

# Conan Server Rules

## TL:DR Version

- Make a RP name, pick two professions. Don't be a jerk. If you have questions ask.

## Before You Start

- This server is for ages 21+ due to mature content.
- The admins are reasonable people, if you have an issue, talk with us. We will give reasonable solutions to any problems you have.
- You don't have to have a backstory planned out; just a general idea of who your character is and why you were exiled. Basically to start, you only need to join the discord <https://discord.gg/Jtxy6dj>. At that point, just fill in the Character info channel for yourself. Name of Character, and your two primary professions. It is optional to fill out a backstory if you wish to, to give us some depth to your character. <https://hyboria.xoth.net/> and <http://conan.wikia.com/> can be used as places for ideas or reference. (Also if there are items that may go along with your character when created ie a pirate character and you want a peg leg to start)
- A Class is what you want to call what your character does. You may give yourself a class as part of your backstory to explain feats that you wish to master, or to let others know your occupations. Interesting mixtures are suggested. (ie Guard, Gatherer, Decorator, Cook, Alchemist, Thief, Wandering Trader, etc)
- Your character though can only have two primary professions that you can max out. It is possible to max out a third, but must take time, and you must find someone willing to rp teach you the profession if you wish to hit max level in that profession.

*An example would be "Kieron came into the lands knowledgeable with Armorer, and Masonry so he can max out these two professions. He learned Weaponsmithing from Dimitri so he effectively has 3 maxed professions, because of this, his knowledge in other areas is poor to nonexistent. He can barely cook, has basic understanding of potions if someone hands it to him. Does not currently worship a god (And if he did could not go to max level on the altar), and is blocked off from thrall taking.*

There are 13 professions which can be maxed out. **Mason, Furniture Maker, Cook, Slaver, Armorer, Weaponsmith, Religious worshiper, Farmer, Tanner, Pet Tamer, Tinker(Master Tinker combined with Master Armorsmith), Alchemist Explosives, and Alchemist Potion Maker (Dyes).**

- If you are doing a profession, you are able to go into the low level of connecting professions. IE Carpentry can be accessed by Weaponsmiths/Furniture Makers, Slavers, Tinkers, etc. and is not considered a primary profession. In simplest terms, you can

minor up to the level before the max. Restrictions are only a Thraller/Teacher/Prophet can use wheels, and only Master cooks can use Ovens/Preservation boxes/Alcohol. Weaponsmiths are able to max into Master Tinker, and Armorers are able to Master into Armorsmith without it being considered an extra profession. Explosives are separated from normal Potionmaking because they are considered special because of their ability to be used in combat, base destruction.

This has nothing to do with how you roleplay as your "Class". If your a thief that builds and makes bombs go nuts. Or a Warrior, that is a cook and farmer, beat someone to death with a piece of meat. Obviously you might want to pick professions that support your "class" but that is up to you.

- If someone in your clan is capable of making an advanced station or such, and places it down within the clan city, you may use it yourself to make items for yourself. There is no need to wait forever to build an item, but if said person is on, it would be better to go through them as it is their trade.
- Name should be Conan lore friendly. (No Johnny Bravo type name, try to be close to Conan lore, <http://www.fantasynamengenerators.com/hyborian-names.php> will help set you up with a name if you can't think of one yourself.)
- As is always the case, not everything can be planned ahead of time, new rules will be added as time goes on warranted to the situation, but a message informing of update will be left on the discord. There will be a grace period between the announcement of the rule and its enforcement, no retroactive punishment will be enforced, unless the act was specifically malicious.

### **General**

- There are no MODS upon the server. (Don't ask)
- Admins will usually be invisible and out of the way. If required of you, a message will be sent to discuss issues, or questions with you.
- Clan chat is not allowed. In game VOIP is the method you should use for all communication, excluding the Discord Menagerie messenger system.
- Gods are jealous, and many of them hate each other. More than two shrines in proximity to each other will call down their wrath.
- The Discord Menagerie system is set up so that you may use a tame animal you own to send a message to someone else in game. While you may send messages between each other. (An example would be @Graka#8627 A winged lizard flies down and lands on your shoulder, rubbing its face against your cheek before depositing a note upon your hand, its reads "Meet me at the Mounds of the Dead. I have news of dangers from the north." - Lyrac\*) You can not use it for knowledge outside of its function, IE following your animal to the other person's location.
- Trade is highly encouraged. Find someone that has the items you need and trade for it. Gold, silver, or barter is suggested!

