

# The Official Rules Of Scylla

## **Hello!**

Welcome to read the rules of our server. These are obviously something important that everyone should be familiar with. So take your time on reading them over carefully.

These rules will be updated at times, as people for sure will try to find loopholes, most likely also finding some. Even if you find any, please don't abuse them. And even better would be that if you find any issues on these rules, bring it up to the moderation or the administration team. Thank you.

With these rules you will also have to follow [The Community Guidelines](#)

## **OOO Rules**

- Rule abuse is not allowed
- Use common sense, no trolling
- Staffs word is final, take it seriously.
- Use a skin that fits your character and race. If you can't fit a fitting one you can talk to our moderation team, or check our skin archives on the forums!
- Your character must follow our lore
- Be creative on character making. You can take idea from existing characters and fandoms, but you cannot fully make a character basing on someone, such as a character from anime, movie, etc.
- You cannot name your character after an IRL celebrity or known character such as 'Naruto'
- Ask if you are unsure of something. Our staff is here to help you!
- Advertising other servers isn't allowed in any of our services (Server, discord, forums)
- Harassment, blackmailing, sharing someone's personal information or sexual content is prohibited and must always be brought up to an administrator
- Using hacks will lead to a ban, even when hacks on this server won't too much harm. Hacks for example are, but aren't limited to: X-ray, fly or speed hacks, killaura, reach
- You are responsible of your account. Excuse that someone else used your account, isn't a reason for non punishments
- If you are banned on the server, you may NOT use an alt to return the server. If you are caught alting on the server to avoid a ban, your ban will be put out to be much longer than it would have been in the first place and this will also lead to full IP-ban.

## **Raid Rules**

- All raid combat happens in roleplay, in CRP aka Combat Roleplay  
(See War Rules for PvP parts)

### **Location Raids = High Raids**

Attacking another in attempt to murder, kidnap or rob is counted as High Raid.

High Raiding always requires a moderator to overwatch the scene. Simply /ticket (msg) -to call a moderator. Attack may continue up to one hour, unless told otherwise by an moderation, before start of an attack. Location Raids have limits on players. Locations have cooldowns on being raided. After the attack a moderator will set a cooldown of 5 hours over the location. You can view all places on cooldown with a command, /cooldowns

### **Rescue Raids = High Raid**

Saving a kidnapped one. Rescue raids require proof of knowing that someone is kidnapped. (= No metagaming is included) This proof is to be shown to a moderator, as moderator oversee is required in High Raids. Rescue may continue up to one hour, unless told otherwise by an moderation, before start of an attack. Rescue Raids have limits on players. No cooldown.

### **Player Limits on High Raids**

Before the attack as you contact a moderator, you will also be told how many players you may bring with you in the raid. This is to balance the attacks, put risk to attacking, make it fair for everyone, along with creating realistic feel to it. Nobody probably wants 10v1 attacks.

So, before the start of an attack, a moderator will fly in the target location in vanish. They will check how many of their members are currently around. Basing on this number (if it's above 3), the raiding team may bring up the same amount of people with them. If they have number below 3, you may still bring 3 in the attack. If more people people show up during the attack from the targeted side, they may join the defense.

### **Raids in Wild = Medium Raids**

Attacking outside any racial marked location. This is named as Medium Raid.

Medium Raid doesn't have player number limits, cooldowns, time limit or require moderation oversee.

### **Low Raids**

Low Raids have no time limits or cooldowns. No moderator oversee is required either. What counts as Low Raid:

- Attack, murder, robbery, or attempt of kidnap of **max 2** players
- Rescue with **max 2** players

### **Kidnapping**

Being kidnapped may last up to 2 hours. While in it, you have the right to roleplay trying to escape, as long as it is realistic.

If you are left alone without being roleplayed with for 15 minutes, or if the roleplay is one or two here and there (poor roleplay), you may leave and it is roleplayed out that your character escaped somehow.

**Notice:** To walk away from being kidnapped, you first must make a ticket and get approval of a moderator

### **Slavery**

You may also take another person as a slave, but only if they fully agree to it. Forcing another to become your character's slave isn't allowed. Always best to screenshot given permission to this. If the player playing the slave changes their mind after agreeing to being a slave, they may leave after two hours of being a slave.

Putting your slave to grind stuff for you is allowed with a permission of the one playing the slaved one.

### **Running in Combat**

You may always attempt to run away from a fight, however to keep this fair, you may only move 10 Minecraft blocks per emote, when in a fight. If the fight becomes a loop of other running max 10 blocks, another chasing max 10 blocks, a moderator can be called to see the case over and choose how you go from this loop situation.

### **Death & Permanent Death**

You are allowed to kill others, yet they have the right to be healed by a god.

If your character gets killed, you must use the command /death -- With this you will drop your items and respawn to your racial location.

You basically wake up at your racial location, and do not remember the death of your character. (Who killed you, where this happened, etc.)

After being killed, you must wait 15 minutes before returning to the place where you were killed. (Not requirement if this happened in your racial location)

Permanent death is only forced if your character does suicide. You may permanently kill your character also at anytime. Yet, once confirming permanent death of your character, you may not bring that character back again. After permanent death, you will get to create a new character.

## RP Rules

- You are in character at all times, except for out of character chats or when you are AFK
- No inappropriate content in roleplay, this includes, but isn't limited to:
  - Trolling or memeing
  - Hardcore torture roleplay: Allowed if both sides agree, may be moved to fade-to-black at anytime.
    - Is, but isn't limited to: Ripping limbs off, eating others body parts
  - Rape, necrophilia
  - Cybering/ERP aka Erotical Roleplay. **This is bannable.**  
*Roleplay that has strong erotic element to it. Sex, hardcore torture, birth of a child are good examples and these must be done in Fade-To-Black.*
    - **Fade-To-Black** = Skips ERP scenarios, roleplay continues after such scenario
- No metagaming or powergaming
- Be respectful for others roleplaying around you
- Repeatedly targeting someone in roleplay is prohibited
- Running from RP is prohibited, even bannable
- Voiding roleplay only happens if each one of the people included agrees to it, or if the word comes from a moderator
- Roll only takes part in if both sides agree to it or if a moderator tells roll is to take place, else you will have to go with honor system
  - Honor or Roll = Common sense or Roll system. We will allow a command /roll that gives you number between 0 to 20, this can solve roleplay scenarios. We always suggest people to go with realistic, common sense roleplay, that is named also as 'honor system'
- You may have only one character at a time
- Sending a letter in roleplay requires at least 2 emotes. One for writing the letter, one for sending it, no matter if it was sent with a bird, courier or a pet.
- No killing NPC's in roleplay