



Discord Link

<https://discord.gg/Xrrxnrc9zp>



Home

Welcome to *Scriptures: The First Chapter*

Warnings

Almost everything on this document are suggestions, You can use your own common sense to determine what are suggestions, and what are not. The stuff that is rules (Such as the nomad, team, server, and discord rules) are NOT suggestions.

Some stuff on this document are written with grammarly's idea writer, I'm not trying to write all of this by hand. Everything has been proofread and confirmed, but take everything you see on here with a grain of salt, there might be inconsistencies or confusing parts in the document. If you need more information on something or have any questions feel free to DM the owner.

Overview

The dawn of a new era begins here, where civilizations are forged from nothing, and factions rise and fall based on strength, diplomacy, and cunning. *Scriptures: The First Chapter* offers a dynamic world where players build their legacy from scratch. Whether through war or cooperation, every player contributes to shaping the course of history.

This document will serve as your **guide**, helping you navigate the world's factions, rules, and evolving systems. It is designed to provide both structure and flexibility—offering suggested paths but leaving room for creativity and improvisation.

What You'll Find Inside

- **Factions Overview:** A detailed look into the main factions—O'Sasharo, Harven, Twilight Empiron, and Windsong—and their values.
 - **Nomads and Factions:** Discover the difference between recognized factions and independent nomads, along with the challenges and freedoms that come with each.
 - **Documents & Agreements:** Learn how binding and non-binding documents work, what the Overseer enforces, and the consequences of breaking agreements.
 - **War & Raids:** Guidelines for waging war, raiding opponents, and the delicate balance between destruction and strategy.
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A World of Possibilities

Here, every decision matters. Whether you pledge allegiance to a faction, go it alone as a nomad, or rise to create something entirely new, your story is yours to tell. This document is a starting point—what happens next is up to you.



Rules

Any To jump to discord rules, [click here](#)

Disclaimer:

All rules/sections are intentionally broad, and that is not to be confusing, but to be clear. Use common sense. Ex: Doxxing someone isn't explicitly stated, but it falls under harassment

Minecraft Server Rules

To ensure a smooth and enjoyable experience for everyone on the server, please adhere to the following rules:

General Conduct

1. **Respect Others:** Treat all players with respect. Harassment or discrimination will not be tolerated.
2. **Griefing:** Griefing is prohibited during non-wartime. Players must respect others' builds and resources unless involved in an [official raid or wartime activity](#).
3. **No Cheating or Exploiting:** Any modification to the client, whether it be mods, texture packs, or something else that gives ANY type of competitive advantage or knowledge more than any vanilla player would have is strictly disallowed.

Gameplay

1. **Character:** Generally, the overseer (Not admins) enforce a character realism rule. If you were surrounded by 5 people with crossbows pointed at you would you, in real life try to build a box around you? (This rule is enforced lightly, but still enforced)
2. **[Raiding Protocol](#):** Raids are allowed, but leaders must agree on a suitable time in advance to ensure both parties are prepared for the encounter.
3. **[Declarations of War](#):** Formal declarations of war must be clearly communicated between factions. Global wartime rules will be in effect during this period.

Enforcement

1. **Admin Authority:** Admins have the final say in disputes and rule enforcement. Players are encouraged to communicate any issues to admins respectfully.

2. **Consequences for Violations:** Violating rules may result in warnings or other consequences, depending on the situation.

Discord and In-Game Chat Rules

To maintain a positive and respectful environment in both Discord and in-game chat, please adhere to the following rules:

General Conduct

1. **Respect Others:** Always treat fellow players with respect and kindness. Excessive harassment, bullying, or discriminatory language will not be tolerated.
2. **No Spamming:** Avoid sending repetitive messages or excessive emojis. (Not super enforced, just don't be annoying)
3. **Appropriate Language:** Use appropriate language in both chat and voice channels. NSFW content, including overly offensive language or remarks, is not allowed.
4. **No Personal Attacks:** Disagreements can happen, but personal attacks or insults directed at other players are unacceptable.
5. **No Metagaming:** This means, you can't use out of game knowledge that you otherwise would not know, to help you in game. Ex: Looking at someones stream for their coordinates, or pretending to be AFK to listen in on information. **This does not include conversation related to game, ex: you can dm your friend information about in game happenings**

Enforcement

1. **Admin Authority:** Admins will monitor chat and take action against violations of these rules. Consequences may include warnings, temporary mutes, or bans, depending on the severity of the infraction.

The Scriptures Story

This explanation is meant to close up the plot holes from Scriptures SMP. Which was the first minecraft server in the story/series. This is server is based around the very start of that story.

Server History: Scriptures: The First Chapter

Scriptures: The First Chapter serves as the start of a vast and deep story, leading into the events of **Scriptures SMP**. At the center of this story is the merchant **Otto**, who, after witnessing the tumult of his world, undertakes a monumental journey to document the knowledge and events of his era.

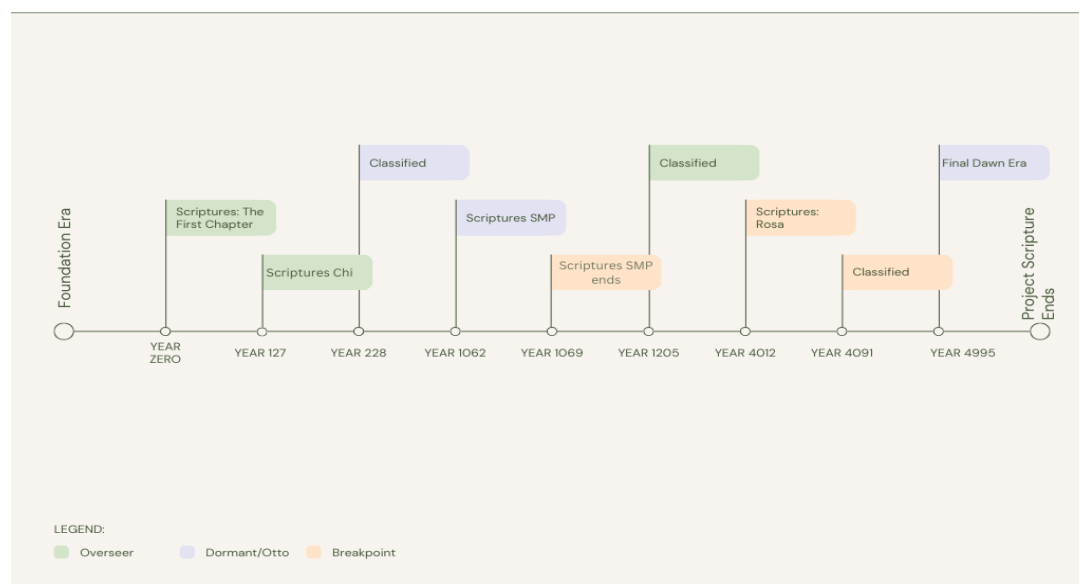
In the years following his rise as a prominent trader, Otto wrote the **Grand Scripture**, a comprehensive account of the trials and tribulations faced by his people. This sacred text not only served as a record of history but also as a series of warnings for future generations. It was said that the Grand Scripture contained profound insights about the cycles of creation and destruction, meant to guide those who would come after him.

