



THE THREE KINGDOMS

RULES

V1.28

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Introduction

Welcome, and have fun. But know that the server has been here a long time, and you need to find a way to fit into our world, not expect it to change to fit you. Many things are not allowed for good reasons, and won't change because you just arrived and disagree 😊

We currently use a custom version of the Hard Core Ruleset (HCR) for general play and Craftable Natural Resources (CNR) for craft skills.

Have fun, but never at the expense of anyone else, including DMs.

Everything should be fine, as long as you are "in character" and keep "out of character" talk to private tells (party-chat should be IC 99 % of the time). Think of it as almost being like acting: everyone will look at you funny if you speak out-of-character or talk about "hit points" and other game-engine items, and it can break the flow (and fun) of others.

Make your character and his/her story and development your first concern, within the environment of our world. Start out as something normal, and earn any reputation or status through time, in-character. Your PC might become an important city leader or respected Cleric, a feared and fearsome figure of evil... but you must earn such stature through dedicated Role-Play over a **very long time** (and we mean months & months, not days or weeks).

The community is fun and friendly, but people are here for collaborative RP, so keep that in mind. If you have questions, ask politely in a private "tell", in the "OOC Room" or see if a DM is free to answer your questions (and many times we're already busy and will direct you to our forum).

The rules set out below are designed to encourage roleplay and discourage abuse of players and the server. At first glance they may seem to be complex and harsh. However, most of them are simply a solidification of the common sense attitudes that most roleplayers will already have. While we don't expect you to know these rules off by heart before you begin playing we do request that you read them thoroughly once you have decided to stay.

In addition to the main rules below, there is also a **Player Code of Conduct** published on the forums at <http://www.3kds.com/?q=node/92>. This link is also displayed on the main home page. This is MANDATORY reading.

1. Creating a Character

When creating your character you should always consider your intended roleplay first. Try to think about who you want them to be, their characteristics, their history, and how they will interact with others.

Ask yourself the following questions:

1. Does my character fit in Euron and its "reality"?
2. Does my character add to this world and the roleplay experience of at least one other player than just me?
3. Does my character concept mess up any important story lines or does my way of playing spoil another player's roleplay?
4. Does my character build and background exploit any game mechanics or meta-roleplaying?
5. Does my character hurt the overall balance of the server that is needed to keep it interesting for all in Euron?

This is a roleplay server so during creation always place your character above all other considerations – especially above creating a powerful character. While trying to create a character that pours everything into being the strongest is tempting, it is ultimately a sterile and very limiting choice.

You will be expected to RP the character you have created at all times. For example, if you chose an intelligence of 8 you will be expected to RP being stupid.

When planning and creating a character there are certain rules to follow and considerations of which you should be aware. These are set out in this section.

Please read carefully to avoid future problems. DMs will NOT return XP, GP, or items from characters that are illegal or a dead-end for your RP.

1/i Race and Subraces

Please choose your race carefully. It will be central to your RP. Chosen wrongly it can be severely limiting to your RP, chosen well it can enhance your experience.

If you wish to use any subrace you **MUST** make an official request on the forums **BEFORE** you create the character. Failure to do so will result in deletion of that character, and you will not be able to request that subrace for a considerable length of time (to be determined by DMs on a case-by-case basis, it could be several weeks or even months).

Players should not make half-breeds where one parent is a requestable subrace or a NPC race without an approved request.

Permission can only be sought by posting in the Requests section of the forums. When seeking permission you should emphasise the roleplay behind your request. Please be aware that knowledge of the subrace, your intended roleplay, the rarity of the subrace within Euron, and your previous experience roleplaying on 3kds will all be taken into account when approving any requests.

1/ii Clerics

All Clerics **MUST** choose one of the Euron Gods at creation time. Learn who the gods are before creating. Once they have done so they will be expected to RP as a cleric of that deity. This includes a **LARGE** amount of time praying and preaching.

Every Cleric is also entirely at the whim of their God. This means that **ANYTHING** their chosen God does to them or tells them to do must be accepted without question or complaint. Failure to do so will result in being excommunicated and becoming a fallen cleric. Fallen clerics **MAY NOT** call on divine powers (cast spells). In practice this means you will be reduced to the previous level cap until such time as you change your class permanently (and ally yourself to one of the three cities) or you convert to another God. If you change your class permanently you must also convert to another God in order to call upon divine powers again (cast spells). The loss of levels associated with being excommunicated is permanent.

The chosen deity can be added in-game by the DM, if chosen incorrectly at character creation time.

1/iii Multiclassing

There is a list of pre-approved multiclassing which only applies to **STARTING LEVEL** characters but are free to take without DM permission. You can find this list below. However, you **MUST** still follow all of the other multiclassing rules.

All other Multiclassing is forbidden without approval of at least **THREE** DMs, by request process only (see below). Failure to get approval **BEFORE** selecting any multiclass that has not been pre-approved will result in the immediate loss of levels until you are a single class. The lost levels will **NOT** be returned.

Permission can only be sought by posting in the Requests section of the forums. When seeking permission you should emphasise the roleplay that has led your character to multiclass in this way. Requests that the DM team consider to be simply about gaining feats or skills without good roleplay reasons will be denied. Before placing a request you must read and understand all of the multiclassing rules. Be aware that placing a request does **NOT** mean the DM team will approve it.

