

*The NWN2 Persistent
World of Nymri*
Player's Guide

Where Reality and Role-Playing Meet!

Wizard Storm Think Group - Version 2.08 – April 21, 2008



This Players Guide is written exclusively for the NWN2 Persistent World of Nymri. If you would like to use any of the material contained herein, please contact Urlord@WizardStorm.com.

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Preface

Be advised that this document is a work in process and will change. Whenever a newer version is available, it will be posted on the forums under Nymri Player's Guide. This document is copied from the older NWN1 version of Nymri and some sections may not be up to date yet. Therefore, as sections are updated we will include a note as such in green. If you would like to contribute to this document, please let us know via email at Development@Wizardstorm.com.

Server Overview

Nymri is a low-magic, role-playing world, with consistent time and realistic economy. Hack 'n' slash will probably get you killed and death is very costly. Expect to initially find yourself crafting to make money and gain experience. Role-playing your character will most certainly give you more XP's than hunting for monsters. Level progression is slow in Nymri. It should take 900+ real hours of playtime to get to 20th level. And that is provided that your character never dies and loses a level.

Essentials

We highly recommend that you read through most material in the Player's Guide before you start. There is a wealth of information contained within the forums too, so it is suggested that you search there as well. If there is something in particular you want to know. Ignorance is not an excuse. If you break a serious rule, you may be banned from Nymri regardless of if you have read the rules or not.

Here is the essential information that you MUST know before you play in the Persistent World of Nymri.

Number of Characters

You may only have one active character at a time in Nymri. In order to play a new character, you must retire the existing character first. Retirement is handled through the Player Menu, which is accessed by Right-Clicking on your character.

Races

You can choose any of the NWN2 races except the Half-Drow. In Nymri, we don't allow this race. There is no HALF-DROW race in Nymri at all. All the races have the own nature and origins that may be different in Nymri. First off, Nymri is Nymri. It is not Faerun, Middle Earth or any other published world. What you know about Dragons, Troll, Uraaks or any other race or creature may not apply in Nymri.

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Please note that there are no half-dragons. If you plan on attempting to become a Dragon Disciple, it will be due to your efforts and quests, not bloodline.

Dwarves are most prominent race in all of Nymri. They are the Lords of Nymri. Dwarves are light to very dark tan skinned, with dark hair and beards (some of the females have beards too). They have been on Nymri since the days of the Ancients. They have great underground cities collectively known as the Dwarf Home, or Karakungor.

They take great pride in "their" lands and manage them with an efficient steel gauntlet. One of the ways they manage things is with charters with the other. They do not consider Uraaks as being a race (they are beasts)

There are Dwarven Justicars that travel from city to city observing. Their job is to see if the charters are being enforced. In extreme circumstances, the Justicars have the right to remove a ruler from power if they are not following the charter properly.

Dwarven names are much different than that of any other. They value all the names they are given and should never disgrace them. Dwarves have three names: Clan name-Given name nickname(s). The clan name is more on the lines of a human surname. The given name is more of a "first name", and the nickname is exactly what it is-a nickname. Clan names always come first because they are the most important, followed by the given name, and lastly the nickname(s).

Example: Dorin-Gordok Uraak-Slayer **OR** Klangor-Ulfgar Silverbrow

When naming your character (during the character creation progress) make sure that the **CLAN NAME- GIVEN NAME** are put in the "FIRST NAME" slot, and the **NICKNAME** is placed in the "LAST NAME" slot.

Most dwarves stay in their mountain cities to the east. But, you will find dwarves almost everywhere in Nymri. The dwarven word for Clan is Cerith. There are seven major dwarven clans which can be grouped into the three different dwarf sub-races:

Gold Dwarves – Four of the seven clans are Gold Dwarves. They are (in order of influence) Cerith Dorin, Cerith Klangor, Cerith Uthur and Cerith Magda. For the most part, these four clans make up about 80% of the dwarven population and are the ruling clans.

Gray Dwarves – This is Cerith Argulo, or the Fallen Clan. Cerith Argulo betrayed the other dwarves in the God Wars and have been banished to Mount Do' Karanizan ever since. It is appropriate RP for a Gold or Shield dwarf to attack and kill a Grey dwarf on sight. Non-dwarves most likely do

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not know the history and could care less. All alignments are possible for Gray dwarves; however they will **never** be accepted by their kin.

Shield Dwarves – There are two clans of Shield Dwarves. They are (in no particular order) Cerith Ogaro and Cerith Tuumok.

Elves have lived in Nymri for longer than any race except the dwarves. The elven society is composed of a caste system. There are four different castes:

The Drow – These are the cursed or the forsaken. Ages ago, a vile darkness was awakened in the swamp. Those that have embraced the darkness have become cursed by it. They are true enemies of all the other elves. They reside deep in the swamp and are said to be leaders of the armies against the elves. All Drow **must** be evil. There is no neutral or good in them. This is because they are magically and eternally cursed. MoTB introduced Half-Drow to NWN2. These are not allowed in Nymri. Again....DO NOT PLAY A HALF-DROW IN NYMRI!!! What...oh...I CANNOT PLAY A HALF-DROW IN NYMRI.

The Wild – The Wild Elves are a small percentage of the elves that is not part of the caste system that the other groups are part of. These elves are floaters around the outskirts of town. If you play a wild elf in Nymri, you must know that these elves don't mingle with society and society doesn't mingle with you. Think of wild elves as gypsies.

The Moon – This is the largest and most common caste of the elves. Members of the moon caste occupy all facets of the society. It is estimated that over 60% of all elves are of the Moon caste.

The Sun – This is the smallest of all elven castes. It is comprised of mostly wizards and many mentors would never consider an apprentice outside the Sun caste.

The Wood – The Wood caste is the warrior and laborer caste. They make up about 20% of the population. Most members of this caste are destined to menial jobs and will never be given the opportunities that the Moon and Sun castes would have.

Elves are also very proud and protective of their heritage; so much that a small but powerful group known as the "League of Elven Purity" has developed since the humans' arrival. This primary goal of the LOEP is to educate young elves about the pitfalls of diluting elven blood. There is a more sinister side to the group as well which hunts down those elves that have bred with humans killing them and any of their abominable children.

Gnomes arrived in Nymri a few hundred years ago on ships with the humans. They were human slaves (nothing like a good House Gnome). When the humans

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wanted to settle here, the dwarves agreed as long as they freed the gnomes and no longer kept slaves. The humans that remained agreed and set their gnomish property free. Many of the gnomes were so grateful to the dwarves that they went to the dwarven cities to live and work there. These are called Deep Gnomes.

The other gnomes (Rock Gnomes) built a settlement called Hanorik and began carving out their own fate. As it turned out, most gnomes have a keen mind for business and quickly became financially successful. If you play a Rock Gnome, your character is more than likely quite astute at money matters and should always be on the look out for an opportunity to make a few crowns.

Half-Elves – Half-Elves are very rare - See above. If you play a Half-Elf, you best be constantly watching over your shoulder and avoid contact with most elves. A half-elf is defined as anyone with elven blood that is not a pure blood elf. Even someone that has a pure bloodline back 10+ elven generations is still a half-elf. By dwarven Charter, all half-elves are citizens of the human township of Durmont.

Halflings – Also called Wee Folk. According to history, Halflings just showed up one day. Literally, they magically appeared in Nymri, village and all. They tend to have light complexions, earth-toned hair and very little to no facial hair (it all went to their feet). The main Halfling village is Brockenboring, which has seen a bit of turmoil for the last few decades. The most recent ruler was a psychopath, hell bent on Halfling superiority (Think Little Hitler). He almost got the entire village destroyed. Since his death, the new ruler has established a Charter with the dwarves, making Brockenboring a much better place to live and visit.

Humans - Currently, the starting location for all characters is the Township of Durmont, which is the only human settlement in Nymri. Humans tend to have fair to tanned complexions and a wide range of earth-tone hair colors. Human names for the most part are European sounding. Humans have had a difficult time getting established here in Nymri. Durmont is their third settlement after the first two were wiped out.

Humans came to Nymri some time ago and were given a charter to settle here by the Dwarven Council under three conditions. First, they had to abolish slavery. The humans had gnomish slaves, which is how the gnomes got to Nymri as well. Secondly, the humans are limited to a single human settlement. Lastly, the human leaders must incorporate the rules and regulations of the Dwarf-Human Charter into their own legal system and enforce them in accordance of the penalties prescribed within.

Half-Orcs (Uraaks) – In Nymri, there is no such thing as an Orc or Half-Orc. Nymri has a race known as Uraaks which uses the models for Orcs and Half-Orcs. There are no half-Uraaks either, just Uraaks. Don't think that we just changed the name, no... Uraaks are vastly different than Orcs and Hal-Orcs. Read on...

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By default, NPC Uraaks are not hostile to PCs except to dwarves. This is because the Uraaks and Dwarves are at war. PC Uraaks and Dwarves will avoid each other at least and it is perfectly appropriate for them engage in CvC (Character vs. Character) combat. Dwarves that are friendly to Uraaks are considered traitors by other dwarves. Inside the town of Durmont, Lord Durmont frowns on open combat, so take it outside the town if possible. With all CvC encounters, RPing is the key and don't make it personal.

Uraaks are a matriarchal society that lives in and around the Gruidish-kur Desert, which is due east of Durmont. Their culture is similar to that of Native Americans and just as varied between tribes. They are a Monotheistic culture worshipping Wai Medoa. The males are strong and simple by most standards, and are referred to as Sons. The females are wise, highly revered and referred to as Muth or Mother.

Sons tend to be passive and quiet most of the time unless pushed too far or instructed to fight by a Mother. At which point, they become extremely brutal killing machines. Sons do not typically understand the concepts of guile and lying (it just isn't in their culture) so rogues are not common. Mothers, tend to be wise and worldlier, better understanding the corruption and deceit in the world.

The entire desert is a dead magic area (meaning that both divine and arcane magic does not work), except for the Gruidish Ku'r oasis, where magic does work. If you are to play an Uraak spell caster, you must be from Gruidish Ku'r. Uraaks are only found in Nymri. They are the true indigenous race of Nymri.

