GENERAL RULES

1. Be respectful and considerate of other players. Personal insults and verbal attacks outside of RP is considered harassment and will be met with an instant ban from the server.

2. Be considerate of Twitch streamers. If you are streaming, make all others within RP aware of the stream and your rules (these should be placed in chat within brackets to signal OOC chat). Each person should be aware of Twitch Terms of Service and Rules of Conduct found on the twitch website.

3. **COMMUNICATION**: Do not use party chat to RP while on the server. All RP must happen within game chat. While in game chat, you MUST stay in character. This means no mentioning of "server", "lag", "glitches", or anything outside the world of Atlas. If you must do something in real life (IRL), refer to it as "sleeping" or "the Otherworld" or something to that creative effect. Or simply type in game chat with brackets to signify Out Of Character (OOC) chat.

4. **COMPANY LIMIT**: Each company is limited to eight players.

5. **NAMING**: Your name should be something realistic. No special characters or using your gamertag as you IGN. Neither should you use default names such as Bob, Jane, ect. Try incorporating a last name as well; it's not an average thing that someone only has one name, but a given name and a surname. (Exceptions: When you're character is based off a culture that primarily only uses given names.)
    A. Upon joining discord, your display name **SHOULD** be your entire IGN name.

6. RULE BREAKERS: For most **in game** offenses, we have a strict, three strikes you're out, punishment. 1st offense receives a warning, 2nd offense incurs a temporary ban, and a 3rd and final offense will involve the offender being banned permanently.

7. **CURRENCY**: Gold Coins are the server's official form of currency. All gold will need to be earned through trading, treasuring hunting, and events.

8. **GLITCHES**: Exploiting the game in any way, whether it's harmless or harmful, is not allowed on the server. If you discover a new glitch or exploit, please let an admin know.

9. **EXPLOITING LAG**: Members must refrain intentionally using lag as an exploit to their benefit. If an admin or mod believes a member is exploiting lag at the detriment of others (i.e. a building whose sole purpose to case lag, using a ridiculous amount of animals in a raid despite knowing it will cause crashes), the member will be asked to remove the building or refrain from exploiting the lag. If you only did so unintentionally, you will be warned and also asked to

remove the building or refrain from the action as well. Xboxs can only handle so much so please remember to be considerate.

10. **COMMUNITY RULE**: If the admins and/or moderators of Elysian feel as though your presence on the server (in game, out of game, on discord, etc) is a detriment to the server, you will be swiftly removed. If we feel as though you are a hindrance and trouble to the health, happiness, and well being of the server, we will not allow you to stay. Elysian is a server for people who wish to come together to have fun. It is not the place to cause drama.
   A. **Firestarting**: Speaking poorly of roleplayers or staff, purposefully antagonizing other members to elicit a response, or engaging in heated arguments in public forums will not be tolerated. If you have an issue with another member, report it to staff, or handle it privately rather than incite additional toxicity. As a member of the community, you are representing Elysian even when out of character, and this sort of behavior will not be tolerated in public spaces.

11. **MORTARS & GATLING GUNS:** Only players may man these weapons. Crewmembers are not to be used.

ROLEPLAY RULES

1. Upon joining the server, understand that your are subjecting yourself to any and all RP storylines, scenarios, etc. that may be happening or may happen on the server. If you find yourself uncomfortable with any RP involving you, please speak up.

2. Remember when playing that some people are streaming and be mindful of RP. Repeatedly breaking RP in game chat is a serious infraction and will **NEVER** be taken lightly.

3. When in a company or any organized group on the server, it is considered your RP and their actions or inactions reflect on you. Therefore, choose your allies and friends wisely; You can open yourself up to certain RP, whether you welcome it or not, based on who you're friends with, live with, enemies with, etc. If you want to be peaceful, group up with players who are RPing as such. If you want to be a bad guy, live with those who want to be the same thing.

4. **METAGAMING**: Metagaming is the use of out-of-character (OOC) knowledge someone would have no in-character (IC) knowledge of.
   A. Therefore, you **MUST NOT,** act on information obtained through any means other than direct RP. This means:
      a. You must keep the information you have learned via watching streams and reading discussions separate from your character's knowledge.

b. You may not use in-game automated notifications (death messages and company logs, etc.)
c. You may not identify players, player's creatures, companies, etc. through the HUD/nameplates. **Ships may be identified by the name on the back.**

4. While identifying players, player's creatures, companies, etc. through the use of their nameplate is forbidden, if certain groups are known to color their armor, saddles, or creature, you may use that information to identify individuals.

5. **POWERGAMING**: Powergaming is the process of gaining an advantage in a RP scenario, either by using in-game mechanics or RP, to give the other players involved no opportunity to interact or defend themselves. It gives the other people involved in RP no option but to lose.
   A. Therefore, powergaming in any capacity is **NOT ALLOWED**. Powergaming includes, but is not limited to:
      a. Constantly speaking over players and not allowing them to speak or defend themselves.
      b. Robbing Players without giving them an opportunity to speak or defend themselves.
      c. Putting someone in a position and not allowing them to have a way out.