We have decided there are two different types of multiclassing: True Multiclassing, and Dual+ Classing.

a) True Multiclassing

(eg someone who wants to live their life as a barbarian/rogue and will try to keep a balance between the two.)

If you have more than one level difference between any two (non prestige) classes, you will have levels removed till you are within that format. Eg: 5 Barb/ 4 Rogue is fine. 5 Barb/ 10 rogue would mean that you would have 4 rogue levels removed until you were 5 Barb/6 Rogue.

If you wish to do this you must apply with your RP story as soon as you start your character unless the multiclass you are taking is in the pre-approved list.

b) Dual+ Classing

Players can take any classes they like provided: you contact a DM for permission before you take a new class explaining the RP reason for it; you take at least 5 levels in the new class before you take levels in any other class or add to your levels in your other class(es).

The punishment for breaking any of these rules will be the same. Loss of levels until you are back within the rules.

c) Skill points

All skill points MUST be 'spent' each level-up time. You cannot 'carry-over' points.

Punishment for breaking this rule is a loss of levels until the amount of skill points matches the level of your class. Levels will NOT be returned.

d) Pre-Approved Multiclasses

The following is a list of multiclasses for which you do not need to seek permission. This list applies to STARTING LEVEL characters ONLY and NOT to be interpreted as "I can take at ANY level". However you MUST still follow the rules set out for whichever type of multiclassing you are following (True multiclassing or Dual classing).

In the case of Dual classing this means that you MUST immediately take a minimum of FIVE levels in each class you choose, including the class you begin with. After this you may level each of your current classes as you wish.

*For example, a level 5 fighter who decides to dual class as a Ranger does not need to seek permission but **MUST** take their next 5 levels in Ranger (fighter 5/Ranger 5) before they can add any levels to their fighter class.*

List of pre-approved multiclasses:

Barbarian/Bard
Barbarian/Fighter
Bard/Fighter
Bard/Ranger
Fighter/Ranger

1/iv Alignment

Consider the implications of your alignment carefully. Being Evil does not give you the excuse to break the rules, powergame, or enter into PVP without fully RP'ing the situation.

1/v Abilities (Base Stats)

Your base stats describe your character and consequently will have a massive impact on your roleplay. Choose them carefully because you will be expected to play them.

No character will be allowed **at level 1** to have more than 2 negative ability modifiers, as a result of a stat being lower than 10. That is, you are not permitted to have more than two stats lower than 10 at level 1, unless specifically requested.

In addition to the above, no character may have a starting stat of 20, unless they have no other stats below 10.

No character will be allowed to have any starting statistics below 8 including racial or subrace penalties. Take these into account when creating the character.

For example,

If you wish to make a character with an INT below 8, be aware that this character will be a COMPLETE MUTE and will be a challenging or perhaps frustrating role for you as a player, as a character with INT 6 will not be able to "discuss" with a character having INT 8.

These will only be allowed via the request process. Be aware that this can take some time to process, perhaps 2-3 weeks or more depending on details supplied.

Note this applies to all statistics, not just INT.

In general a score of 10 is considered average. Scores above that reflect both your characters personality and, where very high numbers are involved, your class specialisation.

Obviously, it is impossible to RP the very high base stats that can result from specialisation in your class but the general principle remains. For example, if you have a Charisma of 30 it would be pretty much impossible to RP it successfully, but you can RP a very charismatic person.

Due to the limited nature of the NWN engine to create low base stats we consider any score below 10 to have an exaggerated effect.

For example, a character with an intelligence of 9 is likely to have difficulty understanding complex plans, ideas or situations. They are likely to do dumb things and have difficulty keeping track of anything that requires thought (say adding up money). While they should be able to string a sentence together they would be unable to use or understand complex words or sentence construction.

A character with an intelligence of below 8 would not be able to utter a sentence. Playing a character with an intelligence this low is likely to be a very frustrating experience for both you and those you interact with.

Choosing a base stat below 10 should be considered a very specific roleplay choice. It should be because you wish to play a character with a defect of some sort. Choosing multiple base stats below 10 will create a character that is almost impossible to RP with any success. Only the very best roleplayers could successfully play a character with multiple defects.

We enjoy seeing creativity in all aspects of RP and this area is no exception. How you choose to represent your base stats is up to you, but you must play them.

To help you with your RP a small guide to what each Base Stat represents:

Strength:

The physical strength of a character.

Someone with a lower than average strength is likely to have difficulty with actions that require lifting, etc. For example, you are unlikely to be able to turn over a heavy table in a bar fight.

Someone with a very high strength may find themselves accidentally breaking his flagon when slamming it down on the table after drinking. Someone with an extremely high strength may damage the table too!

Dexterity:

The ability to perform complex physical actions.

A character with a low dexterity is likely to be accident prone. They are very unlikely to be able to dance or juggle.

A character with a high dexterity is likely to move gracefully.

Constitution:

The ability to withstand adverse effects on your character.

A character with low constitution may find themselves the victim of every disease going. They may find themselves more aware of the weather and its effect on their body.

A high constitution may result in your character drinking everyone under the table in the Inn every night!

Intelligence:

The ability to understand, create complex situations and basic speech.