The Uraak society is based on a trilogy of books by Morgan Howell called the Queen of the Orcs ([Book 1 at Amazon.com](#)). If you are planning on playing an Uraak, it is strongly suggested that you read this trilogy.

Aasimar, Genasi & Tieflings– As a result of the gods and their servant's constant involvement with the lesser races, it is possible that an offspring could occur between an outsider and a mortal (though extremely rare). You may choose to play an Aasimar or a Tiefling. Genasi, are not available in the world of Nymri. Keep in mind that your character will be very alien to the society and almost everyone will have a less than good reaction to you (due to being different). They are not considered to be from any particular outside plane, nor will they gain any assistance from the outer realms. They are just the offspring of an outsider and a mortal – that is all.

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Classes

You may choose any base class in Nymri provided you RP the information below. Most Prestige Classes are available as well. However, in order to take a Prestige Class your character must be involved with a faction that allows the particular Prestige Class.

Barbarians are lawless individuals who shun organized society. They can be nomadic, forming small clans, or they can be transient outlaws, like brigands or buccaneers. Regardless of how they organize, they always see the world as survival of the fittest and are not opposed to taking what they need or want.

Barbarians in Nymri may be from the following places:

- Port Willis – a vile pirate haven located on an island somewhere off the northern coast of Nymri. “You will never find a more retched hive of scum and villainy.” You may be a barbarian of any allowed race from Port Willis. All characters known to be from Port Willis will be considered outlaws according to Nymri law, so it is suggested that you don't advertise that fact.
- Wild Elf barbarians may be from the outskirts of Ireth Telperien, Ireth Mettare, Ireth Anarrina, Ireth Elmmire, or Ireth Ferinya.
- Drow Elf barbarians may be from the Sssthorr or Dnozthar.
- Dwarven barbarians may be from the hills in the southern part of Nymri.
- Uraak barbarians are common and are found in every Uraak tribe.
- Barbarians may be from other continents; however, there needs to be a rope-playing reason why they are in Nymri.

Bards are commonplace in every society. They can often be found telling stories or playing their music on the streets, in taverns, or anywhere they can find an audience. Some bards go to great lengths to acquire knowledge.

Bards in Nymri may be from any civilized area allowed by their race.

Clerics are the wise leaders of their chosen faith. Wherever there are people to convert or lead in worship you will find a cleric. Depending on their faith, they may be just and kind or cruel and corrupt. The exact hierarchy within a church varies greatly from faith to faith.

Clerics in Nymri may be from any civilized area for their race.

Druids are the wardens of the land. They were once highly organized and responsible for maintaining the balance between civilizations and nature. With the destruction of Berigog, the druidic high council was dispersed and has never regained its former glory.

Druids in Nymri may be from any area allowed by their race.

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Favored Souls are much like clerics in that they lead services and convert followers. However, because of their charismatic personalities, they tend to attract followers rather rapidly. It is often the case that a favored soul would be sent to start up a new temple or infuse new life into an existing temple; where the traditional cleric might be sent to maintain it.

Favored souls in Nymri may be from any civilized area allowed by their race.

Fighters are typically soldiers for one cause or another. They may fight for their town, their church, their order, or simply for their own personal reasons.

Fighters in Nymri may be from any area allowed by their race.

Monks in Nymri are religious based and can be found in temples throughout the land. Of course, only lawful faiths may have monks.

The following faiths have monk orders, and monks can be from any place where a temple to their faith is located. This will depend on their racial choice.

- Berga – Any Dwarven settlement
- Caleron – Any Dwarven settlement, Durmont, and Brockenboring
- Daun Runh – Ireth Ferinya
- Dorindam – Brockenboring and Hanorik
- Fe – Any Dwarven settlement
- Giasathra – Durmont and Ireth Telperien
- Giasondra – Durmont and Ireth Telperien
- Gromm – Cerith Uthur, Cerith Argulo and Hanorik
- Humera – Any settlement
- Jyurga – Hanorik and Brockenboring
- Khamot – Ireth Elmmire, Ireth Anarrina, and Cerith Klangor
- Loriander – Secret monasteries may be located throughout Nymri
- Mortgahr – The ruins of Berigog
- Navgha – Durmont, Cerith Dorin, and Ireth Elmmire
- Sethacora - Secret monasteries may be located throughout Nymri
- Wai-Medoa – Grudish Ku'r
- Woc – Nowhere and Everywhere

Paladins are the commensurate holy knights. In exchange for their undying devotion, honor, and loyalty, their gods grant them powers to combat their evils. In order to play a Paladin, you must worship a deity who allows LG followers, and be from an area which has a temple to that deity. This will depend on their racial choice.

- Berga – Any Dwarven Settlement
- Caleron – Any Dwarven settlement, Durmont, and Brockenboring
- Dorindam – Brockenboring and Hanorik

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- Fe – Any Dwarven settlement
- Giasathra – Durmont and Ireth Telperien
- Giasondra – Durmont and Ireth Telperien
- Humera – Any settlement
- Jyurga – Hanorik and Brockenboring
- Khamot – Ireth Elmmire, Ireth Anarrina, and Cerith Klangor
- Mortgahr – The ruins of Berigog
- Navgha – Durmont, Cerith Dorin, and Ireth Elmmire
- Sethacora - Secret monasteries may be located throughout Nymri
- Wai-Medoa – Grudish Ku'r

Rangers are woodsmen, guides and hunters. They can be found throughout the countryside of Nymri. Rangers and Druids often work together to accomplish mutual goals.

Rangers in Nymri may be from any area allowed by their race.

Rouges are everywhere there are people. Some are typical thieves while others are spies or agents for a higher purpose. In most settlements, you will find that the thief based rogues have banded together to form a thieves guild. This is so they can pool their resources and accomplish more through synergy.

Rogues in Nymri may be from any civilized area allowed by their race.

Sorcerers are those that are born with the gift to see and manipulate the magical energies in the world of Nymri. Through sheer will, they tap into these energies and bend them to cause their desired effect. This comes with a price however, because tampering with magical energies in this way is very “noisy” and tends to get the attention of other beings with arcane gifts or training.

Sorcerers in Nymri may be from any area allowed by their race.

Spirit Shamans follows a different divine tradition than the cleric or druid. Their world is filled with powerful spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid their comrades or smite their enemies. Creatures that are considered spirits include fey, elementals, and incorporeal undead such as wraiths and shadows. Some people seek out spirit shamans for insight or to discover the fate of a lost love one. Most however, are superstitiously fearful of Spirit Shamans.

Spirit Shamans in Nymri may be from any area allowed by their race.

Warlocks are like sorcerers in that they are born with the gift to see the magical energies in the world of Nymri. But, they never learned to manipulate it like their

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sorcerous brethren. Instead they use brute will to disrupt it, causing it to backlash in what is known as an Eldritch Blast. If Sorcery is “noisy” the Warlock’s methods are “deafening” and can be heard several leagues away by other arcane users.

Warlocks in Nymri may be from any area allowed by their race.

Wizards approach arcane magic like an armor smith approaches creating a new suit of plate mail. They study for years to learn the subtle ebbs and flows of the magical energies of Nymri. By applying the tiniest pressure into the flow of energy, they can subtly align it to create their desired affect. A wizard’s spells cannot be sensed like the sorcerer and warlock versions can. Wizards are almost always taught by a mentor for 10-20 years before they are first level.

Wizards in Nymri may be from any area allowed by their race.

Prestige Classes

Player Characters may only choose a Prestige class that they have gained access to. Gaining access to a prestige class is done through involvement with the various orders, guilds and NPCs throughout Nymri. If you are interested in a particular Prestige Class, contact a DMS@WizardStorm.com and let them know. They will try to give you a opportunity to get involved with a group or individual that can teach you the Prestige Class.

Keep in mind that they only present the opportunity. If you as a Player do not seize the opportunity or somehow screw up your chance, you may need to wait for another opportunity to present itself. Also, such opportunities are worked in as part of the Plot or a TFL and may not happen as fast as you would want it to... such is life.

Arcane Archer – These Elven masters of the bow and magic are mostly of Noble birth and the secrets of the art aren't handed out lightly. There are a few elves that know this art that aren't Nobles, but they are few and far between.

Arcane Scholar of Candlekeep – Currently not available in Nymri. Perhaps the name will be changed to allow the class under a different name.

Arcane Trickster – Available through clandestine orders such as elven thieves guilds and the gnomish merchant’s guild.

Assassin – There are few organized groups of assassins, most are solo individuals. Perhaps you will live to find such a person to train you?

Blackguard – Almost all Evil faiths have this prestige class.

Divine Champion – Almost all Good and Neutral faiths have this prestige class.

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Duelist – Duelists are those that rely on their reflexes to save them in combat. Pirates often become Duelists, as well as the gypsy Wild Elves, and even Nobles that study the art of fencing.

Dwarven Defender –The Dwarven Defenders are those that have devoted their lives to the protection of their homeland. They have fought and bled their way up the ranks in a Shieldron. This class is open when a Dwarf makes his way to the rank of Major in a Shieldron

Eldritch Knight – The only known groups to be able to train and equip this form of fighter-mage character are Elite Noble orders only in elvish areas. Although not limited to elves, a solid social standing is a must.

Frenzied Berserker – Mostly Mercenaries that take any excuse to fight. They don't fight for honor or to do what is right. They seek only the thrill of battle, as if an addictive drug. Pirates and bandit groups sometimes have Frenzied Berserker's among their ranks, but they never lead, they are too reckless and unpredictable to lead.

Harper Agent – Currently not available in Nymri. Perhaps the name will be changed to allow the class under a different name.

Invisible Blade – Training only from the leader (or assigned by a leader) of a thieves guild.

Neverwinter Nine – Currently not available in Nymri. Perhaps the name will be changed to allow the class under a different name.

Pale Master – Masters of necromancy, calling forth the dead to do their bidding. This art is a close nit secret, and it is rumored that there is a sect of worshipers of the Lord Darianos, the doom Lord and the Lord of pain and sorrows, that have claimed mastery over this art.