To protect this invaluable knowledge, Otto sealed the Grand Scripture within the heart of a Wither, an embodiment of the chaos that had ravaged his world. This Wither, bound to Otto's magnificent flying merchant ship, became a guardian of sorts, ensuring that the teachings of the Grand Scripture would not fall into the wrong hands. The ship itself, a marvel of craftsmanship, symbolized hope and resilience, soaring above the remnants of a world struggling to find its identity.

As time passed, the island of **Scriptures SMP** rose from the water, littered with remnants of the previous eras. These artifacts and structures served as cryptic warnings left behind by Otto's contemporaries, hinting at their own struggles and the fate that befell them. The origins of these remnants remain hidden in mystery—were they driven away by an unseen force, or had they perished in the wake of chaos?

With the lore of **Scriptures: The First Chapter** setting the stage, the players of **Scriptures SMP** now seek to uncover the secrets of the Grand Scripture and the legacy of Otto, navigating a world that is rich with history and rife with untold stories.

PROJECT TIMELINE



Factions

Factions: Overview

This overview is not necessary to read, this is all an introduction to stuff you might see on the server. Your faction is not required to do any of it, it is just suggestions and clarifications that could help factions and their leaders.

Purpose of Factions

Factions in **Primordia** serve as vital components of the server's social structure, creating a framework for collaboration, competition, and community building among players. Their primary purpose is to enhance gameplay through structured group dynamics, fostering a sense of belonging and identity within the ever-evolving world.

Factions provide players with opportunities to unite under shared values and goals, allowing them to pool resources, share knowledge, and strategize effectively. By aligning with a faction, players can engage in meaningful interactions, whether through cooperative quests, resource management, or strategic planning. This collaborative spirit is essential for survival and prosperity in a new world filled with challenges.

Additionally, factions introduce an element of competition, encouraging players to excel and contribute to their group's success. Friendly rivalries between factions can lead to engaging events and challenges, fostering a vibrant community where creativity and innovation thrive. This competitive edge drives players to hone their skills, develop unique strategies, and work together towards common objectives, enriching the overall gameplay experience.

Faction Alliances and Rivalries

In the ever-evolving landscape of **Primordia**, alliances and rivalries between factions play a pivotal role in shaping player interactions and influencing gameplay dynamics. These relationships can significantly enhance the experience, fostering collaboration and competition while driving the narrative forward.

Alliances

Factions can form alliances with one another to pursue common goals, share resources, and support each other in times of need. These partnerships are typically based on shared values or mutual interests, allowing factions to combine their strengths and overcome challenges together.

1. **Strategic Collaboration:**

Alliances may engage in joint ventures, such as organizing large-scale events,

participating in collaborative quests, or sharing valuable information about resources and enemies. This cooperation allows factions to bolster their capabilities and achieve greater success within the server.

2. **Diplomatic Relations:**

Factions can establish diplomatic channels to negotiate terms of cooperation, resolve conflicts, and foster goodwill. By communicating openly and respecting each other's boundaries, factions can maintain harmonious relationships, reducing the likelihood of misunderstandings or disputes.

Rivalries

While alliances promote cooperation, rivalries add an exciting layer of competition to **Primordia**. Rival factions may compete for resources, territory, or prestige, driving players to develop strategies and hone their skills.

1. **Competitive Spirit:**

Rivalries encourage competition, pushing factions to strive for excellence and innovation. This dynamic can lead to thrilling encounters, where factions engage in battles or challenges to prove their dominance.

2. **Narrative Tension:**

Conflicts between factions can create engaging narratives within the server, enriching the overall experience. Players may become invested in their faction's story, forging a deeper connection with the game's world and characters.

Faction Governance

Effective governance is essential for the smooth functioning and longevity of factions in **Primordia**. A well-structured governance system ensures that all members have a voice, responsibilities are clearly defined, and decision-making processes are transparent. Below are the key components of faction governance:

Leadership Structure

Establishing a clear leadership structure helps facilitate organization and accountability within the faction.

1. **Faction Leader:**

The faction leader is responsible for guiding the faction's direction, making key decisions, and representing the faction in external matters. This role requires strong leadership skills, communication abilities, and a commitment to the faction's values.

2. **Council or Advisory Board:**

Factions can establish a council made up of experienced members to assist the leader in decision-making. This council provides diverse perspectives and helps distribute responsibilities among members, promoting collaboration and shared leadership.

Adaptability and Growth

Faction governance should remain flexible to accommodate changes in membership, goals, and the overall game environment.

1. **Evolving Leadership:**

Factions can periodically review their leadership structure to ensure it remains effective and responsive to members' needs. This may involve electing new leaders or rotating leadership roles.

2. **Feedback Mechanisms:**

Implementing feedback mechanisms allows members to share their thoughts on governance and suggest improvements. This openness to feedback helps factions evolve and adapt to the dynamic nature of **Primordia**.

3. **Embracing Change:**

As the server develops, factions should be willing to embrace change, whether it involves adopting new strategies, exploring new goals, or re-evaluating their mission. Flexibility and adaptability are key to sustaining long-term success.

Faction Economy

An engaging faction economy enhances the gameplay experience in **Primordia** by fostering interaction, collaboration, and competition among players. This economy allows factions to develop their unique financial systems, facilitating trade, resource management, and collaboration while creating opportunities for growth and development. Here are the key components of the faction economy:

Currency Creation

Factions have the option to create their own currency, allowing them to establish a distinct economic identity and system of trade.

1. **Designing Currency:**

Factions can design their currency to reflect their values and culture. This may involve naming the currency, creating unique symbols, and establishing denominations that suit their economic needs.

2. **Value Determination:**

Factions must decide how their currency will gain value. This could be based on factors such as resource availability, faction achievements, or community engagement. Establishing a clear value proposition will encourage players to participate in the economy.

3. **Exchange Rates:**

If factions wish to trade currencies with one another, they may establish exchange rates based on supply and demand. This creates an inter-faction economic network, encouraging trade and collaboration between factions.

Marketplace Development

Factions can establish marketplaces where players can buy, sell, and trade goods and services.

1. **In-Game Shops:**

Factions may set up in-game shops to sell their goods. These shops can be physical locations in their territory or virtual spaces where players can browse and purchase items.

2. **Auction Events:**

Hosting auction events allows factions to sell rare or valuable items to the highest bidder. These events can generate excitement and competition among players, while also providing factions with currency and resources.