6. **ONE LIFE TO LIVE:** There **MUST** be real tangible fear for your life in RP. **Killing yourself to escape capture, killing yourself while captured, or killing yourself to escape PvP in general is not allowed**. Actions must be taken to preserve your life at all costs. If you are caught purposefully killing yourself while captured or to escape capture or PvP scenarios, or you refuse to be a good sport during the scenario, you may be subject to immediate permadeath upon admin approval.

7. **PERMADEATH**: Permadeath is entirely <u>VOLUNTARY</u> unless part of a scripted RP scenario or if you break certain rules. If you are killed outside a scripted RP scenario, you should consider it as being wounded or injured.

8. You **ARE NOT** allowed to have two accounts (GTs) on the server. You are to play **ONE CHARACTER**, and one character only unless you decided to kill off said character.

9. When constructing your personal and group RPs, please be considerate of other people's beliefs, disorders, feelings, etc. RPs that purposely poke fun or are rude to certain types of people will be disallowed. That being said, you are not allowed to RP real religions.

10. **THE MARK:** The Mark is the name for your compass. The Mark is fueled by magic and is our equivalent of a radio. Company and Alliance chats in game can be used as such. **However, while in a captive situation, use of the Mark as a radio is null and void.** If you are discovered using the Mark during a captive situation to receive help, <u>you will be subject to the permadeath of your character.</u>

11. MAGIC: While magic exists in Atlas and on Elysian, our current lore dictates that no living being today understands it. It remains a mystery and cannot be utilized by characters, npcs, etc. In time, and as Atlas progresses with the integration of actual magic, this rule will be subject to revision. Therefore, currently magic exists on Elysian **BUT** no one can use or control it.

TAMING RULES

1. DO NOT KILL TAMES PEOPLE ARE IN THE PROCESS OF TAMING. (Exception: Rule is excluded when taming in someone else's land claim. They have the right to impose a no taming rule for outsiders in their territory.)

2. Monster Tames (Drakes, Cyclops, Fire Elementals, and Rock Elementals) can only be used during organized PvP scenarios between companies or events if specifically allowed by an admin.

3. TAMING/BREEDING RESTRICTIONS:
  A. **ONLY Huntsman and Beastmasters** may tame all Tier 2 carnivores/omnivores and all Tier 3 animals.
      a. They can tame Bear, Wolf, Penguin, Elephant, Giraffe, Lion, Olfend, Rhino, and Tiger
  B. **ONLY Beastmasters** may breed and they can breed **ONLY 3** animals at a time. They must choose these animals when they do their initial role call. You may switch animals, but there is a cool down each time and you must kill off your breeding stock.
  C. **EVERYONE** may tame all Tier 1 animals and Tier 2 herbivores.
      a. These are Cat, Chicken Monkey, Parrot, Rabbit, Sheep, Bull, Cow, Crow, Horse, Ostrich, Pig, Seagull, Vulture
  D. **Bears are not breedable**. Huntsman and Beastmasters can tame them, but Beastmaster will no longer be able to breed them.
  E. **Crabs, Razoorteeth, Shieldhorns, and Giant Tortugas** will be given out for event and are not tameable on the map.

BUILDING RULES

General Building

1. DO NOT LEAVE MISCELLANEOUS STRUCTURES ACROSS THE MAP (scattered foundations/structures, unused ships, temporary housing/pens, campfires, beds, etc.). **Admins will give companies THREE DAYS to demolish structures.** If you do not demolish these structures, Admins reserve the right to structure wipe the entire company.

2. **DO NOT BLOCK** public access to rare resources or build upon their location in any way that will cause them to stop spawning.

3. Each company may have **ONE MAIN BASE** and **ONE SMALL OUTPOST**.
   A. Your main base must be small enough to see from one side to the other, with its entirety rendering in, while standing in the middle.
   B. Your base's perimeter walls should be no higher than 4 walls high. This means if you wish to enclose your base in walls, they cannot be higher than medium gateways. **Do not use medium gates within gateways if you're using them as walls.**
   C. An outpost must be no larger than an 10x10 box (including perimeter walls). **YOUR OUTPOST MUST BE LABELED AS SUCH.**

4. Companies are allowed **ONE PERMANENT TAMING PEN** that is not within render distance of their main base.
   A. Companies may have as many taming pens as they like if they <u>are within render distance of their main base</u>
   B. Temporary taming pens are allowed if they are demolished after use.

