.

Keep your eyes and ears open!