Time delays an NPCs

NPC taking too long, or a player not responding quickly enough?

The thing is, Munchausen Wiki isn't a roleplaying game with a GM. It's collaborative storytelling. No one really owns an NPC, so anyone can write for them.. However you shouln't write what other Players are doing - that's just bad form.

If proceedings are going slowly, conversations or other interim preludes and diversions can happen with players that have a faster internet response rate.

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