Red Dragon Disciple – The Nymri equivalent is simply Dragon Disciple. Any type of dragon can have these followers. A very rare and difficult class to attain and play in Nymri. Their looks alone can cause CVC problems. A player should not consider this class an automatic assumption of acceptance by the DMs. Considering that the only successful way to apply for this is by befriending another character (PC/NPC) who is a Dragon Disciple it is a difficult class to come by. Of course there is always the option of coming across a dragon and throwing yourself prostrate before it and giving it your dying....errr undying devotion.

Red Wizard – Currently not available in Nymri. Perhaps the name will be changed to allow the class under a different name.

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Sacred Fist – The Sacred Fists are a group of monks that have been granted the ability to cast divine spells. Some monk orders have their own sect of Sacred Fists and offer to train those of the order who wish to pursue this art.

Shadow Thief of Amn – Currently not available in Nymri. Perhaps the name will be changed to allow the class under a different name.

Shadowdancer – The persons rumored to have these abilities are rarely spoken of by anyone. The abilities of this class are secrets controlled by government spy agencies due to power. Only upon initiation to one of these organizations will these secrets be revealed

Stormlord – It is said that the Druids mastered this art, but as the Druids have thinned out it is rumored that this art has all but vanished. Though, in the time when Druids prospered, they didn't just keep this art to themselves, on rare occasions they taught it to those that called on faith to shield them. However those that learn to be Stormlords, often end up being shunned from societies, because most common folk fear them no matter how much good they do.

Warpriest – Warpriests are large parts of Temples and are masters of war, and fighting with group warfare. Warpriests are trained by the Temples of gods with the War domain.

Weapon Master – Weapon Masters are often mercenaries, though their skills are valuable, and they make great additions to military organizations. Some such organizations even train some of their members to be masters of one particular weapon.

Multi-Classing

Multi-Classing is allowed in Nymri. If you are planning to level up in any class other than your current classes (prestige classes too), you have to email the DM staff at dms@wizardstorm.com and let them know, and the role-playing reason(s) for your choice.

Alignment

You can play any alignment. If you plan on playing an evil character, you should read the article on playing evil characters below.

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Choosing a Deity

When you first arrive in Nymri, you will participate in a quest to make sure your character is properly set up for Nymri. Part of this quest involves selecting a Nymri deity. If you are a Divine casting class (Cleric, Druid, Paladin or Ranger), you must choose a deity that is the source of your divine power. Other classes may elect not to worship a deity; however this eliminated the chance of spontaneous resurrection in dire situations. Also, Clerics must choose a deity that matches the cleric's chosen domains and alignment. There are some combinations that are not possible. If this happens, you must retire the character and create a new one. It is much better to look over the list of Deities below before you create your character so that you know who the character worships before character creation.

The Nymri Deities

The Nymri Deities are grouped into three different factions and a handful of independents. Each faction is listed below with its member gods. Each god is listed with its allowed alignments and domains. All clerics must match the alignments and domains.

NOTE: *At the time of this version, there is a bug with NWN2 preventing us from properly verifying the PCs chosen domains. Therefore, it is very important that you choose domains that match your character's deity.*

The Eshadaar

Darianos	(CE, NE, CN)	Evil, Death, Magic, Trickery, Chaos, Dream
Kagek'kah	(CE, NE, CN)	Death, Travel, Trickery, Chaos
Lopt	(CE, NE, CN)	Air, Destruction, Trickery, War, Chaos

Tilorian

Basintear	(CG, NG, CN)	Good, Healing, Strength, Chaos
Caleron	(LG, NG, LN)	Good, Fire, Protection, Law
Dorindam	(NG, LG, CG, NN)	Good, Plant, Protection, Luck
Giasondra	(LN, LG, LE, NN)	Animal, Knowledge, Law
Gefn	(CG, NG, CN)	Good, Healing, Plant, Chaos
Giasathra	(NG, LG, CG, NN)	Good, Knowledge, Plant, Dream
Khamot	(NG, LG, CG, NN)	Fire, Sun, Time

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Navgha	(LG, NG, LN)	Good, Knowledge, Protection, War, Law
Sterdain	(CG, NG, CN)	Animal, War, Chaos

Yar-Eilsiar

Berga	(LN, LG, LE, NN)	Strength, War, Law
Bruinne	(CE, NE, CN)	Animal, Evil, Strength, Travel, Chaos
Daun Runh	(NE, LE, CE, NN)	Air, Evil, Travel, Cold
Fe	(LN, LG, LE, NN)	Knowledge, Water, Law
Gromm	(NE, LE, CE, NN)	Earth, Evil, Strength, Cold
Loriander	(LE, NE, LN)	Death, Magic, Darkness, Law
Morianar	(CE, NE, CN)	Destruction, Strength, Chaos
Mohlokin	(CN, CG, CE, NN)	Destruction, Water, Chaos
Woc	(LE, NE, LN)	Evil, Knowledge, Law

Independent

Humera	(Any)	Earth, Fire, Knowledge, Time
Jyurga	(NG, LG, CG, NN)	Good, Travel, Luck
Koda	(CN, CG, CE, NN)	Knowledge, Magic, Trickery, Time
Mortgahr	(LN, LG, LE, NN)	Death, Law, Undeath
Sethacora	(Any Neutral)	Animal, Protection, Dream
Wai-Medoa	(Any)	All Domains

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Skills

Nymri has its own crafting system (see Crafting System below). So, don't purchase any of the NWN2 Crafting skills (Alchemy, Craft Armor, Craft Traps and Craft Weapon). If you do, you will have to retire the character and create a new one. Having this said, do not select any of the "pre-fab" packages in the character creation process. These sometimes contain skills that are not allowed here in Nymri.

Feats

All feats are allowed, even the Item Creations feats like Scribe Scroll and Brew Potions (see Crafting System below).

Description

This is what you can read when clicking Examine on a character. The Bioware defaults may seem inappropriate in most cases so it's recommended to rewrite it when you create your character.

The Description should contain what another character may see (or maybe smell or hear) when meeting your character. Things that the 3D-model doesn't communicate; eye color, scars, perceived age, if he/she always smells like honey or old wine, if he/she is exceptionally beautiful, things like that.

What should **not** be included in the Description are the Character's background, behavior, likes and dislikes.

Leveling Up

The leveling up process is a bit different in Nymri. The main thing is that it requires a much different mindset. A mindset of; "Leveling is never guaranteed and is a privilege, not a right". Read the TFL System below for more information.

A Few Guidelines

- ◆ Nymri is a ROLE-PLAYING server and role-playing is rewarded. Think of a good background for your character so it will be easier to stay "In Character".
- ◆ Remember that Nymri is Nymri; it is not D&D, AD&D or Faerun. What you think you know about Dragons, Trolls and Uraaks from other worlds does not apply here.

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- ◆ The gods are very involved with life in Nymri. Choosing a god and living up to its dogma will increase your chances that your god will look favorable on you when you die and spontaneously resurrect you. If you don't choose a god, you have no chance of this happening. When Choosing a Deity, choose a Deity that fits your character's background and alignment. You will NOT be able to worship a Deity if your alignment conflicts with their worshiper's alignment. Also, if you are a Cleric, you are choosing a deity and then selecting two of their domains. You are not choosing a deity to fit your domains.

Ethics and Etiquette

Sexual Violence

First and foremost- any type of Sexual Violence will not be tolerated and the player will be banned forever. There are no second chances. In a realistic world this would happen, but we are not Rping anything even related to that.

Sex

Sex between characters should never be Rped - no net-sex here in Nymri. If two characters want to "do it", then just say they did it and move on. Nymri is rated T for Teen and this sort of stuff has no place here.

Sexism

As far as Sexism (prejudice by gender) goes... Some societies have it more than others, but it is not as extreme as it was in 13th century Europe. The flavor for the different societies will develop over time, but here are basic thoughts on the setting. Humans and Elves are typically gender neutral. Gnomes and Halflings are more male dominated. Uraaks are extremely female dominated; the sons are completely subservient to the mothers. Dwarves are extremely male dominated with females not being allowed to progress in society as far as males.

Racism

Nymri has a lot of Racism. It is very much a part of the society and should be part of the characters histories and personalities either as being racist themselves or a victim. Dwarves HATE Uraaks and Goblins, the Halflings have a massive superiority complex, the League of Elven Purity, etc.

Is Racism and Sexism evil?

In Nymri, being prejudice is not a Good or Evil issue. Your actions revolving around those prejudices will dictate Goodness or Evilness. For example, if you are a Dwarf and you hate all Uraaks, you are not necessarily evil, but if you harmed or killed them just because of their race, then it would be evil.

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Server Rules

- The DMs decisions are law, with the Head DM having the final word.
- Team Nymri is composed of volunteer DMs and helpers. Do not spam them or pester them. It only makes their job harder.
- Character death, due to client-side issues (lag, loss of connection, etc.) is not grounds for DM intervention.
- Character retirement cannot be reversed so don't ask.
- Respect the Role-Playing efforts of others, even if you do not agree with their RP style. Leave the counseling about proper role-playing up to the DMs.
- Swapping gold or items between your own characters will get you banned.
- Playing an "evil" character doesn't mean rampant killing sprees against characters, anyone attempting to justify this, as "Role-Playing", will be banned.
- Harassment (verbal, sexual, etc.) of any Player or DM is not tolerated.
- Griefing (causing problems because you are upset) will not be tolerated.
- Twinking or Gifting (receiving experience, gold or items your character didn't earn) will result in a warning for both the characters involved. If you want to give a character something, make them earn it and have them do work appropriate for the item or waged. A good rule of thumb is 50 gold per 12 game hours of work (12 game hours is 1 real hour). Another acceptable possibility is where a player takes a loan from another PC, but the particulars of the loan must be worked out and followed through. The DMs will sometimes pose as PCs for the purposes of testing this rule. Don't get caught!
- Taking advantage of game exploits will result in a warning. These should be reported by PM to Urlord or an email to Development@WizardStorm.com.
- Meta Gaming (Failure to separate Player and Character knowledge) is not allowed either in the game or on the website's IC forums. Meta Gaming will result in a Warning. If you are unsure about what constitutes meta gaming, just ask a DM.
- Logging out to avoid danger is a warning offense.