Someone with a low intelligence may find themselves deviating from a plan simply because they did not understand it properly. They may find following conversations difficult.

A character with a high intelligence is likely to automatically use complex words and sentences without too much thought. They will often come up with complex plans and certainly have no difficulty understanding the plans of others. Someone with an extremely high intelligence is likely to become bored among those with a lesser intelligence.

Wisdom:

The ability to judge situations and people.

A low wisdom is likely to result in being misled by people or situations. For example, someone with a low wisdom would be a conman's dream and is unlikely to hold onto their money for long. They may find themselves rushing into dangerous situations.

A high wisdom gives the ability to see to the heart of a situation or person. Those with a high wisdom are unlikely to be conned or misled. They are also likely to be the ones advising caution when entering a strange cave that smells strongly of dragon!

Charisma:

The ability to interact successfully with others.

A low charisma may mean anything from being ugly to being very offensive. However, the effect is the same – you should have real difficulty interacting with those around you. You are unlikely to be able to get others to do what you wish. Leadership would be beyond them – they couldn't lead a thirsty dwarf to a free ale festival.

For example, a character with a low charisma could be quite normal except they find themselves being insulting to others entirely accidentally – the sort of person who will quite happily tell a dwarf how ugly they find the dwarf race without meaning to give any offense.

A character with high charisma again could represent it in many ways – they could be devastatingly beautiful wearing only the best clothes, or they could be a truly likeable person. The effect though is the same: they should find interaction with others easy and fruitful. A very charismatic person could lead a bunch of thirsty dwarfs to an Alcoholics Anonymous meeting.

Failure to RP your stats may result in the loss of citizenship/nobility/barony and any associated levels as these will have been achieved through bad RP.

1/vi Feats and Skills

Keep your intended roleplay in mind when choosing your feats and skills.

For example, it may be that you wish to play a Wizard who's father was a great soldier. The training you received from your father as a child could be represented by selecting the martial feat and placing a few points in discipline.

1/vii Customisation of your Avatar

While you are free to create an avatar that reflects your intended character the use of animal heads, horns, tails, wings, etc is strictly forbidden unless you have placed a request and received permission before creation. You can place your request via the forums. Permission cannot be granted in-game or after creation.

1/viii Names

All characters must have a Firstname and a Lastname. If your character currently only has one name, then add a Lastname.

Any nickname must be put in single quotes. EG 'Lucky' Jonas Felofer; Jonas 'Nine fingers' Felofer. Do not use double quotes in your name as players cannot send TELLS unless they know your Account Name. Using double quotes will lead to the immediate loss of your character. *

No Initials allowed. Eg Tomer B; TJ Felofer *

No names from any other media (books, TV, Films) *

Avoid names that are an English word, unless commonly used as a family-name and not in any attempt to use a famous name from any source. For example: John Brown

could be an attempt to refer to the actual historical figure of that name. As this is a personalized fantasy world, we strongly prefer (even insist) and encourage you to choose a name that leaves no room for doubt. If you're unsure, please ask a DM in-game, or via forum PM before creation of the new character.

Illegal or offensive names (including login account names), arguing or refusal to follow a DM's instruction(s) on this subject, may result in being booted. As always, seriously offensive language, or repeat offenses can result in a permanent ban of your CD Key. *

No titles within the name. EG Lord Jonas Felofer. *

Do not use symbols in the name (eg @rchon) or any code, scripts or any special characters which colour the text of your name. Do not enter your name so it leaves blank spaces. Capital letters should be used ONLY as the first letter of each name. Failure to follow any of these rules will lead to the immediate loss of the character. *

Do NOT create a family member, sibling or relation without the permission of the original owner of the character and the approval of a DM.

It is the player's responsibility to ensure their name meets these rules. DM's will NOT replace XP or Items for any character that has broken one of the above rules. UNLESS the player contacts a DM first after discovering a mistake. (Subject to DM's discretion). Any arguing or refusal to follow a DM's instructions in this will result in being booted. Second infringement will result in a CD Key ban.

Exceptions to the above rules MAY be permitted subject to the approval of THREE DMs BEFORE the character is created. Anyone who creates a character with an illegal name before approval is given will forfeit the right to that name. Permanently. Approval can only be granted through the formal request process available on the forums.

The DM's decision is final. If you wish to take it to arbitration you must log off immediately and send a PM to a senior DM. Until the matter is resolved you must not log on as that character. Failure to follow this rule leads to loss of rights to that name (good reason or not) permanently.

*These rules also apply to any familiar or animal companion you have.

1/ix Character Re-builds

A Character Rebuild is a complete re-leveling of a character, in some instances down to level 1, then back to their original level. In other cases, the character will be deleted and restarted then levels granted to the original level. *These are exceptionally rare* and subject to the following conditions:

1. From now on these will only be given where there is a problem of a game mechanical nature with your character. This would include if the player has inadvertently taken a bugged subrace, spell or feat.

2. Asking for any other reason will be considered a Minor Server Offense.
3. The same character name must be used in addition to *all starting statistics*.
4. Any re-builds granted must comply with current multiclassing rules. You must have prior approval to multiclass during a re-build.