- Try to RP out all situations, even mundane tasks can be set for good RP, or hilarious situations :)
- It is always suggested to sleep in your home. You may have items stolen from you in the wild, or even be killed. (or your clothes changed depending on shenanigans)
- Watching streams of other players is fine, but we point out that no information you learn externally can be used by your character, or used to set up interactions. Your character only knows what it has experienced or learned with the confines of the world, it does not receive “spontaneous” enlightenment from unknown sources.
- Your life is important. Don’t get yourself killed for no reason. An epic last stand is okay, but don’t rush into 40 mobs to get a flower.
- Please destroy any items your no longer using, each firepit, and abandoned house adds to the server load.
- Always be in character. We understand sometimes you will break during hilarious situations or such, but do your best.
- Do not use nameplates or VOIP id to identify players. Remember you can only see their face, and hear their voice. Identify them this way or ask for who they are. Its same as RL.
- While stealing is allowed. Please leave some form of ID so that someone may be able to figure it out with time, obviously don’t give yourself away. But a hint is required. It may be left on the discord Menagerie channel
- Abuse of the yellow lotus potion is frowned upon. Please only use for when you make a mistake on your way to 60, or for changes due to new patches etc (if a patch destroys stats/feats or some such, we won’t put a gun to your head to stay nerfed, but please contact us if your unsure.)
- Random events will be set up by the admins to add flair to the server (scavenger hunts, blessings of the gods, army invasions, etc), times will be posted ahead so you can plan accordingly

### **Thralls/Slaves/Helpers/Converts**

- Only slavers, teachers, or prophets are able to build wheels. If doing so you will need to RP out how you convert them into usable npcs. Via breaking their will, teaching them, or enlightening them. If doing anything other than the standard breaking them, please leave signs, or evidence of your methods of turning them into productive citizens of your clan/city.
- Sharing of implements to “enslave” thralls is allowed.
- Destruction of thrall wheels is allowed when warranted by the core beliefs of your character and RPed out, but as with the thieving rule, evidence must be left as to the culprate in the menagerie channel.

### **Building**

- We ask that you not build close to NPC locations and obelisks. These can cause lag issues upon the server. If in doubt, ask. (Please check claiming system for places to build)

[https://docs.google.com/document/d/1RTquOrcy6diRYWu\\_SW-YNub4PHFwwq0Mux5O3YceLyQ/edit?usp=sharing](https://docs.google.com/document/d/1RTquOrcy6diRYWu_SW-YNub4PHFwwq0Mux5O3YceLyQ/edit?usp=sharing)

- One map room per clan. (expandable to 2 if RP/story requires)
- Buildings should be based upon the size of the people staying in them. While you can RP a reason to have a large base for yourself, please discuss it with an admin first.
- Building on Landmarks is fine, just leave enough room so that any explorer may still discover the area without harassment.
- Outposts are allowed within certain distances of your main base for conquest reasons.
- Building damage is turned on, but decay is turned off. This is subject to change because of griefing.

### **Combat**

- PvP is turned on, but you must have an RP reason to attack another person/clan/village.
- PvP is the standard for the server, though you will need a reason to attack people, clans, or cities.
- Avatar's are allowed, as are explosives for epic battles, but both sides must have a majority on at the time. Sneak attacks, or stone-aging someone (I.E. leaving them with nothing) is not allowed
- Do not insert yourself into others RP without permission. IE if two people are acting something out, and you have no information or anything to add, don't butt in unless you ask.
- Clan battles will be set up for weekends to allow a majority of people to be on (waivers to this will be allowed if both sides agree upon different times) To facilitate this, building damage will be turned on. If you have a battle planned, we ask that you inform one of the admins so that we may stay to view and help out if there is any issues or a need.
- Only clans that wish to fight will be targets, any that do not wish to, and are attacked intentionally will be refunded their losses at the attackers expense. The attacker will also be punished for breaking the rules.

### **Crime and punishment**

- A three strike rule system will be used for all issues. Breaking rules will earn you a strike if warranted as malicious. Simple mistakes and misunderstandings will be forgiven. The rules aren't to punish you, but guide you.
- If you feel a rule is silly, or will cause issues unforeseen, please feel free to talk to an admin about them, were all human and can easily miss something.
- Banning is a last resort, and while sometimes warranted. Will be used for those griefing, or continually disobeying rules.