3. **Barter Systems:**

Factions can promote barter systems, where players exchange goods and services without using currency. This encourages collaboration and negotiation, fostering a strong community spirit.

Economic Challenges and Opportunities

The faction economy in **Primordia** is not without challenges, and factions must be prepared to navigate these obstacles.

1. **Economic Competition:**

Factions may compete for resources, trade routes, and market share. Competition can stimulate growth, but factions must balance rivalry with collaboration to ensure a vibrant community.

2. **Inflation and Market Fluctuations:**

Factions should be aware of potential inflation and market fluctuations that can impact their economy. Monitoring supply and demand will help factions adapt and maintain economic stability.

3. **Innovative Strategies:**

Factions can explore innovative strategies for enhancing their economy, such as hosting events that promote trade, investing in community projects, or collaborating with other factions to create joint ventures.

Faction Relations

The dynamics of faction relations play a crucial role in shaping the political landscape of **Primordia**. Understanding how factions interact, form alliances, or engage in conflicts enhances the gameplay experience and encourages strategic decision-making. Here are the key elements of faction relations:

Alliances and Partnerships

Forming alliances and partnerships can strengthen factions, allowing them to collaborate on projects and share resources.

1. **Mutual Benefits:**

Alliances should be based on mutual interests and goals. Factions can work together to achieve objectives that may be challenging to accomplish alone, such as large-scale building projects or resource gathering.

2. **Formal Agreements:**

Establishing formal agreements can clarify the terms of the alliance, outlining expectations, responsibilities, and shared goals. This helps prevent misunderstandings and ensures that all parties are committed to the partnership. These agreements are enforced by the **Primordial Overseer**, who acts as a mediator to uphold the integrity of the alliances.

3. **Joint Events:**

Collaborating on joint events, such as tournaments or festivals, fosters camaraderie and builds strong inter-faction relationships. These events can promote friendly competition and enhance community engagement.

Diplomacy and Negotiation

Diplomatic relations between factions are essential for maintaining peace and resolving conflicts.

1. **Communication Channels:**

Factions should establish open communication channels to facilitate discussions. Platforms like Discord or forums can be utilized to negotiate terms, address issues, or propose collaborations.

2. **Conflict Resolution:**

Factions must be prepared to address conflicts through diplomacy. Implementing a structured conflict resolution process, overseen by the **Primordial Overseer**, can help factions navigate disputes and find mutually acceptable solutions.

3. **Peace Treaties:**

If conflicts arise, factions can negotiate peace treaties to formalize agreements and prevent future hostilities. These treaties can include terms such as territorial boundaries, trade agreements, and non-aggression pacts, with enforcement provided by the overseer.

Rivalries and Conflicts

While alliances foster collaboration, rivalries and conflicts can also emerge, shaping the server's narrative and player interactions.

1. **Competition for Resources:**

Competition for valuable resources can lead to rivalries between factions. Factions

should approach these situations strategically, considering both competitive tactics and opportunities for cooperation.

2. **Faction Wars:**

In cases where conflicts escalate, factions may engage in wars. These wars can serve as significant events within the server, promoting player engagement and creating opportunities for heroics and legendary moments. The overseer may intervene to ensure conflicts remain within the server's rules.

3. **Reconciliation Opportunities:**

Factions involved in conflicts should be open to reconciliation opportunities. Building bridges after hostilities can lead to newfound alliances and strengthen the community.

Reputation and Influence

Faction relations are influenced by reputation, which can impact interactions with other factions and the broader community.

1. **Building a Reputation:**

Factions should strive to build a positive reputation by acting honorably, contributing to community projects, and maintaining fair trade practices. A strong reputation can attract allies and discourage conflicts.

2. **Influence in the Community:**

Factions with positive reputations can exert influence within the community, potentially swaying opinions or shaping events. This influence can be beneficial for securing alliances and garnering support for faction initiatives.

3. **Public Relations:**

Managing public relations is essential for maintaining a faction's image. Engaging with the community, participating in events, and communicating transparently can bolster a faction's standing and foster goodwill.

Server Governance

Server governance in **Primordia** establishes the framework for maintaining order, enforcing rules, and promoting a positive community environment. A well-defined governance structure ensures fair play, conflict resolution, and the overall health of the community. This section outlines the key components of server governance, including oversight, rules, and community involvement.

The Role of the Overseer

The Overseer serves as a central figure within the lore of **Primordia**, representing the ancient forces that govern the balance of power and community dynamics among factions.

1. **Symbol of Order:**

The Overseer symbolizes the order within the world, guiding factions towards

cooperation and progress. Their presence serves as a reminder of the need for unity and collaboration among the diverse groups vying for dominance in the new world.

2. **Lore-Based Authority:**

While the Overseer does not enforce rules directly, their influence is felt through the lore and stories shared among players. The actions and decisions of factions are often framed within the context of the Overseer's principles, affecting player behavior and interactions.

3. **Cultural Icon:**

The Overseer represents the shared history and mythology of **Primordia**, acting as a figure of reverence for factions. Players may participate in rituals or events honoring the Overseer, reinforcing community bonds and shared goals.

Faction Traits

Faction Traits Overview

Welcome to the Faction Traits Overview for Scriptures: The First Chapter! This document serves as a guide to help players understand the unique characteristics, values, and playstyles of each faction within the game. The intention behind this overview is to suggest how players might align with different factions based on their preferred methods of interaction, strategy, and gameplay.

Each faction represents a distinct approach to life in this new world, fostering camaraderie among like-minded players while also encouraging diversity within the community. We encourage players to explore these traits and consider how they might fit into the overarching narrative of their journey. However, it's important to note that this overview is **merely a suggestion**; players are not bound to adhere to these traits strictly. Individual choices and experiences may lead to the emergence of unique stories that deviate from the established traits.



TL;DR

TL;DRs for Each Faction

O'Sasharo: Mysterious and spiritual, O'Sasharo seeks balance between the seen and unseen, guiding their actions with rituals and intuition. They are deeply connected to nature and knowledge, thriving in subtlety and secrecy. Outsiders find them difficult to understand, as they rarely explain their motives or allegiances.

Harven: Disciplined and cautious, Harven values structure, tradition, and preparation above all. They avoid unnecessary risks and maintain control through strategic planning, though their rigid ways can limit their adaptability. Known for their strict adherence to rules, they prioritize order and stability even if it means sacrificing creativity.

Twilight Empiron: Ruthlessly efficient, Empiron focuses on asserting control without excessive force, getting their way through intimidation and sheer will. They are not openly aggressive but refuse to back down, exerting dominance quietly and effectively. Though they value order, they leave little room for compromise, making them difficult to oppose or align with.