1/x Character Re-makes

A character re-make is a complete restart for that particular character. The only thing that must remain constant is the character name (though, not nickname) and base race. Character remakes leave the character at level 1. These are by request only and subject to the following conditions:

1. These are only granted if an exceptional RP reason is provided.
2. The same character name should be used, though a nickname maybe changed, added or removed.
3. Any re-makes granted must comply with current multiclassing rules. You must have prior approval to multiclass during a re-make.

2. XP/Level Caps

If you have enough XP to level up you **MUST** do so. Storing XP is **NOT** permitted.

If you are planning on multiclassing, you **MUST** submit your request early enough and allow sufficient time for discussions.

If a request is granted, **ALL EXCESS XP WILL BE REMOVED**.

If you are waiting on a reply from a DM and are concerned that you are still gaining XP, ask for a "voluntary no-XP token".

The key tokens in recognition of RP are as follows:

- Citizen (Level 7)
- Noble (Level 20)
- Baron (Level 30)

Upon reaching level 7, you will be expected to choose one of the three kingdoms to which you will pledge your loyalty. These are Astoria (Good), Fernor (Neutral), or Guranoon (Evil). Although these kingdoms each represent an alignment it is not necessary for your character to have the same alignment as the kingdom you choose. However, it would be almost impossible for a well roleplayed evil character to be loyal to Astoria, though they could, for RP reasons, choose to give their loyalty to Fernor. This pledge is merely a RP gesture.

The Citizenship token is issued by the NPC government in Fernor. This token is required in order to use the banking system which is available in Astoria, Fernor and Guranoon.

Once a level cap is reached you must NOT harass DM's for advancement. The DMs reserve the right to withdraw or withhold any token based on RP performance.

Citizenship can be achieved in two ways:

- It will be awarded by DMs for showing that you are making a real effort to roleplay, stick to the rules, and be considerate of other players.
- Wait until Level 7 then go yourself and obtain from the Fernor parliament.

A Hard XP cap is placed at level 20. This title is known as Noble. Only DMs may issue the required token to allow the player to advance. This requires proven RP abilities and dedication to your character. The token may in special circumstances be issued by the DMs prior to the character becoming level 20. Nobility will only be awarded for good, consistent roleplay and is completely at the discretion of the DM Team.

A Hard XP cap is placed at level 30. This title is known as Baron or Baroness. Barony will only be awarded for exceptional roleplay over a long period of time.

There is also a system of Soft Caps which are automatically set every 5 levels. These are based upon a formula determined as (level + 15 days). The caps will be subject to review by the DM team and may be changed if we feel it will improve the server.

3. PVP

PvP battles should not be entered into lightly. Any non-RP'ed attacks will be considered a Minor RP Offense. DMs decision is final. FYI "It's a Draw" or "I'm just evil" are not considered as RP reasons.

PvP should not be entered into while in cities or towns without a VERY good reason. When this does happen, all Area of Effect spells are banned. If you have a battle in town/city and an innocent PC or NPC is damaged or killed it will be considered a Moderate RP Offense.

You MUST turn hostile before any attack. Failing to do so will be considered a Minor RP Offense. A 'go-hostile' widget is available in your inventory. This allows you to quickly turn the opposing party to hostile or you can use the player list feature.

If you are the victim of a hostile action you do NOT need to turn hostile before attacking the perpetrator. Hostile actions include Pick pocketing, being caught by an Area of Effect (AOE) spell, and being attacked by a familiar/companion/summon or any of their AOE spells.

Heal kits, potions and items are banned in PvP battle. Resurrection scrolls are banned. Breaking this rule is considered a Minor RP Offense.

Clerics may heal and resurrect their companions. Anyone resurrected may return to battle.

If you respawn during a battle you may take no further part and must distance yourself from the fight. (Minor RP Offense)

Anyone seen using "excessive" amounts of anything in such a manner that it is deemed unrealistic or not in-character by a DM will be considered to have committed a Moderate RP Offense.

Once a fight is considered won/lost, you must stop all attacks. You may, of course, raise/heal your own party using any method you have available.

A fight is over when one of the following is true:

- 1) Everyone on one side is dead or is no longer an active participant (respawn, retreat, etc)
- 2) The fight is moved from its starting location (retreat for example) those left behind (dead) are considered out of the fight, they may not rejoin later, even if they are reselected or raised.
- 3) One side retreats to escape (stating they surrender). They forfeit their option to continue fighting, and the winners must stop all attacks. Abuse of this system from either side will be considered a Moderate RP Offense.

Once a fight has been concluded in ANY way, it is OVER. Forever. You may not continue the same fight for any reason. (Moderate RP Offense).

Anyone logging in as a different character in order to gain advantage in a PvP battle will be considered to have committed a Moderate Server Offense.

Any spell or use of item which halts the motion/incapacitates the player such as Hold Person, Dominate, Charm, Sleep, Bigby's, Web, Stun and Confuse is deemed a hostile act and as such, the responsibility lies with the aggressor to ensure that the victim is turned hostile before the spell is cast or the item used on the person. Offenses will be dealt with on a case-by-case basis, but this will generally be considered a moderate RP offense and a PvP offense.

When you "kill" another player, both should Roleplay it that you "beat them into submission" and/or "left him/her for dead," and you **must note** no player has any right whatsoever to perma-kill (permanently end) anyone else's character. Not without that player's specific, openly stated permission. The victim should advise DMs (by way of a Forum PM) of this fact.