When a character receives a warning:

- The DM will discuss the offense with the player(s).
- Any gold or items acquired as a result of the offense will be removed.
- The DM will also charge the offending character an XP fine of 1000 XPs or 10% of total XPs, whichever is less.

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- Finally, the Player (not character) is placed on the DMs watch list.

The DMs Watch list is simply a list of players that the DMs are to keep their eye on for cheating or additional rule violations. Once on the DMs Watch list, they will remain there for 30 real days.

If during this time, if the player gets another Warning, they will be booted and their CDKey and IP will be banned from Nymri. How long the player is banned is up to the Nymri Staff. Once the decision is made, an email will be sent to the offending player informing them how long they have been banned.

Game play

Reality

- Time is constant in Nymri at 5 real minutes per game hour. Use the calendar and the dates to highlight events in your character's past and to plan for the future.

Role-playing

What is role-playing you ask? It is a very elaborate use of the brain, and all the creative juices that you have. The character that you come up with should become real. Well as real as can be without you leaving your house to try and kill dragons and cast magical fireballs or something. You should be able to feel their pain, know their love, and hate what they hate. Plain and simple, you have to become the character that you have created in order to role-play, and give your character any real feeling.

In the world of Nymri, good role-playing is key, and anyone seen role-playing well by a DM will be awarded bonus experience points. The world of Nymri is a community based server, and needs the interaction of the characters to make the world real, to make the community thrive, and give the Rulers plenty to have to worry about. As a role player you need to always think about what your character would do in any given situation. But keep in mind that it is the character not you that are acting, so if you kill someone in the game, don't go and throw up or something because you just killed a man. That however does show that you have become your character, but may be bad for your health, well mental health at least. Just keep in mind, to role-play well, you need to be willing to sacrifice some time to understand your character, and come up with some good background information. If your character dies, curse for a few minutes if you want to, and then start thinking up another awesome character to bring into Nymri. The key to good role-playing is to just have fun.

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Moving About

Nymri uses a unique system for moving around in outside areas. When in an outside area, and you want to move to the next area, you will not see those little blue area transition triggers. In fact, you won't see anything at all. Just move to the edge of the map and if the adjacent area is accessible (i.e., design is finished and it is open), you will see the text "Moving to another area" and then after a couple of seconds, you will transition to the adjacent area. The transition places you exactly where you should be in the new area and even keeps your correct facing (try backing up to the edge sometime). The reason for the delay is to keep this from being used as an exploit to avoid creatures. Usually, when you arrive at the other side, you will find the creature right there with you.

You can also transition corner to corner if you hit the edge close enough to the corner. See the Illustration below:

1	2	3
4	5	6
7	8	9

In this example you can reach all other areas from area 5 as long as there was no obstructing terrain. This allows for a much more realistic and open game world that doesn't "Funnel" the players where you want them to go.

Resting

Your character can rest anytime they like provided you are at a designated resting area (an inn or by a campfire). However, resting will recover feats, spells and heal hit points only once per 24 game hours (just like D&D Table-Top). Resting will always let you recover fatigue.

When you heal lost hit points by resting, don't expect to heal fully. You will recover 1 hit point per character level each time you rest. This amount can be modified with the use of a healing kit and/or herbal treatment as well as better quality inn rooms.

Fishing

Fishing takes a rod and bait. You can get both from the outfitters, but the better deal on worms is at the docks, look for a boy that has worms. It is also a good idea to buy an extra hook and line from the outfitter should your line snap sometime during fishing.

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When you have everything, head to the nearest body of water, equip your rod and activate it. The best way to do this is to place your rod in the hotbar at the bottom of the screen, then you can click the icon and it will activate the rod for you. Once you have activated your rod, the computer will automatically look for a place to start fishing. If it can't find a spot it will tell you, which just means you need to move down stream a bit or look for a better location. Once you find one you wait, it can take up to a minute to complete a fishing cycle.

The results are based on the survival skill and if you don't have the survival skill, don't worry, you can still catch fish but it's a bit harder. You may get messages like, you didn't catch anything, you lost your bait, your line snapped or you caught (and it will name the fish) this tells you that you have finished the fishing cycle. There are some rare fish out there that will give you small amounts of XP, and the fish can be sold in town to the fish monger on the docks, or cooked and eaten. That's really about all there is to it, so get out there and fish!

Crafting

The Nymri crafting system is designed to promote role-playing and teamwork. It does not use skill points or a separate level system. Your character will be able to choose a few Tradeskills and designate them as either a Primary Tradeskill or a Secondary Tradeskill.

Primary Tradeskill – A primary Tradeskill is treated as a Class Skill and your character has a number of skill ranks equal to their level plus three.

Secondary Tradeskill – A secondary Tradeskill is treated as a Cross-Class Skill and your character has a number of skill ranks equal to their level plus three, divided by two. (drop fractions)

Each Tradeskill has two associated Abilities. The average of these two Ability Modifiers is added to the Tradeskill ranks to determine the Tradeskill Roll. Tradeskill Rolls can be modified by bonus tools, materials used, etc.

The number of Tradeskills that a character may choose is:

Option 1 – Two (2) Primary Tradeskills.

Option 2 – One (1) Primary and two (2) Secondary Tradeskills.

Option 3 – Four (4) Secondary Tradeskills.

The character's Tradeskills are chosen at level 1 (In the Hall of Records quest) and does not change throughout the life of the character. So, choose wisely.

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NOTE: The four NWN2 Crafting skills (Alchemy, Craft Armor, Craft Traps and Craft Weapon) are not used in Nymri at all. Therefore, do not purchase any of these skills. However, the item creation feats (Scribe Scroll, Brew Potion, etc.) are used in Nymri.

There are a total of 15 Tradeskills, one for each ability-ability combination:

- ◆ Alchemy (INT & WIS)
- ◆ Armor Crafting (STR & WIS)
- ◆ Blacksmithing (STR & DEX)
- ◆ Food/Cooking (CON & WIS)
- ◆ Gem Crafting (DEX & CHA)
- ◆ Herbalism (CON & INT)
- ◆ Jeweler (WIS & CHA)
- ◆ Leather Working (DEX & CON)
- ◆ Mining (STR & CON)
- ◆ Paper Crafting & Inks (INT & CHA)
- ◆ Smelting (STR & INT)
- ◆ Tailoring & Cloth Making (CON & CHA)
- ◆ Tinkering (DEX & INT)
- ◆ Trap Making (DEX & WIS)
- ◆ Woodcrafting (STR & CHA)

Acquiring Recipes

Tradeskill Recipes are acquired when your character levels up. At 1st level, for both primary and secondary tradeskills, your character gets all 1st level common recipes.

Primary Tradeskill – When the character levels up, he gains ALL the common recipes for their new level. For example, if there are 10 common recipes for 3rd level, your character will get all 10 upon reaching 3rd level.

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Secondary Tradeskill – When the character levels up, he gains ALL the common recipes for their new level equal to his current level divide by two (rounded up). For example, if there are 10 new recipes for 3rd level, your character cannot gain these recipes until 5th level.

You can view the recipes that your character knows from the Player Menu >> Tradeskills.

Example Tradeskill Recipe

Name: Copper Long Sword
Tradeskill: Weaponsmithing
Level: 4
Tool: Weaponsmithing Hammer
Device: Weaponsmithing Anvil
Materials: 1 Long Sword Mold, 3 Ingots of Copper
Successes: 2

Using Tradeskills

Using a Tradeskill requires a recipe for the item you wish to create. You may only attempt recipes that you know.

For example, the required level for a Copper Long Sword is 4; which means that a character with Weaponsmithing as a Primary Tradeskill would have to be at least 4th level to attempt the recipe. If Weaponsmithing was a Secondary Tradeskill, the character would need to be at least 7th level.

In addition to the recipe, Tradeskills may require a Tool of some sort, a device such as an anvil or alchemist bench, and raw crafting materials. The higher the character's Tradeskill, the better chance of success.

Mining is exceptions to the norm in that it just requires a Tool and a natural resource (ore deposit). The higher the character's Tradeskill, the better chance of success, usually a higher yield and a better chance of finding more rare ore. A miner can right-click on an ore deposit and select "USE" to try and determine the ore found in the deposit. The higher your skill, the more information you will receive.

When attempting a recipe and all the requirements for the recipe are met, a Tradeskill roll is made against a DC of the recipe. The Tradeskill roll may be modified by tool quality, device quality, materials used, etc.

So, in the example above, Bob the Crafter is 4th level and has Weaponsmithing as a Primary Tradeskill. The average of his STR & DEX is +2. This gives him a total Weaponsmithing Bonus of 9 (4th level + 3 + 2). He is using a masterwork hammer. The DC for the roll is 19 and Bob's total added to the roll is 9 plus 2 for the hammer. The roll is a 12 + 11 = 23; Bob has achieved 1 success. In the

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crafting device, an "In Process Item" will replace the components. On Bob's second attempt, the roll was a $7 + 11 = 18$. He missed it by one; therefore, he failed but did not lose the "In Process item". On Bob's third attempt, the roll was a $15 + 11 = 26$. This was a critical success. This successfully makes a copper long sword after three attempts. If both of the success were critical successes, the long sword would be of masterwork quality. However, not everything can become masterwork. (i.e. there is no such thing as masterwork bread)

If the crafting roll is equal to or greater than the DC, it is a success. However, if the roll exceeded the DC by five (5) or more, it is considered a critical success. If the crafting roll is less than the DC, it is a failure. If the roll failed by five (5) or more, it is a critical failure. Each recipe has a required number of successes. If you make a critical success for every success required, you end up with a masterwork object. On the other hand, if at any point you critical fail, you lose all materials and have to start all over again.

For some items, Masterwork quality won't actually mean much except that it will be worth more gold. Other items will have bonuses if they are Masterwork (like weapons and armor).