Windsong: Collaborative and adaptable, Windsong thrives through teamwork and creative problem-solving, easily shifting strategies when needed. They avoid direct conflict when possible but use endurance and subtle manipulation to achieve their goals. With their increasing influence and unmatched unity, Windsong is on track to become the most powerful faction in the new world.



O'Sasharo: Traits and Identity

Foundational Traits

O'Sasharo is characterized by their pursuit of control through subtle influence, cunning, and strategic foresight. They avoid brute force unless absolutely necessary, opting instead for manipulation, diplomacy, and long-term planning. Members of O'Sasharo embody patience and precision, always looking for ways to exploit situations to their advantage.

- **Core Values:**
 - **Influence:** Power is gained by shaping others' decisions.
 - **Secrecy:** Keeping motives hidden is essential.
 - **Calculation:** Every action serves a purpose.
 - **Adaptability:** Plans are flexible, with contingencies for every scenario.

Approach to Alliances and Rivalries

O'Sasharo factions build alliances not out of trust but as investments, ensuring all relationships are mutually beneficial—at least on the surface. They often seek to gain leverage over other factions through favors, secret agreements, or subtle sabotage. However, they rarely engage in open hostilities unless they are certain of victory.

- **Alliances:** Always viewed as temporary and transactional.
- **Rivalries:** Managed quietly through subversion, rather than open conflict.

Internal Dynamics

The structure of O'Sasharo is based on a meritocratic hierarchy. Members are judged by their ability to navigate complex situations, gather information, and act with discretion. There are no official roles enforced by the faction—leadership is fluid and earned through competence and respect among peers.

- **Trust:** Hard to earn, easy to lose.
- **Leadership:** Dynamic, based on skill rather than title.
- **Conflict Resolution:** Betrayal within the faction is rare but unforgivable. The only way to survive within O'Sasharo is to be useful.

Attitude Towards Conflict

O'Sasharo avoids unnecessary violence, preferring strategic raids and covert operations. When engaging in raids or war, their goal is not destruction but acquisition—whether of resources,

information, or leverage. They will only initiate war if it promises a definitive advantage, and their strategy often relies on turning other factions against each other.

- **Raids:** Purposeful and calculated; resources must justify the risk.
- **War:** A tool for restructuring power, not personal vendettas.
- **Diplomacy:** Often a means to gather intelligence or plant seeds of discord.

Nomads and Other Factions

O'Sasharo is wary of nomadic groups, seeing them as unpredictable and difficult to manipulate. However, they are not above using nomads for their own ends, such as hiring them for espionage or sabotage missions. Their interactions with other factions are always strategic:

- **Harven:** A potential ally for short-term cooperation but viewed as rigid.
- **Twilight Empiron:** Respected for their pragmatism, but carefully monitored.
- **Windsong:** Seen as both a threat and a challenge in diplomacy due to their collaborative nature.



Harven

Harven: Traits and Identity

Foundational Traits

Harven is rooted in tradition, discipline, and unyielding structure. They are a faction of order, believing in the necessity of rules, hierarchies, and personal sacrifice for the greater good. Members of Harven view themselves as guardians of stability, ensuring that the new world grows according to strict principles that prevent chaos. Their strength lies in unity and resilience, thriving under leadership that prioritizes strategy and precision.

- **Core Values:**
 - **Discipline:** Strength through routine and control.
 - **Order:** Every individual has a place and purpose.
 - **Honor:** Integrity and accountability guide every decision.
 - **Loyalty:** Betrayal is the greatest crime.

Approach to Alliances and Rivalries

Harven is selective in forming alliances, preferring partners who share their vision for stability. They are slow to trust, believing that cooperation requires strict terms and shared values. Betrayal by an ally is seen as a deep offense, often leading to long-term grudges. Harven rarely engages in petty conflict but is quick to respond with overwhelming force if provoked.

- **Alliances:** Formed based on shared principles and trust.
- **Rivalries:** Harven does not seek enemies but does not forgive transgressions easily.

Internal Dynamics

Within Harven, leadership is structured and deliberate, with authority delegated based on competence and service. Their hierarchy is rigid but respected, as each member understands their place and role. Decisions are made through councils or military-style chains of command, with personal ambition always subordinated to the faction's greater purpose.

- **Leadership:** Centralized but stable, with a council advising the leader.
- **Discipline:** Strict rules govern behavior, ensuring that personal conflicts do not disrupt the faction.
- **Internal Conflicts:** Managed within the faction, often through honor duels or mediation.

Attitude Towards Conflict

Harven believes that conflict, when necessary, must be decisive and purposeful. They engage in war reluctantly, viewing it as a last resort when diplomacy fails. However, once committed to battle, they fight with precision and efficiency, aiming to end conflicts quickly and restore order.

Harven avoids reckless destruction, preferring to neutralize threats through strategy rather than chaos.

- **Raids:** Calculated and purposeful, focusing on disabling threats and securing critical resources.
- **War:** Waged to establish order, not for personal gain or vengeance.
- **Discipline in War:** Griefing is condemned, and all attacks must serve the faction's broader goals.



Twilight Empiron

Twilight Empiron: Traits and Identity

Foundational Traits

Twilight Empiron embodies a brutalist philosophy, unyielding in its pursuit of power and control. They are not needlessly aggressive but refuse to compromise or back down. Empiron operates with precision, preferring to avoid open conflict, but when challenged, they crush opposition decisively. They believe in order through strength—quiet dominance rather than chaotic violence. In their eyes, survival and influence belong to those who stay resolute and unwavering.

- **Core Values:**
 - **Dominance:** Power is not taken—it is maintained through unyielding presence.
 - **Efficiency:** They do only what is necessary to win, nothing more.
 - **Order:** Society functions best when ruled by those strong enough to lead.
 - **Self-Reliance:** They trust their own strength and abilities, wary of relying too much on others.
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Approach to Alliances and Negotiations

Twilight Empiron forms alliances strategically, using relationships to maintain influence without surrendering control. While not hostile, they expect others to comply with their terms. They don't act unless it benefits them directly and will withdraw from alliances the moment they no longer serve a purpose.

- **Alliances:** Often treated as tools for control, but rarely broken unless trust is betrayed.
 - **Diplomacy:** Calm but firm—negotiations with Empiron often feel like ultimatums in disguise.
 - **Rivalries:** They rarely engage in petty disputes but will dismantle threats with precision.
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Internal Dynamics

Empiron prizes resilience and discipline. Leadership is earned through competence and resolve, not kindness. There is little room for weakness—members are expected to be as unyielding as the faction itself. While Empiron values autonomy, it comes with the expectation that personal goals align with the faction's interests.

- **Leadership:** The strongest and most efficient rise to the top. A leader who wavers is swiftly replaced.

