



Hello, and welcome to [The Dragon's Neck](#), a Neverwinter Nights Persistent World roleplaying server, set in the Nation of Amn on the Southern end of Faerun, past the Sword Coast, in the Lands of Intrigue. This guide is meant as a very quick-and-dirty rundown of the absolute bare minimum a player should know before jumping into the server. If you're the type to prefer learning by doing, you've come to the right place.

Lore

The events of The Dragon's Neck begin in the year 1369. While many events prior to this year remain canon to our iteration of the Faerun setting, when in doubt, inquire with the narrative team.

One especially notable difference between the canon lore of Faerun and the custom lore of this server is an event known as the Longest Year. See below.

The Time of Troubles

[The Time of Troubles](#) (ca. 1358) directly precedes The Longest Year (ca. 1359), and progresses in line with official canon. The Time of Troubles was a period of time during which the gods of Toril (not just Faerunian gods) were forced by the Overdeity, Ao, to walk the land as their mortal avatars. During this time, Divine magic only functioned within one mile of the devout's god. Arcane magic, no longer overseen by its steward, Mystra, became dangerously and wildly unpredictable. During this time there was major turnover among the various pantheons of the world, not the least of which being Faerun's own pantheon.

The Longest Year

During The Longest Year (oft shortened to TLY by the community), all forms of magic - be they arcane, druidic, divine, or even inherent - ceased function for a period of approximately four years. Indeed, not only did magic cease to function, it seemingly winked out of existence entirely. Magical creatures such as undead, constructs, et cetera, became dormant; no more than remains, rubble or simple inanimate objects. This period of magical dormancy lasted for roughly ten years, the latter six of which saw magic ever-so-slowly returning. This collapse of magic brought an unprecedented wave of change and instability to societies across the known world. During the decade of magic's absence, a new surge of reliance upon - and enthusiasm for - things such as practical sciences and physical might erupted. Artificers, tinkers, and craftspeople of all walks were suddenly in high demand, as were those strong of arm and capable of great feats through sheer force of strength and will alone. The common folk had always had little regard for magic, but with its vanishing, what little bearing it had upon their lives all but dried up entirely.

Additionally, clergy the world over have confirmed the utter silence of the gods in the time since The Longest Year's onset. Though magic returns, the voices of the gods do not...

Setting

The Dragon's Neck's setting of **Amn** is a mercantile nation, and as such has a fairly varied population of residents and visitors. However, the nation itself is at its core a Human one. Additionally, Amn is beleaguered and on edge, having suffered great losses at the hands of a monstrous horde. Its capitol of Athkatla, in fact, is currently occupied by said horde at the time of the server's launch in the year 1369. Because of this and the events of The Longest Year, feelings of xenophobia and mistrust of outsiders are heightened. Common folk may even react negatively to more common goodly races such as Dwarves and Elves.

Distrust of outsiders is only outmatched by distrust of magic. Anti-magic sentiment runs hot and high in Amn, with many laws on the books which all carry steep penalties. Casting of any kind, be it arcane or otherwise, is likely to start a panic. Guards will be called, and the offending parties may find themselves on the wrong end of a pair of cuffs. Simply being *known* as a magic user can carry significant risks and consequences, not the least of which would be widespread suspicion and mistrust.

The fires of this mistrust are consistently stoked by the Palestone Knights, an order as unpredictable as they are zealous. Their approaches might differ from sect to sect, but the one thing they all agree upon to a man is this: The eradication of magic. They despise the Weave and its wrought works, and would see it unraveled. Permanently.

Despite whether your character is a foreigner or a citizen of Amn, at the time you take control of their life and begin roleplaying them, it is known that magic itself is still in rough shape. It was not long ago that only simple cantrips were possible, and even more recently that second circle spells were considered the height of attainable power since magic's return. Not only that, but spells your character(s) may have known and been familiar with no longer feel the same. Many familiar incantations yield spells which strike harder, or more weakly, than their casters might expect. Casters find themselves in a time of great uncertainty, their tools both familiar *and* ill-fitting in their hands.

Getting Started

There is much and more to learn about The Dragon's Neck and its intricate lore, but so long as you are armed with a solid understanding of the above, you should be well-enough equipped to learn the rest through more immersive means. It's time to create a character!

The Dragon's Neck has performed extensive class, race and [spell](#) overhauls, all in an effort to bring about tighter class balance and remove the pressures of dead feats, useless spells, poorly-performing classes and over-tuned racial selections (and more!)

Because of this, the first step you should take is to review the wiki entries for the [classes](#) and [races](#) you're most interested in, and read over the changes made therein. Once you've done that, the actual process of creating a character is very much the same as you're used to elsewhere, with only a few key differences.