Creating Magic Items

The process for creating magic items does not use Tradeskills (except to create the base item). The normal Magic Item creation feats are used to create magic items. The process is as follows:

1. The enchanter must have learned the recipe (just like above).
2. The enchanter's skill ranks in Spellcraft must equal or exceed the recipe level.
3. The enchanter must use the appropriate device for the required feat.
4. The enchanter must have the required spell ready to cast.
5. The enchanter must have enough value in Gems to cover the cost.
6. Place the required materials into the device.
7. Cast the required spell at the device or within 5 feet of it.
8. A Spellcraft roll is made versus a DC of $15 + \text{Recipe Level}$.
9. If success, the item is created.
If failure, the spell, materials and half the gold are lost.

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Example Enchanting Recipe

Name:	Boots of Speed
Feat:	Craft Wondrous Item
Level:	13
Spell:	Haste
Device:	Enchanting Altar
Cost:	6,000 gp in Gems
Materials:	1 Pair of Boots, Masterwork

TFL System

TFL System Overview

- Characters earn XP as normal until they get to one point below leveling up.
- When the character reaches one XP below leveling up, they stop gaining XP until they are assigned and complete a Task for Level (TFL).
- A TFL is a DM assigned Task, Quest or Special Mission that must be completed before the character is allowed to level up.
- Once the TFL is complete, the DM uses their handy-dandy DM TFL Tool on them, which gives them character 1 XP and allows them to level up. The TFL is appropriate for the character and future TFLs should become more difficult with higher levels.
- The character continues earning XPs at their new level as usual until one point below the next level and the process starts all over again.

A New Way of Thinking

The TFL System requires that the players and DMs adopt a different mindset as compared to action servers and most RP servers. The new mindset should be:

- Level Advancement is never automatic and is not guaranteed.
- Leveling is a privilege, not a right.
- XPs are only one requirement for Level Advancement. Cumulative Play Time, Time in Level, completing a TFL, Role-Playing and contributing to the overall health of the server are the others.

System Benefits

- Its sets an explicit pace for leveling speed consistent for the server style.
- It allows the DMs to know exactly who is at what level and how they got there.
- It virtually eliminates Power Leveling.

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- It gets characters involved in the world, because it gives every player at least one task/quest per level that is appropriate for their character.
- It places the power level of the characters at what the server was designed for without the worry of a few players upsetting that balance and dominating the game world.

System Drawbacks

- It requires more DM involvement and better DM Team organization.
- Because of the required mindset shift, there will be some players that just cannot wrap their brain around it, which may result in a frustration for them and the DMs.

An Example

Bob (a new player) has been playing his level 1 rogue for few days and is now at 999 XP and capped, ready for a TFL (but he doesn't know it). He doesn't know what TFLs are, because he hasn't read the Player's Guide. Player education comes in here.

A DM has noticed that Bob is a pretty good role-player. So, the DM grabs an NPC thief and In Character talks to Bob's character. The NPC says he has noticed him plying the trade and makes him a simple offer (a TFL quest). Break into Arnold's house (some other NPC) and steal some object. If he succeeds, the TFL is complete! The DM educates Bob on how to request a TFL and immediately boinks Bob's character on the head with his TFL DM Tool and he levels up. Bob is off on his merry way until he gets capped at level 2.

Requesting a TFL

In order to better handle TFLs, players must request a TFL in game before a DM can level them up. When a character believes they are ready for a TFL, they may request it via the Player Menu. The Player Menu is accessible by right clicking on the character. Also, a few other requirements must be met in order for the request to be successful:

1. **XP** – Is the character at one XP from the next level?
2. **Time in Level** – Has the character been at the current level long enough in real days (see below)?
3. **Total Hours of Play Time** – Does the character have enough total play time (see below)?

Current Level	Time in Level	Cumulative Play Time
1	2 days	5 hours

Current Level	Time in Level	Cumulative Play Time
11	22 days	330 hours

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2	4 days	15 hours
3	6 days	30 hours
4	8 days	50 hours
5	10 days	75 hours
6	12 days	105 hours
7	14 days	140 hours
8	16 days	180 hours
9	18 days	225 hours
10	20 days	275 hours

12	24 days	390 hours
13	26 days	455 hours
14	28 days	525 hours
15	30 days	600 hours
16	32 days	680 hours
17	34 days	765 hours
18	36 days	855 hours
19	38 days	950 hours
20	---	---

Using this system it will take a minimum of 380 days (just over a year) and 950 hours of play time to get to level 20.

If all the above requirements are met, the character's TFL request is successful and will be sent to the DMs. If not successful, the character is informed why.

Processing a TFL Request

After a TFL has been successfully requested, a couple of things happen.

1. The database is updated noting that a TFL was requested for this character at this date and time.
2. Any DMs online at the time the request is made are notified.

Whenever a DM logs in, they will be notified of TFL requests for any characters currently logged in. Likewise, when a character logs in that has an outstanding TFL request, online DMs are notified. Finally, requested TFLs may be viewed from the DM Website.

DMs can then review the character's information in the DM forums, compare notes, watch the character for a while, etc. to determine if the final two requirements for gaining a TFL have been met:

1. Is the player role-playing consistently and appropriately for the character?
2. Is the player/character contributing to the overall health of the server?

If the answer to these two questions is YES, then the DM will use In Character methods to offer a TFL to the character. Note that TFLs for changing classes, especially prestige classes will be much more difficult and time consuming than one for an existing class. If the answer to either of the above requirements is NO, the DM should work with the character to correct the problem.

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Our typical turnaround for TFLs is one week. But, real life does get in the way sometimes. Please be patient, we have not forgotten about you. We are reminded every time we log in.

After the TFL has been completed by the character, the DM uses their DM Tool on the character, giving them one XP which allows them to level up.

Death

When your character is brought to zero hit points or below they are dying. You will continue to lose one hit point per round until you either stabilize, are healed, or you reach -10 hit points, at which points you are dead. There is a small chance each round that your wounds will stabilize without assistance. If they do, you will lose one hit point per game hour (5 real minutes).

Once stabilized, there is a small chance each game hour that you will enter into a state of recovery and may eventually be able to stand back up. It is very important that you **do not log out while you are at negative hit points**. If you do, all chances of stabilization are lost and you will be dead when you log back in.

While you are bleeding and unconscious, others will have access to your inventory. They may choose to aid you or rob you.

The Spirit Realm

When you die, you will be transported to the Spirit Realm. Your inventory will be placed in a Gear Bag and left at the location where you died along with a Player Corpse.

Player Corpse and Gear Bags are persistent between server resets.

Player Corpses can be picked up and carried by other characters.

Other characters can empty Gear Bags.

WARNING: DO NOT use the TELL or PARTY channel while in the Spirit Realm. If you do, here is what will happen. If you are above 2nd level, you will lose a level every time you use the TELL or PARTY chat from the Spirit Realm. If you drop to level 2 or lower, your character will be automatically retired (i.e., you need to start another character). The best way to avoid this is to either travel with someone and/or let others know where you are going before you leave and when to expect you back. If you are not back in X time, they should come look for you or send help. That's what your character would do in real life.

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Voluntary Retirement

At any time (even from the Spirit Realm) you can choose to retire your character. This is done through the Player Menu (Right click on your character). If you retire from the Spirit Realm, any attempt to bring you back will fail (the spell will not be cast). Retirement is necessary if you want to play a different character, since you can only have one active character per CDKey. Yes we know if you have more than one CDKey registered, you will be able to have one character per CDKey. There is no way around this. Consider it a benefit of spending the extra \$50.00.

Raise Dead & Resurrection

The spells Raise Dead and Resurrection will be used exactly as per the D20 3.5 rules. For those of you that do not know, the spells require 5,000 and 10,000 gp respectively. Characters brought back from the Spirit Realm will loose one level or, if 1st level, loose 2 CON points permanently. Nymri is a HCR (Hard Core Rules) server and we attempt to adhere to the 3.5 rules anywhere and everywhere possible.



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Nymri Setting

Nymri is an island and there are other lands. The closest land is a land called Crylantia and the closest port city that ships travel to in Crylantia, is called Haven. Haven is a huge metropolis with all races there. One Day if we get the players and servers I want to have Haven and Crylantia as a place to visit. But, that is a long time off. The next largest land is a mountainous land called Dahgumba, which, like Nymri is controlled by dwarves. There are also the lands of Lung Pao and Geofryk. Lung Pao is an Asian culture and Geofryk is Viking like (Yeah Swedes). So there are lots of places for others to hail from. Ships from Nymri travel to Haven and from there, larger ships travel everywhere else.

Lands and Cities

The dwarves rule Nymri, but all the races are represented. Each race has at least one barony, which is ruled by a Lord or Lady that was appointed by the Dwarven King. These Lords and Ladies are Vassals of the Dwarven King and must abide by his rule. Regardless of where you currently live, your character is a citizen and ruled by the Lord or Lady over your racial barony. The exceptions are Half-elves won are citizens of Durmont. There is no Half-Elf Barony. By being a local resident of Nymri, you will be better established and tend to have better background options available.

Dwarven Baronies

- **Cerith Dorin** (Pop ~88,000) – The largest and most powerful Dwarven cities. It is located in the southern peaks of the mountain range known as Karakungor. This is where the Dwarven King lives. This is also the location of many temples including the High Temples of Navgha and Fe. Dorin Dwarves are often a bit snooty. Cerith Dorin's mines are declining and there is a big prospecting effort in the area to locate new deposits.
- **Cerith Klangor** (Pop ~64,000) – Cerith Klangor has it all, but is best known for the jewelers and gem cutters there. They have active copper, silver and gold mines. There is also a good bit of platinum that is found in the area. The new baron has done wonders for boosting the economy and lowering taxes at the same time. The barony estate is the home of the famous Green Lover's, an emerald larger than a dwarf's fist with occlusions that look like a man and a woman embracing. Its value has been estimated at more than 5 million gold.
- **Cerith Uthur** (Pop ~56,000) – Having good access to sources of Coal, Limestone and Iron, Cerith Uthur is the prime spot for making steel. It is said that steel runs through the veins of every son of Uthur. This is the only place that High Steel is made in Nymri and that is only by the two largest guilds. A spectacular site is the Jakar-nir Bridge. It is an arching bridge spanning 680 feet across a 300' deep gorge made completely out

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of low steel. It was built by a monk order of Humera as a monument to his glory. They charge tolls to cross it, but it saves almost a week in travel time.