- **Membership Expectations:** Members act independently but with loyalty to the faction's core values.
 - **Disputes:** Internal conflicts are solved efficiently—either through resolution or expulsion.
-

Attitude Towards Conflict and Control

Twilight Empiron dislikes unnecessary violence but responds to opposition without hesitation. Their approach to conflict is pragmatic: if it takes a show of strength to secure what they want, they will deliver it swiftly and without remorse. However, they see reckless destruction as a waste of resources and prefer control over chaos.

- **Raids:** Precision strikes meant to destabilize and secure essential resources.
- **War:** A last resort, engaged only when negotiations fail or opposition threatens their influence.
- **Destruction:** Only what is necessary—doors blown open to seize what's inside, not senseless ruin.



Windsong

Windsong: Traits and Identity

Foundational Traits

Windsong thrives on collaboration, adaptability, and creativity, believing that strength lies in unity and innovation. They see the world as ever-changing and approach challenges with openness, working together to find solutions. Though they present a peaceful front, Windsong's strength lies in their ability to outmaneuver and outlast their opponents through cooperation and resourcefulness. Beneath their harmonious surface, they can be unpredictable—quick to shift allegiances or abandon old ideas if it suits their goals.

- **Core Values:**
 - **Collaboration:** No individual can achieve greatness alone.
 - **Adaptability:** Change is inevitable, and survival belongs to those who can evolve.
 - **Ingenuity:** Creativity is as important as strength.
 - **Fluidity:** Rigidity leads to ruin—alliances and strategies must remain flexible.
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Approach to Alliances and Negotiations

Windsong forms alliances easily, preferring diplomacy over conflict. They excel at creating bonds with others, which gives them influence even without brute force. However, their fluid nature means they might change course without warning if circumstances shift. Windsong values mutual benefit, but they are not above quietly manipulating situations to tip the balance in their favor.

- **Alliances:** Often treated as strategic tools to increase influence.
 - **Diplomacy:** Friendly and persuasive, with a knack for getting what they want without direct confrontation.
 - **Rivalries:** Rare, but Windsong will subtly undermine those who threaten their long-term goals.
-

Internal Dynamics

Windsong encourages freedom and individuality, but all members are expected to contribute to the group's success. Leadership within the faction is fluid—members are more likely to follow those who prove their competence rather than those who demand authority. Disputes are usually resolved through dialogue, though Windsong is not afraid to isolate or remove disruptive members if necessary.

- **Leadership:** Leadership roles are based on influence and skill, not rigid hierarchy.
 - **Membership Expectations:** Members are given freedom but must align with the faction's collaborative spirit.
 - **Disputes:** Resolved through discussion or exile—Windsong avoids direct conflict internally.
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Attitude Towards Conflict and Control

Windsong prefers to avoid direct conflict, but they are not pacifists. In conflict, they use strategy and cooperation to overwhelm opponents, turning battles into games of endurance. They are skilled at outlasting or outmaneuvering enemies, knowing when to push forward and when to retreat. Though destruction is not their goal, they are not above using subtle sabotage to achieve their aims.

- **Raids:** Focused on precision, gathering resources through minimal damage.
- **War:** A reluctant last resort—Windsong would rather turn enemies into allies.
- **Destruction:** Minimal unless needed to achieve a specific outcome.



Faction Invitation

Player Joining and Invitation System

This page outlines the rules for player invitations, faction joining, and how the system promotes balance while minimizing exploits. While the rules aim to ensure fair play, players are expected to use the system in good faith rather than seeking loopholes to gain unfair advantages.

Invitation Tokens

Each player receives **one invitation token** to invite a friend to their faction. This token can only be used once and ensures balanced team growth. Players cannot give or trade tokens to others.

- **Example:** If Bob invites four friends to the server, he can only use his token on one friend. The remaining three will need to join other factions or operate as nomads.
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How to Join a Faction

- **Without Tokens:** A player without a token or invitation can appeal to the faction leader directly for membership.
 - **Nomads Joining Later:** Nomads can join factions later if invited by a leader, provided there are open slots.
 - **Faction Trials:** Some factions may have trials or tasks to determine eligibility.
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Nomads and Invitations

- **No Token Use for Nomads:** Once a player chooses to become a nomad, their invitation token is forfeited.
 - **Rejoining a Faction:** Players who temporarily leave a faction may rejoin without a token if the leader allows it.
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Faction Size Management

- **Balanced Growth:** To prevent unbalanced teams, the Overseer encourages factions to grow at a reasonable rate.
- **Increased Capacity Requests:** As the server progresses, factions can apply to expand team sizes.

Acknowledging Loopholes

We understand that some players may attempt to find loopholes in the invitation system. However, exploiting technicalities will not result in a “gotcha” moment. If an action is deemed unreasonable, it will be addressed and enforced to a reasonable extent. I’m not gonna be an asshole about this rule and I understand friends will want to be with friends. It’s just a safety measure to assure that someone can’t invite 20 people and make a giant team



Nomads

Nomads

Nomads are independent individuals or informal groups that operate outside the control of recognized factions. They enjoy complete freedom, moving wherever they choose and living without leadership or formal structure. However, this lifestyle comes with significant risks—Nomads must always be on the move and survive without the security or influence that factions provide. Some Nomads embrace this freedom permanently, while others aim to earn faction status over time.

Nomadic Life Overview

Aspect	Nomads
Group Type	Informal or Solo
Leadership Structure	Optional or None
Recognition Path	Requires 2 weeks of activity and faction approval
Base Vulnerability	Extremely high (no protected base)
Diplomacy	Informal pacts only
Group Stability	Fluid, with members free to join or leave anytime
Movement Restrictions	None, but faction lands may be hostile

Flexible Group Structure

- **No Required Leadership:** Nomad groups can operate without a leader, relying on mutual decisions or independent actions.

- **Open Membership:** Members are free to join or leave at any time, making Nomad groups dynamic and fluid.
 - **Temporary Cooperation:** Nomads often work with other players or factions briefly, without formal obligations.
-

Opportunities for Nomads

- **Unrestricted Movement:** Nomads can explore all areas of the world, even faction-controlled territories.
 - **Dynamic Gameplay:** They can roam freely, gathering resources or making alliances on the go.
 - **Evolving Identity:** Groups can shift goals, disband, or reform without restrictions.
 - **Potential for Recognition:** With time, effort, and faction approval, Nomads can gain recognition as a new faction.
-

Challenges of Being a Nomad

- **No Safe Base:** Nomads cannot establish a protected home, as the lifestyle is designed to remain mobile and decentralized. They must rely on scattered camps and temporary shelters.
 - **Hostility in Faction Lands:** Though they can travel anywhere, entering faction-controlled areas may provoke conflict or attacks.
 - **No Raid Protection:** Nomad camps can be raided at any time, even during peacetime.
 - **No Voting Power:** Until recognized as a faction, Nomads have no say in faction diplomacy or server decisions.
-

Nomad Group to Faction Path

1. **Sustain Activity for 2 Weeks** – Maintain consistent presence to show stability.
2. **Build Relationships with Factions** – Gain goodwill through trade, diplomacy, or temporary alliances.