DM arbitration of any PvP incident is final. If you feel anything was handled incorrectly, you must go cool down for at least a few hours, and then you may file a request for review. This will happen at a time of our choosing, and you need to be prepared for the possibility that other DMs may judge you more harshly.

4. Thieving

No stealing from corpses. (Serious RP Offense)

If a thief is caught (a message about losing item) the victim has a right to kill the thief. Once the thief is dead s/he **MUST** return ALL stolen items to anyone nearby who asks. Failure to do so will be considered a Moderate RP Offense.

Once a thief has been noticed, accused, caught, or killed he/she can no longer steal from that character. Ever. (as they would have their guard up against that person). Doing so will be considered a Moderate RP Offense.

If the thief is not caught (a message about losing item) the victim may not attack the thief to get the item back, he **may** accuse the thief, since in several cases it seems illogical not to assume the greatest pickpocket in Euron is innocent if he stands nearby, however, accusing without proof gives **no** right to attack the thief to regain any lost item. If that should happen the thief got the law on his side.

If the victim **does** attack on an ASSUMED theft and the thief is killed then a DM must be called. If the dead thief did not commit the accused theft (easily checked), the killer is a murderer and goes to prison for a number of years (lost levels). The amount of levels lost is entirely at the DMs discretion.

Because of the no weapons law in Fernor it could become a thieves paradise (they can't be attacked legally) so a new RP law has been created.

Anyone convicted of stealing in Fernor will be dealt with extremely harshly. This could mean anything from the loss of a level of nobility and all of the rogue's items, to character deletion.

This means that although thieving in Fernor is not banned, it carries a harsh penalty including PERMANENT death for the character involved (complete loss of character). It will be interesting to see if there are any players reckless enough to take the risk.

Special items being stolen:

**Any non-RP item must be returned IMMEDIATELY. Failure to do so will be considered a Serious Server Offense.*

**Personal Items (like dm rewards and such) and Guild keys/items can be stolen. However, the thief MUST make a DM aware of the theft immediately. Failure to report is a Moderate RP Offense. It is entirely up to the DM whether the item should be returned or not. Guild items that allow the initiating of new members must not be used (Serious RP Offense).*

**Quest items - Sometimes players wander around with plot specific items in between quests. It is the plot running DM's decision entirely what should be done if these are stolen, so contact dm here too.*

All in all for a player it means that as soon as you steal a special item, contact a DM, then we can tell them what to do. This must be done as soon as possible, in case it is a sensitive item, which most are, they cannot use them in any way before DM decides they are allowed to.

5. Exploiting the game and Dealing with DMs

With all server exploits the DM's decision is final.

Relogging to gain spells back or for any form of cheating/exploiting is forbidden and will be considered a Severe Server Offense.

Using AOE spells to discover if there is a DM nearby is forbidden and will receive a Harsh Penalty.

Transferring any items or money between characters played by the same person is strictly forbidden and will receive a Harsh Penalty for BOTH characters involved.

ANY action which results in an unfair advantage will be considered an Exploit. The punishment will be entirely at the discretion of the DM.

ANY event or bug which renders the player an advantage MUST be reported immediately to the DM every time it occurs. Failure to do so will be considered a Minor Server Offense.

ANY action which a DM deems to be against the spirit of the server will be considered a Minor Server Offense.

If approached by a DM about ANYTHING you must listen and obey to the best of your ability. Failure to do so will be considered a Minor Server Offense.

Anyone who tries to exploit the rules to gain an advantage will receive a Harsh Penalty. This includes telling a DM "it doesn't say anywhere in the rules that I can't...".

Being argumentative with a DM will receive a Harsh Penalty. If you wish to discuss a decision you must request this from the DM involved and s/he will spare you some time as soon as they are able. Discussions must be conducted in a calm and polite manner. Rude and offensive behaviour will not be tolerated.

Where disagreement exists between a player and a DM on interpretation of the rules, we remind you that DMs have the final say.

The DMs reserve the right to relax the rules where necessary for a plot or roleplay value. When they intend to do so, they must contact any players affected by this beforehand. Players have the right to refuse involvement in the event.

Where possible the DMs will follow the punishment levels set. However, the DMs reserve the right to inflict any punishment they deem fit. Please refer to the grievance procedure if you feel you have been mistreated under this rule.

Walking sideways while heavily encumbered is exploiting a game mechanics bug and will automatically result in loss of one level.

Luring monsters to plot NPCs or invulnerable NPCs and allowing them to kill is considered an exploit. Punishment is at discretion of DM, depending on severity.

Running "Naked" is not permitted. Wearing NO armour or robes is considered 'naked' and is RPed as such. Punishment is at discretion of DM, depending on severity.

In addition to the above, the following exploits are not permitted:

Luring across Area Transitions

This so called "tactic" is used as part of luring however, it is an exploit to have your party wait at the other side of a transition while someone goes across the AT and lures one or more hostiles across it.

Luring is permitted, but not by using ATs as a mean to bottleneck/restrict NPC movements. Any luring must conform to the limits documented above.

Anyone observed doing this will be punished at DM discretion. Example may be all the hostiles will be brought across the AT thus endangering all party or level(s) may be removed if persistent offender.

Some maps are deliberately set this way to reduce soloing or require better preparation and genuine tactics.