- **Cerith Magda** (Pop ~40,000) – Cerith Magda operates the largest copper mine in Nymri, producing nearly 8 tons of smelted copper per day. About half of this copper makes its way to Cerith Tuumok and eventually to foreign ports. Another interesting thing about Cerith Magda is that it houses the only Dwarven school of Magic, called the Nuthis Laar, or Green Cloaks.
- **Cerith Ogaro** (Pop ~48,000) – A fairly mineral poor area, Cerith Ogaro has turned its expertise to farming. Standing atop the walls, one can view finely manicured terraced fields as far as the eye can see. Cerith Ogaro subsidizes much of the food for the other dwarven cities.
- **Cerith Tuumok** (Pop ~32,000) – This is the only dwarven port city. Many ships arrive here from other ports in Nymri and beyond. This is also the location of the dwarven prison known as Karakdoom, which means Hell's Pit. Criminals sentenced to one year or more are sent to Karakdoom to work off their time.
- **Cerith Argulo** (Pop ~48,000) – The home of the Lost Clan is located in a solitary volcanic mountain in the far south of Nymri. Most Argulo are evil aligned. Many other dwarf clans and Argulo will attack each other on sight.

Elf

- **Ireth Mettare** (Pop ~86,000) – Mettare recently became the new capital of Ireth. The Grand Baroness moved from Ireth Telperien following the rebuilding and dredging of the Mettare harbor. With the war, there is much activity in Mettare. Ships, both merchant and military, move through the rebuilt port constantly. The University of Mettare graduates about 100 new sorcerers and wizards each year.
- **Ireth Telperien** (Pop ~48,000) – Once the capital city of Ireth, about half the population has moved to either the front lines of the war, or to the new capital, Mettare. This has left many buildings vacant and empty and with not enough guards inside the city, the seedier side of Telperien is thriving. Many dark cults are gaining strength, thwarted only by paladins of Caleron who reside in the high temple there, The Grand Flame of Caleron.
- **Ireth Anarrina** (Pop ~8,000) – Located at the war's front line, this once was a noble estate and vineyard. Now it is a military encampment guarding the banks of the expanding swamp. Ninety percent of the elves here are military.
- **Ireth Elmmire** (Pop ~6,500) – Once the site of the Textile mills of House Caelithri, it is nothing but a mud trampled training ground now. This is where all new soldiers are sent for the final phase of their training before

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being sent to either Anarrina or Ferinya. Sir Elsidiir Caelithri donated his family lands for this purpose and now is the training commander there. Every two months, a fresh batch of 500 soldiers arrives here to undergo an eighteen month training program before leaving for battle.

- **Ireth Ferinya** (Pop ~4,800) – If the elves ever see hell, this is it. This is where the heaviest fighting is going on with Lizard Folk, Kobolds, Marsh Trolls, Drow and Demons fighting to take elven tin mining operations. If the elves loose the tin mines, it will limit their bronze production to only what tin they can import. They have already lost the Limestone mine which cut their leather production by 80%.

Gnome

- **Hanorik** (Pop ~4,000) – Wooden palisade walls surround this sprawling town. On the high ground stands dozens of well-built, large warehouses. On the lower ground, near Lake Hanorik, are the simple gnome homes on stilts to protecting them from the flooding lake. On the most northern outskirts of town, is the large caravan staging field. There have been as many as 500 wagons being staged at a single time in this field. The gnomes of Hanorik are very communal in nature amongst themselves, but once they leave Hanorik, they are the most capitalistic peoples of Nymri. Even more so than the dwarves.
- **Slithmoor** (Pop ~1,000) – Slithmoor is not really a barony; it is more of a semi-permanent village. According to dwarven lay, you cannot have a permanent settlement without an official dwarven charter. They further define a permanent settlement as fixed building erected for more than a year. To circumvent this, Master Merchant Hagbar Thistlebrow, has the entire settlement moved 100 yards every spring and fall. This trading post, as he calls it, is open to anyone and you can usually find all sorts of races haggling at the many stalls here.

Halfling

- **Brockenboring** (Pop ~9,000) – Brockenboring is a stone-walled farming town that seems a bit out of place from the natural terrain. Lately, Brockenboring is starting to suffer health issues from the encroaching swamp. They are starting to more heavily train militia at the advice of the elves.
- **Darkhold** (Pop ~1,500) – Mayor Bittermire is the proclaimed leader of this small village. However, the real power is a druid-monk order called the Order of the Badger. Darkhold's claim to fame is that it has one of the few steadily producing salt mines in all of Nymri. Darkhold is also a port and the previous base of the Black Badger pirate band. Another interesting thing about Darkhold is that it seems to be near to a group of Merfolk that occasionally come to trade.

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Human

- **Durmont** (Pop ~5,000) – Durmont is the only human barony. It is the third site of a human charter. The other two, Berigog and Holmanstar, were destroyed long ago. Durmont is currently at war with a entrenched and very pesky army of goblins known as Zathiir. Baron Durmont has managed to get aid from the dwarves to combat this threat. So far, it appears to be a stand-off. Durmont is a port town and sees many ships from all over visit from time to time.

Uraak

- **Gruidish Ku'r** (Pop ~65,000) – This Uraak city is located in a secret underground oasis somewhere in the desert. No non-Uraaks have ever seen this city and hundreds of dwarves have died in the desert over the years trying to find it. The high temple of the Uraak deity, Wai-Medoa is located there as well. The leader of Gruidish Ku'r is the venerable Muth Khara-mok. She has ruled for the last five decades and is expected to pass the Falthma on to a new Muth soon. There are several prospects for who the new queen will be. The entire great desert is a dead magic area however in the Gruidish Ku'r oasis magic does work.
- **Dugj** (Pop ~2,500) – This is a remote outpost and iron mine. The Uraaks trade with the Hobgoblins of Juka and some brave Gnomes, who choose to disregard dwarven law, for items that they and Gruidish Ku'r need. The process of transporting goods into and out of Gruidish ku'r has never been discovered. The entire great desert is a dead magic area and therefore no magic works in Dugj.
- **Cha' Do** (Pop ~1,400) – This is a remote outpost and limestone mine. The Uraaks trade with the Goblins of Zathiir and some brave Humans & Gnomes, who choose to disregard dwarven law, for items that they and Gruidish Ku'r need. The process of transporting goods into and out of Gruidish ku'r has never been discovered. The entire great desert is a dead magic area and therefore no magic works in Cha' Do.
- **Loth' Moq** (Pop ~1,000) – This is a remote outpost and salt mine. This is a secret outpost for two reasons: (1) Salt is rare and an active mine would draw much unwanted attention, (2) Loth' Moq is the closest to the Karakungor mountains and most vulnerable to Dwarven attacks if discovered. The process of transporting goods into and out of Gruidish ku'r has never been discovered. The entire great desert is a dead magic area and therefore no magic works in Loth' Moq.

Crylantia is about twice the size of Nymri and lays NNW of Nymri. It is mostly wild and unclaimed with the exception of a few scattered city-states. All the races are

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represented on Crylantia. The largest city-state is Haven, which lies near the SE coast and is the closest and largest port to Nymri. All ships arriving from Crylantia would have come through Haven. The journey typically takes 3-5 days.

Dahgumba is about half the size of Nymri and lies due north of Nymri. It is a rocky, mountainous land with several active volcanoes. However, it is by far the most mineral rich land in the world. Many dwarf clans make their strongholds underground or on the rocky mountainsides. Dahgumba has only one port, Port Karak-Tor, but their flat-bottom Dwarven ships are more like barges than open water vessels. Anyone traveling from Dahgumba will travel across the Straights of Dahgumba to the port city of Haven and then to Nymri on a more seaworthy vessel. Crossing the Straights of Dahgumba takes only a day, but the journey from Haven to Nymri typically takes 3-5 days.

Geofryk is about the same size of Nymri and lies west of Nymri. The people of Geofryk live and die by the sea. The coast of Geofryk is dotted with tiny port villages, while the interior is mostly wild and unclaimed. All the races are represented on Geofryk. Though it may be possible for a ship to travel across open water to Nymri from Geofryk, they always travel to Haven first, following the coast as much as possible. All ships arriving from Geofryk would have come through Haven. The journey typically takes 15-25 days, depending on the route taken.

Lormajia is about the five times the size of Nymri and lays NW of Nymri beyond Crylantia. The Elf Lords of Lormajia have been divided into eight great houses with each following its own goals and ambitions. Over population has caused intrigue to become the soup of the day in Lormajia and those that are not well suited for it will be drowned in it. At least a family or two with many farms and animal reserves occupies almost all the forested land of Lormajia. All ships arriving from Lormajia would have come through Haven. The journey typically takes 22-28 days.

Lung Pao is about three times the size of Nymri and is located SW of Nymri. It is the oldest and strongest of human civilizations. For nearly 8000 years, the Lung Pao Dynasty has remained the height of human learning and achievement. There is a catch however, the emperor does not easily allow outsiders to enter Lung Pao nor does he allow many to leave its borders. Should any arrive in Nymri from Lung Pao, they would have come through Geofryk and eventually Haven; the journey typically taking 40-50 days.

Currency

The currency in Nymri is that of the Dwarves. All the civilized areas use this form of currency. You will find four different types of coinage in Nymri: Gold Pieces, Gold Rings, Gold Crowns, and Gold Bars.

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Nymri Coinage	Equivalence
Gold Pieces	1 pieces
Gold Rings	7 pieces
Gold Crowns	7 rings or 49 pieces
Gold Bars	70 crowns or 490 rings or 3430 pieces

Gold Piece: A ring broken into seven pieces. The ring is etched so that it breaks easily.

Gold Ring: A ring that would fit on your finger and kept on a string or dowel for easy transportation.

Gold Crown: Looks like a regular gold coin only it has a small hole in it, so that it will fit on the string or dowel.