3. **Petition the Watcher of Dawn** – Request official recognition when ready.
4. **Pass the Secret Vote** – All factions must unanimously approve the petition to gain faction status.



Nomad Vs Faction

The Watcher of Dawn and Team Recognition System

In the world of Primordia, **The Watcher of Dawn** ensures balance by recognizing factions and regulating Nomad groups. Only recognized factions can wield full power, while Nomads must prove themselves through persistence and diplomacy.

Nomad Groups vs. Recognized Factions

Rights & Privileges	Recognized Factions	Nomad Groups
Voting in server-wide decisions	Yes	No
Territorial base protection (Lore & Overseer wise, not plugin wise)	Yes	No
Official territory claims (Lore & Overseer wise, not plugin wise)	Yes	No
Diplomacy and alliances	Yes (binding)	Yes (informal)
Petition for official recognition	N/A	Yes (after 2 weeks)
Raid protection during peacetime	Yes	No

Nomad Recognition Process

1. **Time Requirement:**

- Nomad groups must **remain active for 2 weeks** to petition for faction recognition.

2. **Anonymous Vote:**

- The **Overseer** sends a **private poll** to all faction leaders.
- **Unanimous approval** from all factions is required for recognition.
- If even **one faction votes against** it, the group stays Nomads and **must wait 3 more days** before trying again.

Example: How the System Works

- **Bob's group** chooses to stay Nomads instead of joining separate factions.
- After **2 weeks**, they petition the Overseer for recognition.
- The **four factions**—Osasharo, Harven, Twilight Empiron, and Windsong—vote.
- **Osasharo** votes against them, and Bob's group stays Nomads. They must **wait 3 more days** to try again.

This system ensures **balanced factions** while giving Nomads a path to recognition through time and diplomacy, preventing unfair domination by friend groups.



Foundational Info

Foundations of the World: Overview

This section introduces the fundamental systems that shape the world and provide structure to player interactions. While the server encourages freedom and creativity, these frameworks help maintain balance and foster cooperation, competition, and fair conflict. Each page within this group offers guidance on key elements—how land is used, how agreements are made, and how economies emerge organically.

What to Expect

The information here is not exhaustive; it provides a **foundation** for players to build upon. Everything from territorial disputes to the creation of in-game documents will require cooperation, diplomacy, or conflict to enforce. Each section covers a different aspect of the server's infrastructure:

- **Economy:** How players develop currency, barter, or trade systems independently.
 - **Territory & Land Use:** Guidelines for managing spaces and resources without official claims.
 - **Documents & Agreements:** How binding and non-binding documents are created and respected, with oversight from the Overseer.
-

How to Use These Systems

While these pages set expectations, **creativity and flexibility are encouraged**. The systems described are meant to support the world's narrative and balance—not to constrain it. Players are free to innovate new ideas within these frameworks. Leaders of factions, nomad groups, or individual players can use these foundations to develop rules and agreements that reflect their playstyle.

This foundational information ensures that all players share a basic understanding, minimizing conflict and confusion while leaving room for the unpredictable nature of the game world.

Included Sections

- **Economy:** Overview of trade systems, currencies, and fair exchange methods.
- **Territory & Land Use:** Guidelines for land management, conflict, and resource use.
- **Documents & Agreements:** How to create enforceable and non-enforceable pacts, with templates for key documents.

These pages will help you make informed decisions, form alliances, and navigate the complexities of this evolving world.



Economy

Economy Overview

The economy on the server is player-driven, meaning there is no server-provided or universal currency. Factions and individuals are responsible for developing their own economic systems, deciding how wealth, goods, and services are exchanged. This encourages creativity and variation, making every faction's approach to trade and value unique.

Key Concepts of the Player Economy

1. Faction-Specific Currencies:

- Each faction can create its own currency if desired, setting the value of items and services within its own economy.
- Currencies might take physical forms (e.g., gold ingots, emeralds) or symbolic forms (like vouchers or tokens).
- However, factions are not required to use a formal currency. Bartering and service trades are valid alternatives.

2. Bartering and Trade Networks:

- Players can exchange resources, tools, or services directly, especially in cases where they don't recognize another faction's currency.
- Nomad players typically rely on barter since they lack the infrastructure for consistent currency systems.

3. Supply and Demand:

- The value of resources is not fixed and depends entirely on scarcity, need, and faction priorities.
- Factions in resource-poor areas may rely heavily on trade with others, whereas those with access to abundant materials could control supply chains.

4. Inter-Faction Markets:

- Temporary markets or trade fairs can be set up by factions to exchange goods.
- This could involve collaborative projects, alliances, or event-based trading systems.

- **Neutral trade zones may also be established to facilitate exchanges between rival factions.**

5. Loans and Debt:

- **Factions or individual players can negotiate loans or debts. However, these are enforced only by the agreements between parties (refer to the documents section).**
- **Debt disputes are not mediated by the Overseer and could escalate into conflict.**

Trade Disputes and Raiding as Economic Warfare

- Trade disputes can evolve into conflict, especially when factions or players refuse to honor agreements.
- Raiding is considered a legitimate tool of economic warfare, with the primary goal being the acquisition of resources. Raids can destabilize opposing factions by disrupting supply lines or stealing critical items.



Documents

Documents and Binding Agreements

In the realm of **Primordia**, documents play a crucial role in establishing agreements, treaties, and rules among factions and players. These documents can vary in enforceability, depending on the nature of the agreement and the recognition of the **Overseer**. Understanding the types of documents and their implications is essential for maintaining order and fostering relationships within the server.

Types of Documents

1. Binding Agreements

Binding agreements are enforceable documents recognized by the **Overseer**. These agreements require the consent of all involved parties and outline the terms and conditions that must be adhered to. If a party violates a binding agreement, the **Overseer** will enforce the consequences as outlined in the agreement.

Examples of Binding Agreement Structures:

- **Treaty of Alliance:** A formal agreement between factions to cooperate in trade, defense, or other aspects.
- **Peace Treaty:** An agreement that outlines the terms for ceasing hostilities and establishing peace between factions.
- **Resource Sharing Agreement:** A contract detailing how resources will be shared between factions, including contributions and expectations.

2. Unofficial Documents

Unofficial documents are agreements that are not enforced by the **Overseer**. Both parties must explicitly agree that these documents are unenforceable. Unofficial documents serve as a means of establishing expectations but lack the backing of the **Overseer**.

Examples of Unofficial Documents:

- **Friendly Agreement:** A casual understanding between factions to avoid conflict in certain territories without formal obligations.
- **Trade Proposal:** A suggestion for a trade relationship that is not legally binding.
- **Informal Alliance:** A mutual understanding to cooperate without formal documentation.