Light Gems or Adding Light properties

Using items or spells that add properties to items, for the sole purpose of selling those items to a merchant for a higher selling price, is an exploit of the game engine and will be punished as such.

Item Duplication

Immediately contact a DM if there is one online at the time, if not, make a post on the forum detailing what time/date this occurred and what item was copied.

After doing the above keep all items, do not sell them, do not trash them. The reason being, after you make above report we can examine your character and remove the bugged item(s).

5/i Farming/Camping

This activity is defined as clearing an area of monsters over and over again while depriving other players from experiencing the area fully, for the express purpose of gaining experience points, treasure, or gold. This is considered exploitive and punishment is entirely at the discretion of the DM

6. Abusive/Offensive Behaviour and OOC chat.

All OOC abusive or offensive behaviour is considered a Moderate Server offense.

Any rudeness or backtalk to a DM will receive a Harsh Penalty. However, punishment is entirely at the discretion of the DM involved.

Absolutely NO OOC or use of ((anywhere apart from the OOC area, **including** Start Halls. OOC use **MUST** be done in TELL when not in the approved area. (Minor Server Offense)

Sexual abuse will not be tolerated in any shape or form on this server. Anyone doing this will be banned permanently. Anyone who feels sexually abused in any way should take as many screenshots of the rulebreak and contact a DM immediately.

We have decided in the best interests of the server and to protect minors, that there will be NO form of "cybering" or explicit, adult rated sexual chatting allowed. **NOT EVEN IN TELLS**. If you wish to engage in that activity you are asked to log-out and find another means to do so.

7. Grievance and Escalation Procedure

7/i Problems with another player

Problems with another player should be reported to any DM on-line. If there are no DMs available then you may PM via forums any DM with details. Screen evidence is usually required.

7/ii Problems with a DM or his/her decision(s)

First of all, try talking to the DM involved calmly and politely explaining why you have a problem.

If that fails your complaint should be PM'ed directly to one of the senior DMs. A suitable length of time (allowing for time zones and the fact that people work) should be given for a reply. If this is not forthcoming then the player should PM a copy of the complaint to another Senior DM.

If you are still unsatisfied with the result, you may request another DM of your choice to accompany you to a meeting with the Senior DM and the DM involved.

Dream_Catcher is deemed the Head DM. Dream_Catcher's decisions are final. NO appeals or discussions may be entered into after this level of judgement. Temporary or Permanent ban **MAY** be imposed if continuation is discovered.

Failure to follow this procedure will be considered a Serious Server Offense. Only a Senior DM can judge whether this procedure has not been followed. There is no appeal to this decision. If you complain about being punished for not following this procedure you will be considered to have committed a second Serious Server Offense. Each further complaint will be considered a new offense.

7/iii Posting Grievances on the Forums

It is not acceptable to put any personal grievance onto the forums. Doing so will be considered a Serious Server Offense.

8. Punishments

In general all punishments are subject to the DMs discretion.

The punishments laid out below are for guidance purposes only, however, in cases of cheating or exploiting, a Harsh Penalty will be imposed regardless of whether it was an RP offense or Server offense. Dependent on the severity of the offense it may be deemed that an immediate CD Key ban is the only option available. This is at the discretion of the DMs involved.

In cases of cheating/exploiting while in possession of a Baron token, this will result in loss of Baron status, loss of any custom item, MANY levels lost and severe no-XP restrictions imposed.

In cases of verbal abuse towards players/DMs or sexual harassment we have a ZERO TOLERANCE policy on this and there will be no warnings given. These are immediate CD Key ban offenses.

Anyone being seriously insulting, aggressive or threatening to any other player or DM OOC (meaning from the offender directly to the other player) risks immediate ban by CD-key.

The punishments are different depending on whether the player committed a Server or Roleplay offense. Each level of punishment increases as you commit more offenses.

IT IS THE PLAYER'S RESPONSIBILITY TO KNOW AND FOLLOW THE RULES. IGNORANCE IS NO EXCUSE.

Server Offenses

Minor:

- 1st offense : Warning
- 2nd offense: Loss of ONE level
- 3rd offense: Loss of ONE rank of nobility and any associated levels
- 4th offense: Loss of ALL ranks of nobility, any associated levels, and all equipment.

- 5th offense: Character deleted from server
- 6th offense: Banned by CD-Key

Moderate:

- 1st offense : Loss of ONE level
- 2nd offense: Loss of ONE rank of nobility and any associated levels
- 3rd offense: Loss of ALL ranks of nobility, any associated levels, and all equipment.
- 4th offense: Character deleted from server
- 5th offense: Banned by CD-Key

Serious:

- 1st offense : Loss of ONE rank of nobility and any associated levels
- 2nd offense: Loss of ALL ranks of nobility, any associated levels, and all equipment.
- 3rd offense: Character deleted from server.
- 4th offense: Banned by CD-Key

RP Offenses:

Minor:

- 1st offense : Warning
- 2nd offense: Loss of 1000xp
- 3rd offense: Loss of 5000xp and best item
- 4th offense: Loss of ONE level
- 5th offense: Loss of ONE rank of nobility and any associated levels
- 6th offense: Loss of ALL ranks of nobility, any associated levels, and all equipment.
- 7th offense: Character deleted from server.
- 8th offense: Banned by CD-Key