Gold Bar: It is about the length of your palm from top to bottom and about two thumbs wide.

Units and Measurements

Nymri Unit		Equivalent	Metric Equivalent
Thumb		~1 inch	~3 cm
Foot	10 Thumbs	~1 foot	~30 cm
Pace	3 Feet	~3 feet	~1 meter
Span	100 Paces	~330 feet	~100 meters
League	50 Spans	~3 miles	~5 km
Pebble		~0.5 pounds	~0,25 kilograms
Stone	20 Pebbles	~10 pounds	~5 kilograms
Bowl		~0.5 gallons	~2 liters
Bag	5 Bowls	~2.5 gallons	~10 liters
Candlemark		~5 minutes	
Half candle	20 Candlemarks	~1 hours	
Full candle	40 Candlemarks	~2 hours	

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The Nymri Calendar

Each year is 336 days long and divided into 12 months of 28 days each. Each day is 24 hours long and the day begins at dawn (hour 0). The short-lived humans have further divided the months into four seven-day weeks. It is common for the dwarven traditionalist to disregard any reference to weeks and to quickly correct the ill speaker.

Names of the Months (Season):

- 1 **Frina (winter)**
Days 1-10 - Kapaar "The Forging" (The Dwarven Council Meets)
- 2 **Dorin (winter)**
Days 14-15 - Mid-Winter Festivals
- 3 **Elfindal (winter)**
- 4 **Burrus (spring)**
Day 1 - First Day of Spring
- 5 **Kundon (spring)**
Days 1-5 - Spring Craft Fair (Temple of Navgha)
- 6 **Sordal (spring)**
- 7 **Mattrus (summer)**
Days 1-5 - Summer Craft Fair (Temple of Navgha)
Day 16 - Talmar "The Founding" (Elves)
- 8 **Gorgold (summer)**
Days 14-15 - Mid-Summer Festivals
- 9 **Lordal (summer)**
- 10 **Undangi (fall)**
Day 1 - First Day of fall
Days 1-5 - Fall Craft Fair (Temple of Navgha)
- 11 **Dakkus (fall)**
- 12 **Bhazrak (fall)**
Days 27-28 - Harvest Festivals

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In Nymri, the most common system for recording the passage of time is the Dwarven Calendar called the Broknosh. According to the Broknosh, there are four recorded Ages. Each Age is named for the major event that signified the beginning of the new Age. The Four Recorded Ages:

- "The Age of Sundered Earth" (1217 years)
Marked by the Awakening of the Dwarven Race.
- "The Age of the Sky Reflected" (2901 years)
Marked by the discovery of Mithril.
- "The Age of the Golden Eagle" (2412 years)
Marked by Arrival of the Young Gods.
- "The Age of Fallen Stars" (current Age)
Marked by the destruction Bierthilkin and Trielthil, the last of the Ancients.

Kondack's History of Nymri

Age of the Sundered Earth

- Year 1 The dwarves are awakened and organize into 8 clans. This marks the beginning of the Age of Sundered Earth and the beginning of recorded time.
- Year 971 A malevolent Ancient creates a vile race of self-healing predators. Here begins the Troll Wars.
- Year 2217 Dwarves discover the secret of Mithril. This brings to an end the age of the Sundered Earth.

Age of the Sky Reflected

- Year 1 The Age of Sky Reflected begins.
- Year 750 Elven ships arrive on Nymri.
- Year 800 The Dwarves and Elves meet in a clearing near the middle of the land. The Elves build a flower-lavished gazebo in the clearing. This is near the crossroads between present day Ireth Telperien and Durmont. The Elves agree to only construct one settlement to live in.
- Year 822 The town of Ireth Telperien is established. A great elvish celebration takes place. This date is forever known to the elves as "Talmar" or "The Founding Day".
- Year 950 A tree is planted where the gazebo once stood. This oak becomes known as "The Elgraz".
- Year 1900 The noble order of the Black Rose is created to guard over the Royal Eleven House of Nolwe.

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Year 2600 The long sword "Tershil" is created and given to the High Captain of the Black Rose.

Year 2900 A great light is seen in the heavens.

Year 2901 The God Wars begin with the arrival of the Young Gods. Many Ancients are killed on this day. This marks the end of the Age of the Sky Reflected.

Age of the Golden Eagle

Year 1 The Age of the Golden Eagle begins.

Year 660 In a pitched battle the Young Gods are victorious over many Ancients.

Year 760 A plague kills nearly a third of all creatures on Nymri.

Year 812 Several Ancients leave Nymri never to be seen again.

Year 832 A final accord is reached and the Ancients surrender Nymri to the Young Gods.

Year 1470 Humans and Gnomes arrive on Nymri.

Year 1471 Dwarves, Humans, Elves, and Gnomes meet at the Elgraz. As part of their agreement to have just one settlement on Nymri, the Humans release the Gnomes from enslavement and agree to never deal in slavery again.

Year 1472 The Dwarves and Gnomes reach agreement on a treaty. One settlement of Gnomes is to be established.

Year 1473 The Human village of Berigog is established.

Year 1775 The Gnomish village of Hanorik is established.

Year 2257 Nearly half of the city of Berigog is killed in a deadly plague. The Elves bring a cure found in the leaves of the Sorrel Berry bush. The Humans adopt the fragrant smelling plant and it remains to present day a reminder of the past and a human favorite of cake garnishes and house decoration.

Year 2412 The last Ancient, driven insane by age, destroys the city of Berigog. This marks the passing of the last Ancient from Nymri and the end of the Age of the Golden Eagle.

Age of Falling Stars

Year 1 The Age of Falling Stars begins.

Year 366 The Human village of Holmanstar is established.

Year 509 The township of Holmanstar is destroyed by undead forces. The leaders of these undead are never discovered.

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- Year 510 The Council of Dwarves is convinced that the Uraaks are behind the destruction of Holmanstar. An edict is passed to eradicate the Uraaks from all of Nymri.
- Year 512 The township of Durmont is established.
- Year 515 The war against the Uraak is now a matter of hunting down small bands. Many dwarfs start to loose interest.
- Year 530 The Dwarves cease patrolling for Uraaks. The Uraak race is thought to be eradicated.
- Year 883 The entire village of Brockenboring is magically relocated to Nymri from a faraway land. No one can explain why this happened.
- Year 942 House Jafinnor rises in prominence in Ireth Telperien.
- Year 959 During the day of the Great Council, Ireth Telperien is attacked by hoards of demons. A great host of the Black Rose is killed defending the Grand Baron and Baroness. In days of pitched battle the Grand Baron and Baroness are killed. The remaining Black Rose members secretly take Perwyn, their daughter, away from the city. Thaymir Jafinnor accepts the title of Steward of Ireth Telperien with the marriage to a third cousin of the noble family.
- Year 960 Construction begins on a new palace in Ireth Telperien.
- Year 1004 Lady Perwyn Nolwe and the Black Rose return to Ireth Telperien and reveal that the Steward Thaymir and many members of his house are possessed by Intellect Devourers. A revolt against the Steward is successful and House Nolwe is returned to ruler ship of Ireth Telperien. Perwyn Nolwe is crowned Grand Baroness of the elvish people.
- Year 1008 The Black Rose is called back to service by Grand Baroness Nolwe. It is noted that the Black Rose leadership is more open to apprentices of all Elven Houses.
- Year 1010 Grand Baroness Perwyn marries Lord Florindel, a hero of the rescue of Ireth Telperien.
- Year 1021 Grand Baroness Perwyn establishes the "Rule of Service". All titles and rank will be realigned by service and not land or heritage.
- Year 1027 Magical detection devices become more popular items as two more Intellect Devourers are found in control of Elven nobles.
- Year 1029 Sir Kendall Durmont, a Paladin of Basintees, is pronounced Baron of Durmont. Baron Waylynn James steps down and in a peaceful transition Baron Durmont takes leadership of Durmont. This is the first Durmont to rule over the city since Graysten Durmont nearly 250 years before. Ophillia the Gypsy has a vision and pronounces this to be a good sign and sees great things for the people of Durmont.

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- Year 1030 Baron Kendall Durmont weds Lady Imil, High Priestess of Basintea.
- Year 1041 Gold is discovered near Durmont by the Iron Gryphon Adventuring Company. Through the rest of the year the Iron Gryphon secretly mines and transports the gold to Durmont. The company's numbers grew to 22.
- Year 1042 The Dwarves and Gnomes begin to visit Durmont more frequently as the gold sparks new life to the town.
- Year 1045 Early in the year the shipments of gold mysteriously cease. One member of the Iron Gryphon Adventuring Company is found weeks later in the hills near Durmont. He is quite mad. He tells of masses of Trolls attacking the camp and no longer remembers the location of the nightmarish events. Many of the Lord's Council are concerned about the effect this will have on the town. A call to any adventure to find a route to the gold mine is made.
- Year 1047 Many black dragon wormlings hatch near Durmont. The local human population not within the protection of the township is nearly eradicated.
- Year 1048 Baron Kendall Durmont and his entire party died while tracking a large black dragon in the swamp.
- Year 1145 Uraaks begin appearing infrequently. The Dwarven Council currently chooses to ignore them, however some dwarves take matters into their own hands.

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Evil characters

In this article, I will talk about evil characters. I recommend everyone reading this, even if you are not planning on playing one. This article should help you understand evil characters, and feel comfortable playing with them.

First of all, a word about the tone of this article; I will talk a lot about what you shouldn't do. It might look like I am deliberately trying to put off people wanting to play evil characters. That's because I am. Evil characters are not for everyone. But that doesn't mean that you're not welcome to try, it simply means that you need to be extra careful.

Take note on what words are used. I use the word player to refer to the real life person playing the game, and the word character to refer to one in-game character.

What is an evil character?

There are as many types of evil as there are evil persons. Not one of them is the same as another; there is no common mold. If I say evil and you think of a villain, you're not the right person to play an evil character.

Villains are the Bad Guys that make the life of heroes a living hell. They are a literary abstraction, a contrast to the goodness of the heroes. They cannot stand up to the scrutiny of continuous playing. In the traditional heroic epic, villains only make brief appearances. Yes, some of them have very memorable personalities, but that is because the structure of the epic allows for them to surface.