Basic Expectations and Non-Enforcement

The **Overseer** will not enforce basic expectations that players may have of each other. For example, while it is generally expected that members do not kill each other within their faction, this is not a matter that the **Overseer** will enforce. Players must communicate their expectations clearly and rely on mutual respect within the community.

Additionally, certain informal agreements, such as casual understandings about social conduct or behavior during gameplay, will not be enforceable. For instance, if a player expects another to refrain from stealing resources, the **Overseer** will not intervene if this expectation is violated.

Raids and Warfare

Raiding is permitted for any faction, but specific protocols must be followed to ensure fairness:

- **Notification Requirement:** The leader of the faction initiating the raid must provide advance notice to the targeted faction, with a mutually agreeable time for the raid to occur.
- **Defense Preparedness:** The targeted faction must be given the opportunity to prepare defenses for the raid, ensuring that both parties can engage in a fair encounter.

Griefing Regulations

Griefing is not allowed unless it is explicitly included in a declaration of war or occurs during designated global wartime, as will be explained in another section. This ensures that players can engage in warfare without damaging the integrity of others' builds during non-combat situations.

Enforcement and Punishments

- **Binding Agreements:**
If a party breaks a binding agreement, the **Overseer** will enforce the agreed-upon punishments. These punishments may include:
 - **Resource Penalties:** Loss of resources or items as compensation for the breach.
 - **Reputation Damage:** A decrease in the faction's reputation, affecting future negotiations and alliances.
 - **Temporary Bans from Events:** Exclusion from upcoming faction events or competitions.
- **Unofficial Documents:**
No formal enforcement exists for unofficial documents. However, parties that fail to adhere to these agreements may face social consequences, such as damaged relationships or loss of trust, but no in-game punishments will be applied.

Raids and Warfare

Raids are permissible for any faction under specific conditions:

- **Notification Requirement:** The initiating faction must provide prior notice to the targeted faction, establishing a mutually agreed-upon time for the raid.
- **Defense Preparedness:** The targeted faction must have the opportunity to prepare for defense during the raid.

Raids automatically qualify as a declaration of war, and their primary purpose is to steal resources from other factions.

Declaration of Raid Template

Declaration of Raid

From:

Attacking Faction Leader Name: [Insert Name]

Faction Name: [Insert Attacking Faction Name]

To:

Defending Faction Leader Name: [Insert Name]

Faction Name: [Insert Defending Faction Name]

Date of Notification:

[Insert Date]

Proposed Raid Time:

[Insert Date and Time]

Both factions must agree on this time to ensure fairness.

Purpose of Raid:

- **Objective:** The primary aim of this raid is to gather resources necessary for our faction's growth and survival. We will be targeting specific resources such as [list resources, e.g., diamonds, food, etc.].
- **Strategic Importance:** This raid will help us secure resources for an upcoming conflict or provide the necessary materials for faction expansion.

Conditions of Raid:

- **Mutual Agreement:** Both factions agree to the terms outlined in this document. Any alterations to the raid plan must be discussed and consented to by both leaders.

- **Preparation Time:** The defending faction will have a reasonable amount of time to prepare defenses before the raid begins. This is an essential part of maintaining fair play.
- **Raid Destruction Allowance:** The attacking faction is permitted to use necessary destruction methods (e.g., breaking down doors) to gain entry, provided they do not engage in excessive damage outside the agreed-upon targets.

Signatures:

- **Attacking Faction Leader Signature:** _____
 - **Defending Faction Leader Signature:** _____
-

General Declaration of War Template

General Declaration of War

From:

Faction Leader Name: [Insert Name]

Faction Name: [Insert Faction Name]

To:

Target Faction Leader Name: [Insert Name]

Target Faction Name: [Insert Target Faction Name]

Date of Declaration:

[Insert Date]

Purpose of War:

- **Justification:** This declaration serves to formally state the reasons for engaging in conflict. The primary motivations may include territorial disputes, resource acquisition, or unresolved tensions that have escalated beyond diplomatic resolution.
- **Objectives:** Clearly outline the intended goals of the war, such as [gaining specific territories, resources, or proving dominance].

Terms of Engagement:

- **Duration:** The conflict is expected to last for [insert duration, e.g., "indefinitely," "until specific objectives are achieved," etc.].
- **Rules of Engagement:** All factions must adhere to specified rules, including restrictions on target types (e.g., no targeting civilians or unprotected structures).

- **Griefing Regulations:** While engaging in war, griefing is allowed only as part of the war objectives, and any destruction must remain relevant to the conflict's goals.

Signatures:

- **Declaring Faction Leader Signature:** _____
- **Target Faction Leader Signature:** _____



Territory & Land Use

Territory and Land Use

Territory and land play essential roles in the social and political dynamics of the server. Each faction's control over land reflects its influence, resources, and strategic positioning. However, with the freedom of movement for all players, including nomads, land use must be carefully managed to balance power without leading to unfair territorial domination.

Claiming and Controlling Land

- **Informal Land Claims:**
 - Factions stake claims through their presence, structures, and defense efforts rather than through commands or systems.
 - Land disputes are resolved through diplomacy, trade, or conflict. Overstepping territorial boundaries could trigger retaliations or raids.
 - **Factions Establishing Borders:**
 - Factions can mark their borders using physical landmarks such as walls, flags, or environmental modifications.
 - Border control isn't enforced by admins or the Overseer—players must protect and maintain their territory themselves.
 - Official recognition of borders can be included in binding documents between factions.
 - **Nomads and Land Use:**
 - Nomads are not bound by any territorial rules and can traverse faction lands freely. However, they risk provoking conflict if they trespass too deeply into faction-controlled areas.
 - Nomads cannot establish permanent bases and must stay on the move, relying on campsites or small, temporary shelters.
-

Land Use Guidelines for Raiding and Warfare

- **Raiding Regulations:**
 - Factions have the right to raid other territories, but raids must be scheduled to ensure both sides are prepared (see Raid Declaration Templates).
 - Destruction during a raid is permitted only to gain access to resources or objectives—excessive damage without strategic purpose is considered griefing.
- **Global Wartime:**

- During declared global wars, the rules around territory shift temporarily. Raids may occur without prior notice, and factions may expand aggressively. However, these wars must follow specific terms laid out in wartime documents.
-

Shared Resources and Neutral Zones

- **Shared Resource Sites:**
 - Certain valuable areas (like oceans, forests, or mines) might remain neutral zones where factions agree to limited resource extraction.
 - Violations of these agreements can lead to immediate conflict or sanctions from other factions.
 - **Neutral Trade Hubs:**
 - Factions may agree to create neutral hubs where trade occurs without conflict. These hubs are temporary unless bound by documents recognized by the Overseer.
-