Moderate:

- 1st offense : Loss of 1000xp
- 2nd offense: Loss of 5000xp and best item
- 3rd offense: Loss of ONE level
- 4th offense: Loss of ONE rank of nobility and any associated levels
- 5th offense: Loss of ALL ranks of nobility, any associated levels, and all equipment
- 6th offense: Character deleted from server.
- 7th offense: Banned by CD-Key

Serious:

- 1st offense : Loss of 5000xp and best item
- 2nd offense: Loss of ONE level
- 3rd offense: Loss of ONE rank of nobility and any associated levels
- 4th offense: Loss of ALL ranks of nobility, any associated levels, and all equipment
- 5th offense: Character deleted from server
- 6th offense: Banned by CD-Key

Harsh Penalty:

- 1st offense: Loss of item(s), loss of THREE levels and 7 day no-XP.
- 2nd offense: Character deleted from server
- 3rd offense: Banned by CD-key.

9. Custom Items

9/i Custom RP Items

These are objects such as a temple statue or a wedding ring. They will have NO magic properties, and will only be given out as part of a greater RP story. If you need one of these items you must contact a DM at least one week before the item is required with a detailed description of the plot or roleplay involved. Requesting it does not guarantee you will get it. The item can only be handled by the FIRST DM you ask (unless they pass it on to another DM). The DM's decision is final. Anyone caught asking more than one DM until they get the right answer will lose all rights to the RP item along with any punishment the DMs involved see fit.

9/ii Custom Looks

These are clothes given a custom look. With the introduction of CEP, players may alter clothes or use supplied dyes to suit themselves assuming they have the necessary skills and gold without the need for DM intervention.

An exception is, each guild or church can have ONE uniform with no magical properties created by a suitable DM.

9/iii Custom looks on Standard Equipment

These are craftable by use of the HoTU crafting system and CEP expansions. You will need sufficient gold and skill points in the required ability in order to successfully craft the item. Do not ask the DM to do this for you. Find a player who has the necessary skills.

9/iv Custom Magic Items

These are items that do not exist in-game. These items will be extremely rare and will be awarded at higher levels and entirely at the DMs discretion. DO NOT ASK FOR THESE ITEMS. Anyone doing so will have their name published on a blacklist and will lose all chance of gaining one. Forever.

An exception to this applies to Barons. Refer to section 14/i

9/v Magical Quest Rewards

Extremely rare and more valuable as a reminder of the quest than as an item. An example may be a ring awarded to ALL the members of a party that defeated a terrible Undead threat - simply a ring with light (white) 20m and a really nice description of the quest and a list of those who took part.

9/vi DM Quest Objects

DM Quest objects will be marked as such. Players should only use them for their intended purpose and give them up as soon as the quest is over. Abusing a quest object will be considered a Minor RP Offense.

9/vii CEP Specific Items

With the introduction of CEP, there are certain objects to enhance role-play which may be given out by DMs to players as a quest reward or for certain events. If asked for by the DM the player MUST return the items. Failure to do so will be classed as a *Serious Server Offense*.

Customisation of armour or helmets to CEP appearances such as lizard, wolf, human or any of the other types available is expressly FORBIDDEN and will result in the loss of the item(s) and deemed a *Moderate RP Offense*. This also extends to applying tails to armours. However, there may instances or occasions where, for RP purposes such as a theatre show or event they will be allowed. After the event the items must be returned to the DM or disposed

Customisation of weapons to appear as “light-sabres” is expressly FORBIDDEN and will result in the immediate loss of the item(s) and deemed a *Moderate RP Offense*.

Customisation of ‘torches’ into other types of ‘light emitting objects’ such as candles, candelabras, pumpkin lanterns or any of the other torch variants, into appearances such as umbrellas, ‘druid’ walking sticks or other items not available in shops or as loot drops will result in the loss of the item(s). Certain objects may be requested through the standard request process.

10. Purchasing Property

Houses can be either rented or bought. Inn rooms can be rented.

1. There is no level limit set on who can rent. To buy you must be a noble. A price list link will be made available. Any offenses will be taken into account when considering your application. DMs decision is final.

2. There may be restrictions placed on certain property as deemed by the DM team. These restrictions may be race, class or guild restricted. DMs reserve the right to alter these without prior notification.
3. House interiors may be subject to re-design at any time. Either enhancement or removal of certain placeable objects.
4. DMs reserve the right to remove the key or evict the owners at any time. Serious offenses and extended periods of in-activity may also result in loss of property. Gold will NOT be refunded

11. Guilds

Each guild **must** have a connection to Euron. Not some made up background where their history and reason for existing has happened outside of 3kds.

Each guild should have a clearly defined and specific purpose. In other words, to make money isn't specific (all guilds will want this), while to "sow the seeds of dissention among the followers of the good path" is.

There is no maximum number of members, but any guild that becomes too strong and upsets the balance will anger the Gods and will be destroyed by their combined effort. No warning will be given and anyone trying to rebuild the guild after will be the target for the displeasure of the Gods.

Guildhouses can be bought. Please place your request in the Requests section of the forums.

Guild Items will be limited to Guild leaders initiation items; ONE uniform; and guild token/pin. None of these items will have special powers except to initiate new members.