Villains are not meant to be played as player characters in an online multiplayer role-playing game. So you can forget about playing one.

Whatever you do, do not base your evil character on D & D alignment. The alignment system only works for the traditional hero-villain contraposition, but when you start making slightly more complex characters, it falls apart.

In fact, you can forget your character being "evil".

Creating a personality

If you start with the sole purpose of having an evil character, you're doomed to fail. Why? Because then you're not creating a personality for the character. You must have models for your character to succeed. Evil is not a model. Like I said earlier, there are as many types of evil as there are evil persons.

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Don't play a villain. As was stated earlier, villains fall apart when they have no heroes to torment. And besides, can you imagine Ragnar, Slayer of Nations slicing up goblins at level 1?

Don't play a monster. Players will encounter many monsters along their travels, most of which are slain on sight; some may even exchange a few words before the inevitable. Again, not much value other than that brief encounter.

If you can't play villains or monsters, what does it leave you? An intelligent person who does not think of himself as evil. This is important, so I'll repeat it. Your character does not think of him as evil. That's right. No fanatical servants of dark gods bent on destruction, no maniac slayers and no back stabbers. This leaves you with a character whose morals are twisted, but on the surface he appears just like anyone. He might do the very same things that everyone else does, but deep down his motives are dark and evil. He might protect his loved ones only to maintain an iron grip on them himself. Killing goblins might bring him a perverse satisfaction, yet he can control his bloodlust. He might have a higher goal in life, but the means to reach that goal are questionable at the least, and horrendous at the worst.

You will have to seek models for your character - complex, multi-faceted characters with personality traits that border on selfish, immoral and even grotesque. You will have to understand these characters, find out what makes them tick, and identify yourself with them. You must be able to understand why they act the way they do. You will not find these characters in traditional heroic epics. You won't find them in Salvatore books; you won't find them in Bond movies. You'll need to look deeper than that, away from pop culture products and into stories where no character is more good or evil than the others. Planescape: Torment is perhaps the only computer RPG with NPCs that had at least some depth. In books, look to Michael Moorcock's works (Elric for example), Ravenloft novels (especially P.N. Elrod), Planescape novels, Ray Bradbury, Neil Gaiman's Sandman comics... in movies, look to stories that center on an evil character who is understandable, or ones where every character has their own dark secrets. In real life, look to criminals, outcasts and people you would not like.

This is the reason why you should not play villains. Villains do not act understandably. They are plot devices.

If all this does not make you feel uncomfortable at all, you can forget about playing an evil character.

If you feel a queasiness of sorts, you're on the right track.

Now you must push further, get under the skin of the character. If you cannot bring yourself to understand your character, you will fail. If you can, I applaud you, because you've done something that I have only been able to do a few times in 27 years of role-playing.

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Taking other players into account

Now that I've described the lower limit of an evil character, I must tell you that there is an upper limit as well.

Remember that a Neverwinter Nights world is not Pen and Paper. While in a Pen and Paper game you could play a character with evil and/or selfish agendas more easily, NWN is a multiplayer game where the players do not know each other. A selfish character would not split loot, would sell items at high prices, would not help party members and so on. Even if you do keep in character about this, most players (not characters) will be angered at this.

Keep in mind that even if you consider yourself to be a good role player, there are many who are not. Not everyone will be able to respond to your evil character in a proper manner, some players might even be angered. This is why playing an evil character is such a burden. You need to be able to be in control of the situation, to choose your actions so that they do not lead to angry players. You are essentially stepping in the shoes of a DM for a while.

Note that D & D in general and NWN in particular are considered light RP. If you create your character to be too complex and multi-layered, you won't be able to communicate his personality effectively enough for people to understand it. This is the paradox of evil characters - you cannot play a predictable murderer, but you cannot play a complex person with a personality that takes too long to surface. You must not be explicitly evil, but you must not be so subtle that no one sees the signs. There is a small niche in between these two limits, and managing to squeeze you there is no easy task.

If you do manage, you will contribute to the world immensely, and make the game have much more depth for everyone involved. Whether these rewards are worth the effort to you, well, that's your decision.

Practical hints

I've talked a lot about theory in the above. If you're still reading, you're probably adamant enough to go through with the process. So how does one create an evil character? Again, there are as many types of evil as there are evil persons, so there is no guaranteed mold or process for creating one. This section consists mostly of separate tidbits of information that may nevertheless come in handy.

First, the character does not think of him as evil. Some are opportunists, some care for personal benefit, some have a twisted view on the laws of the land - and of course there are those who serve a really totally naughty god. You also have to keep in mind that while Nymri is realistic, it is still a game. There are several game play-related compromises that make it good for playing in, but not quite as flexible as a real world.

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Now, recall what was said about intelligent evil. Stupid evil generally ends up killing people for personal benefit or pleasure. And that just brings up the entire Player vs. Player issue again. So, intelligent evil is the way to go.

Intelligent evil is sly - it manipulates people to reach his own goals, and takes advantage of opportunities. Intelligent evil comes in many guises. One is the charming rogue who talks a lot:

"Hullo there. Oh my, that suit is just smashing! Did it cost a lot of money? Yes? Wow, you must be a wealthy man. Oh really? Well, it wouldn't be right for someone like you to go around carrying that much gold while someone like me starves on the streets, now would it? It would you say? Would you feel more comfortable if it saved you from getting a few choice cuts from this little sword here?"

Another example is Grimgnaw from the Neverwinter Nights 1 official campaign - he was certainly evil, what with the obsession with death, but he didn't go around killing everyone. He is a good example of evil, which does not look for personal gain, but is a bit more complex. Evil clerics are a tougher case. They are usually quite fanatical, and have that "convert or die" attitude. As was stated earlier, fanatics don't suit player character all too well.

One way of coming up with mannerisms for an evil character is to use parts of your own personality - do things that you can think of but would never dare. Or do the opposite of what you would do. Or tap into that dark place in yourself that you've never had the courage to look into. But if you do this, just remember it is only a game.

An evil character might act differently when it comes to people close to him. He might be very protective of his loved ones and sacrifice himself to save them, even if he ruthlessly exploits everyone else.

In conclusion, you should remember these points:

- Don't get stuck on alignment
- Don't play evil just because it's evil
- Make a character with an interesting personality which just happens to be considered evil by some
- Try to find correct models
- You must create a character that you can identify with
- Always consider other players (not characters) and their playing fun

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Glossary

ADM - Assistant Dungeon Master. (ADM) are DMs-in training and must follow the directions of all superior DMs. ADMs are required to play a permanent/reoccurring NPC resident within a specific area at least 2 hours per real week. Some apprentices will desire to become DMs and advance through the DM ranks and other apprentices simply desire to assist the DMs during campaign (or quest) play. An example of an ADM's duties might be to Role-Play a visiting NPC merchant who is looking to contract the PC for several crafted items. ADMs must be in this position for a minimum of 3 months before they can be considered for advancement to full DM status.

AFK - Away from Keyboard; an unnatural state for a Nymri player (You may experience nausea).

Bling Space – The non-accessible or non-walkable space surrounding an NWN2 exterior area.

Cerith – The dwarven word for Clan.

DM - Dungeon Master. (DM) will run 'Quests' where a party of characters will attempt to perform a particular task or achieve a specific goal. These DM-Run quests will typically be short in nature (1-3 hours of play-time). The Senior DM of the area or the Master DM can assign these quests. They may also be created by the DM himself, either in advance or on the fly. DMs must follow the directions of any Senior DMs or the Head DM. An example of a Quest would be to scout out a particular area outside of town and report back to the Watch Captain. DMs are required to manage any ADMs in the absence of a Senior DM or Master DM online. DMs must be in this position for a minimum of 6 months before they can be considered for advancement to Senior DM status. However, since there are only a limited number of Senior DMs, this time may be much longer.

Griefing - Getting angry as a Player and causing problems for the DMs or other players.

HDM – Head Dungeon Master. (HDM) "Urlord" is responsible for managing the entire Staff (DMs, Development and any others). It is the HDM's job to keep the overall plots of Nymri progressing as well as the playability and health of the server in general. The HDM has the final word - always.

HIPS - Hide in plain sight.

IC - In Character; your actions in game should all be considered IC; the same goes for your use of language. I.e. you do, say and react as your character would.

IG - In Game

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NWN or NWN2 - Neverwinter Nights 1 or 2, the game engine used to play Nymri. See Requirements.

Meta Gaming - This is when your character is using information that you as a player knows, but your character does not. Meta gaming is strictly forbidden in Nymri and could get you banned. Worth remembering is that your character knows nothing about levels, feats, +2 items or any other game mechanics. Try addressing such things in character. The names stated in text over each character, plant or animal, should also be considered OOC information. Using these without your character knowledge is also considered meta gaming.

NPC - Non Player Character

OOO - The opposite of IC, Out Of Character, refers to a state when you let go of your role-play and talk (or type) as a player. As all talk in game should be considered IC it's best to precede all OOC talk with "OOO" or "/" to let your co-players know you are speaking as a Player. Try keeping the OOC talk in the talk-channel to a minimum.

PC - Player Character

Power-Gaming - Making the most powerful Character-build possible, in contrast to developing a character with skills and spells that reflect the characters personality and motivation.

PrC - Prestige Class

PW - Persistent World

RP - Role-play

SDM - Senior Dungeon Master. (SDM) are responsible for one or more factions in Nymri, like the Township of Durmont. SDMs will follow the direction of the Head DM. They are responsible for all long-term plots within their factions. Some of these plots will come from the Master DM while others will be created by the SDMs themselves. They are also responsible for the management of any ADMs and DMs assigned to them. The SDMs are the only DMs that can request changes to the module by the Development Team.

TFL – Task For Level

Twinking - Giving or receiving gold or items that are not earned.

UMD - Use magical device.

Yahr – A rare substance that exists in Nymri that contains highly concentrated magical energies. During the God Wars, almost all of the Yahr in Nymri was expended.