Encampments and Movement for Nomads

- **Campsites:**
 - Nomads rely on camps, which are temporary and easy to dismantle. Leaving large structures behind can result in them being claimed or destroyed by other factions.
 - Nomad groups with members staying too long in a single area may be considered squatters and expelled by the local faction.
 - **Crossing Faction Borders:**
 - While nomads may pass through faction land freely, doing so without prior notice could be considered a hostile act.
 - Safe passage agreements can be negotiated but are not required.
-

Territorial Diplomacy and Expansion

- **Diplomatic Expansion:**
 - Factions may expand territory by negotiating for land or merging with smaller factions.
 - Leaders must balance expansion with resource management—overextending could make them vulnerable to raids or rebellions.
- **Territorial Conflicts:**

- **Disputes over land are common, often leading to minor skirmishes or full-scale wars.**
- **Factions may use documents to establish ceasefires, buffer zones, or non-aggression pacts.**

Moderation Info

Moderation Information Homepage

Welcome to the Moderation Information page! Here, you will find essential guidelines and policies that govern our moderation team, ensuring a fair and enjoyable experience for all players on the server. This section is designed to provide transparency regarding our moderation practices, including:

1. **Staff Policies**

An overview of the expectations and duties required from moderators and administrators to maintain a respectful and safe environment.

2. **Infraction System**

Detailed information about the infraction system, outlining how violations of server rules are categorized and the corresponding penalties for each infraction level.

3. **Dispute Process**

Guidelines on how players can dispute moderation decisions, including the escalation process to a community manager or senior staff member.



Staff Policies

Moderator/Admin Policies

To maintain order, fairness, and community integrity on the server, moderators and admins are required to follow a set of policies. These policies ensure that moderation actions are consistent, transparent, and respectful.

1. Neutrality and Fairness

- **Impartial Judgment:** Moderators and admins must remain neutral in all disputes and avoid favoritism. Decisions should be based solely on evidence and established rules.
- **Equal Treatment:** All players, regardless of status or affiliation, must be treated equally. No player should receive preferential treatment or harsher penalties based on personal relationships.

2. Accountability

- **Documentation:** Moderators and admins are required to document their actions, including any warnings, bans, or significant interactions with players. This creates a transparent record for future reference.
- **Review Process:** Moderators should periodically review their own actions and decisions, seeking feedback from peers to ensure consistency and fairness.

3. Communication

- **Clear Messaging:** Moderators and admins must communicate clearly and respectfully with players. This includes providing explanations for actions taken and being open to questions.
- **Response Time:** Moderators should strive to respond promptly to player reports or concerns, fostering trust and engagement within the community.

4. Training and Development

- **Ongoing Education:** Moderators and admins should participate in training sessions to stay updated on policies, community expectations, and conflict resolution techniques.
- **Community Feedback:** Moderators should actively seek feedback from the player base regarding their performance and the effectiveness of moderation policies.

5. Conflict of Interest

- **Disclosure:** Moderators and admins must disclose any potential conflicts of interest that may arise in their interactions with players or factions. This ensures transparency and trust within the community.
- **Recusal:** If a moderator or admin has a conflict of interest, they should recuse themselves from any decision-making processes related to the issue.

6. Moderation Disputes

- **Right to Dispute:** Players who disagree with a moderation decision have the right to dispute it. All disputes will be escalated to a community manager or the highest appointed staff member for review.
- **Increased Infraction for Denial:** If the dispute is denied, the player's infraction count will increase by one. For example, if the initial action resulted in one infraction, it will be escalated to two upon denial of the dispute.

7. Policy Review and Adaptation

- **Regular Review:** Policies governing moderator and admin behavior will be reviewed regularly to ensure they remain effective and relevant to the community.
- **Player Input:** The community may provide input on moderation policies, and suggestions will be taken into consideration during reviews.

Infractionctions & Punish

additional examples for each level:

Infraction Level	Description	Examples	Punishments
Level 1	Minor offenses that disrupt the community. These infractions may create an uncomfortable environment for players but are not severe enough to warrant harsh penalties.	- Disruptive behavior in chat (spam, excessive emojis) - Making people uncomfortable - Being unnecessarily annoying on purpose	- Temporary mute (3 to 24 hours) - Temporary server ban (3 to 24 hours)
Level 2	Moderate offenses involving cheating or exploiting game mechanics. These actions can give players unfair advantages and undermine the competitive balance of the server.	- Using modified clients or third-party tools (e.g., minimaps with entity radar) - Exploiting glitches for personal gain - Harassment of players or teams - Minor scripting or macros that aid in gameplay	- Temporary ban (24 hours to 2 weeks) - Less Tolerance for future infractions
Level 3	Severe offenses that threaten the integrity of the server. These actions are taken very seriously and can result in immediate and long-lasting consequences.	- Use of hacking tools or scripts to manipulate gameplay (e.g., aimbots, x-ray mods) - Extreme offensive language targeting individuals or groups - Significant griefing or destruction of community builds without prior agreement - Repeatedly bypassing prior punishments or bans	- Often Permanent ban (case-by-case basis)

Notes:

- **Level 1** infractions focus on maintaining a friendly and respectful environment. While disruptive, they do not severely harm the community.
- **Level 2** includes cheating and exploitation that can affect gameplay. These actions disrupt fair play and can lead to significant player dissatisfaction.
- **Level 3** infractions are treated as serious threats to the server's community and integrity, leading to immediate action.
- The duration of temporary punishments may vary based on the severity and frequency of the infractions.



Disputes

Dispute Process

The dispute process is a structured method for players to challenge decisions made regarding infractions or bans. This process aims to ensure fairness and provide an opportunity for all players to have their concerns addressed.

1. Filing a Dispute

- **Eligibility:** Any player who has received an infraction or ban may file a dispute.
- **How to File:** Players must submit a formal request through the [disputes discord server](#).
The request should include:
 - Player username
 - A clear explanation of the dispute
 - Any supporting evidence (screenshots, logs, etc.)

2. Review Process

- **Initial Review:** The submitted dispute will be acknowledged and reviewed by the community manager or the highest appointed staff member.
- **Investigation:** The staff member will examine the evidence and gather information from involved parties, including any moderators or admins who handled the initial infraction.

3. Outcome

- **Decision Notification:** The player will receive a notification detailing the outcome of the dispute:
 - If the dispute is upheld, any penalties may be revoked or adjusted.
 - If the dispute is denied, the original punishment will stand, and an additional infraction may be applied as a consequence.

4. Finality of Decisions

- **Case-by-Case Basis:** All decisions made in the dispute process are final and will not be subject to further appeal. This ensures clarity and closure for all parties involved.
- **Documentation:** All disputes and outcomes will be documented for future reference and to maintain transparency.

5. Important Notes

- **Reasonable Enforcement:** While loopholes in rules may exist, the staff will enforce policies to a reasonable extent and not overlook clear violations.



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