Structure within each guild will be left to the members of the guild with guidance from their leader. However, **NOBODY** except the leader will be in an unassailable position in the guild. For example, the deputy leader is never safe from his/her underlings, and could be replaced if someone who joined was doing a better job. This allows every player to aim at a leading position in their guild if they want. Decisions regarding this must be agreed with the leader and then roleplayed.

All guilds should either be led by a DM or have an acting DM "supervisor" or guide. The DM will appoint deputies to do the day to day running of the Guild, but will reserve the right to veto any guild action.

New Guilds should not be formed without serious dedication, and you are required to first make a genuine attempt to find out if one of the existing Guilds is an appropriate match for your character. New Guilds are *not* permitted without DM approval. You are free to Roleplay your associations with other people, and to build a consistent group of friends/adventurers In-Character, but it takes 6 weeks or longer of ongoing, committed RP before you should approach DMs for *consideration* by DMs for official Guild status.

Any guild without DM leadership should approach the DM of their choice. However, the DMs reserve the right to refuse without giving any reason. If this happens it is the responsibility of the guild to secure a DM leader as soon as possible. Failure to do so may see the guild disbanded until such times as a leader can be found.

New guilds must have at least 5 initial members and a DM leader.

All new guilds must prepare a document detailing their history, aims, reason for existing, and initial membership. This must be submitted to DMs for approval. The result can be a straight yes, no, or we may ask for some adjustments before allowing the guild. The document should be sent to the DM who has agreed to lead your new guild.

12. Marriages, Divorces, Children and Pregnancy

12/i Marriages and Divorce

Full Marriage rules are currently under discussion.

For the moment only nobles can be married. Please post your request in the Forums (requests section) at least one week before you wish the ceremony. Posting does NOT guarantee a ceremony or permission to marry.

12/ii Children and Pregnancy

Given the facts that there are just too many "dark" subjects revolving around having children, the process of making children and any "harm" that might come to said children, the following rules will apply.

No pregnancies will be allowed.

No player is allowed to RP as a child.

No player is allowed to have NPC children.

13. Forum Announcements

As new areas and buildings are added, there are some rules which must be adhered to. These rules will be published on the website in the [Announcement](#) section. It is the players responsibility to visit the forum regularly to keep informed of these changes. Examples are Twilight Hall, Auction Halls.

Important changes to RP or game-play are made in this section. The player MUST read the changes made. Examples are restrictions on Drow, spells, domain restrictions.

Additional rules are also published in this section. These are additions to this general set and must be adhered to.

14. Special / In-Game

These are rules which apply under special or certain in-game conditions.

14/i Barons

Barons are **ALLOWED** to request **ONE** customised item based upon their role-play. This does **NOT** have to be based upon an existing item in their possession or have to exist already in-game in the likes of master crafting.

Loss of Baron title will mean loss of the customised item.

The player is to submit via the standard request process an item with the stats/abilities they would like applied to the item. The item will be reviewed and **AGREED** by **ALL** DMs **BEFORE** the item is given to the player.

The request should include a good text descriptor to be placed on the item.

Due to the nature of the item being requested, this process may take a long time, do **NOT** expect a quick turn-around for the item.

The item will be **UNIQUE** in the sense it will contain a personalised name and will be tagged so that it cannot be sold, stolen, lost or transferred.

The player is **NOT** allowed to then upgrade this item after discovering a more powerful item in-game.

For Barons under level 30 this does **NOT** mean they have to wait or suddenly go out and get the levels - **NO** ! It may be "simple" ring with a few enchantments.

Where appropriate, the item, when approved will be issued via small quest and may involve a master crafter. This will be at discretion of DMs.

Before you all get excited and plan on creating that all-mighty powerful resistant weapon we have to tell you there are **STRICT** and **RESTRICTED** Rules regarding this process.

The focus of the item has to have *immense* intrinsic value for the character's RP. These custom items are for furthering RP and are for the "prestige" of a Baron/ess, **NOT** a means for creating a powerful PG tool. Examples : don't request Vampiric Regen if you are a paladin, don't select Darkness if your char is afraid of the dark.

The point is, it **HAS** to reflect your character's RP.

14/ii Starting Hall Protocols

Do not linger longer than necessary in the actual hall. Go into the 'OOO' area if you wish to chat briefly. During peak hours there may be a time limit placed upon the usage of the area by the DM. This is at the discretion of the DM but is typically a 5 minute duration.

Refrain from casting spells in the Start Halls and this puts un-needed strain on the server.

No trading between players is allowed in the Start Hall or in the OOO room.

Keep glowing weapons sheathed.

Never rush the portals.

Form an orderly queue while waiting to use the portal. Do not skip the queue as this causes frustration by the other players politely waiting. Doing so in the presence of a DM will result in being detained or booted.

14/iii Torture

A guideline has been produced on the forums. We ask that players read this before engaging in any form of this activity. Note the "Absolute not allowed" section before activity starts.

14/iv Withdrawn Items

In order to maintain balance, the DM Team will on occasion announce items to be withdrawn. These will be published on the forums.

We use an automatic item replacement system. Normally, this will replace outdated items without the need for DM intervention. If you have an item which is outdated and has not been replaced, please ask a DM to check.

Holding onto outdated items is not permitted and will be treated as an exploit and punished appropriately.

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