Social Skill Points are awarded each level, and are used to supplement roleplay. These skills are ones which lack any sort of mechanical function, but which may come into play during roleplay, especially while participating in DM events where one may interact with many different NPCs. These points are separate from standard skill points, and cannot be used on any skills other than designated social skills. You may freely appoint them however you feel best supports your character concept.

Skill Banking is currently not supported on The Dragon's Neck. Skill Banking is the practice of hanging on to some or all of a character's earned skill points until a crucial point in their leveling (usually the acquisition of a cross-class level) whereupon all of the saved points would be spent all at once to maximize the benefit of class proficiencies. It is a form of power-gaming and as such is not something that The Dragon's Neck welcomes. You will be expected to spend every skillpoint you acquire upon level up. Failure to do so will invalidate the level and require you to repeat the level up process.

After you complete your character creation, you will enter the OOC area.

OOO Zone



The OOC (out of character) lobby area is full of utilities relevant to new characters. NPCs abound for the purpose of acquiring things like known languages, basic gear, survival and healing supplies. Be sure to spend as much of your new-start silver stipend as you believe is appropriate before making your way into the gameworld-proper.

The OOC zone can also be used for any communications that aren't meant to be in-character. If you need to talk to a group of players directly but don't wish to take it off the server to a service such as Discord, this area is ideal to use. Additionally, the OOC chamber can be used for customization, as there is no expectation of interaction in this space. You can set up new outfits and dyes at your leisure without being interrupted.

Entering the World

The Dragon's Neck has multiple hub towns, the largest of which is Murann, which will act as the primary hub for all players, regardless of race or alignment. Upon departing the OOC zone, a player will potentially have their choice between two destinations.



Murann: As stated, the largest (and primary) hub on the server. All characters of all stripes will have a place here, and very few character concepts would see a player actively avoiding Murann. The server narrative will have a strong focus on Murann and its surrounding territories. Murann is a port city and boasts one of the strongest remaining economies in the beleaguered nation of Amn. Times are tough everywhere, but Murann can be given credit for weathering these tribulations with as much grace as any could reasonably hope for.

Murann is a big place, and navigating it can be difficult. When you arrive, you may wish to know where the beating heart of the city is located; fear not! For there is plenty of guidance in the form of signposts throughout the city. Standard street signs will guide you to specific regions of the city, and there are adverts sprinkled around to aid you in finding the market. The city map is fully revealed by default, and the map is labeled extensively with helpful pins. When in doubt, though, ask one of our player guardsmen!





THE CIRCLE OF THE ELEMENTS

The Circle of the Elements: A Druid grove nestled beneath the currently-closed bough-borne Elven city of Y'Tellarien, player characters with a more Elven or naturalistic bent or origin may choose this hub as their favored haunt. This location is intended for players whose characters may have a strongly anti-human or urban avoidant attitude and may be chosen as a starting location for any Elven character.

Honorable Mention:

Trademeet: A bustling and popular mercantile outpost a middling distance from Murann. Neither isolated from nor fully out from under the shadow of the much larger city, Trademeet serves many purposes for adventurers and merchants alike. The open spaces nearby have also been known to play host to celebrations, festivals and other events such as tournaments. Trademeet does not function as a starting location, but will no doubt be frequented by most players during the course of their adventures.

Roleplay Basics on TDN

The Dragon's Neck deals with many grim and unpleasant topics which may be seen as distasteful or outright offensive if viewed through a modern nonfiction lens. The staff endeavors to treat these topics with the grace and dignity they are deserving of, neither straying from hard topics, nor reveling in them. As such, the standards of behavior for players are equally as mature and dignified. Harsh language in character is not prohibited; the request we have is that it be kept appropriate for the setting, themes and atmosphere of the server.

Additionally, we ask that out of character chatter be kept to an absolute minimum. OOC communication (public or via direct messaging over in-game tells or Discord) is by no means prohibited; we ask only that you keep the immersion and enjoyment of others in mind.

Language used in-character need not be Shakespearian in nature, but an effort to avoid modern turns of phrase, abbreviations or internet slang is very much appreciated. If you are concerned that your dialogue is not up to par, don't panic! And certainly don't feel discouraged. Reach out to staff, or even other players for feedback. We would be happy to help you find your character's voice, and even happier to see you grow into the best roleplayer you can be.

Chat on The Dragon's Neck is automatically formatted by our extensive chat scripts. A not-insignificant amount of the work of writing an in-character message is handled automatically for you here. Quotation marks, some capitalization and even punctuation are automatically augmented by these scripts. Be sure to check out the system in-game to get a feel for these helpful features! The OOC zone would be a perfect place to practice.