5. Each Company is allowed 10 SHIPS IN TOTAL (does not include rafts or dinghy).
   A. Each company is only allowed 1 Galleon.
   B. While rafts are not included in the count, you may have up to two.
   C. Understand while the ship counter will say you're allowed 40 ships in total, you are only allowed to fill 12 of those slots with 10 for ships, and 2 extra for rafts. If an admin or moderator finds out that you have any extra ships that are not allowed, they will be immediately sunk.
   D. Dinghys will not count against your ship counter.

6. All raidable buildings owned by your company must have an easily identifiable "mailbox" so that raiders have a box to leave notes and victims know where to find the note right away.

7. CLAIM FLAGS: Only companies of eight who are planning to create settlements are allowed to place claim flags and own islands. Everyone else is not allowed to place claim flags. An illegal claim flag will be swiftly removed.

8. <u>IF YOU WANT TO BUILD STRUCTURES FOR RP PURPOSES</u> that conflict with the current building restrictions, talk to an admin.

9. Companies are allowed to place 1 of each shipyard at the island of their main base. These CAN be out of render distance. These shipyards are to be considered permanent placements. Any additional shipyard built are to be considered temporary and must be destroyed immediately after use.

- **Temporary shipyards** are to be used sparingly. Temporary doesn't mean you leave them up for a week or more as you build your ship. Temporary means if you need to quickly churn out another ship but your main shipyard is occupied, you should have it finished within 24 hours.

10. **You may not build lighthouses** due to them increasing lag in the area.

11. **The farmhouse structure**, both wood and stone, are not allowed to be built.

Settlements/Land Claims

11. SETTLEMENTS: A settlement can be created when a hero or villain of a certain rank has gathered a following of 7 more players. All players must have their main base on the island that they want to make a settlement on.

12. Companies that own settlements can build anywhere on the island and building rules pertaining to "render distance" are not enforced on the island.

13. Companies that own settlements are allowed to use the two extra ship slots (the ones allotted for rafts) to build additional ships.
   A. However, they may only have one additional Galleon. For a max of two Galleons total.

14. Settlements will receive a stimulus package of 15,000 gold.

15. Players that capture a Governor of a settlement can demand a ransom. The Governor can be held for 48 hours. In that time, the settlement can try to rescue the Governor. If they are unsuccessful, they must give into the captors' demands.
   - These demands must be reasonable and are subject to overview by the admins.

PVP RULES

General Raiding

1. The entirety of the map is open to PVP, except **Freeports**.
   - **Freeports** are safe havens for new players and neutral areas to congregate safely for RP.
      ○ However, if you are currently engaged within a PvP scenario, you are not allowed to flee to a safe haven at the Freeport. If you do, your safety is null and void.

2. When confronted with a PVP situation, one must remember to always stay in character, stay in game chat, and try to RP it out. Regardless of situation, **TALK IT OUT** before resorting to violence. Remember that RP in this game is just like RP in any other game (Fallout, Skyrim, etc.). If you piss off one company, they might not let you in their territory again without a fight. So act accordingly with both your words and your actions.

3. **COMBAT LOGGING:** You are not allowed to log out for the purpose of preventing the resolution of an active PvP scenario. You must play it out in its entirety.
- Exceptions are disconnections, OCC emergencies or if due to RL responsibilities, you have to log off.

4. With the entirety of the map open to PVP, **RAIDING (**and offline raiding**) IS ALLOWED** but one must follow certain rules.
- A. If you are to raid, **IT MUST BE FOR RP REASONS**. Do not attack a person's base just because you want to fight. Playing on a RP server is all about creating a storyline. It isn't about senseless raiding. Have a **GOOD** and **THOUGHT OUT** reason for raiding.
- B. **RAIDS SHOULD ONLY BE CONDUCTED IF IT FITS YOUR RP**. Meaning, if you are RPing a character who isn't likely to commit a crime, you shouldn't be raiding people. If caught doing this repeatedly, it will result in a company structure wipe or a permadeath.
  - a. However, any character, regardless of RP is allowed to retaliate if raided.
- C. **YOU MUST LEAVE A NOTE**. Notes must include <u>your name or company name</u> and the reason why you raided. Even if you know the occupant of the base is on but away from their base, still leave a note. Even if the occupant is at the base while you're raiding, leave a note. Claiming the company log as proof of raid is considered out of RP. Utilizing notes continues the RP experience without breaking RP. <u>The only way this responsibility is negated is if the attackers are attacked during the raid and/or die during it, or the attackers make it known to the victims, in game chat, that they've been raided.</u>
  - a. **HOWEVER**, if you can incorporate creative ways of utilizing the info acquired from company logs, they may be utilized. (Examples: Having a weak aggressive animal or crew member in your base that intruders may kill and you can then "follow the blood trail" back to them. Or if you own wolves, you claim they were able to track down their scent. Nevertheless, check which an admin beforehand to make sure what you do is fair and allowed.)
- D. **DO NOT WIPE BASES**. Destroy just enough to get in and take what you can carry on YOUR PERSON. Do not load up your animals and take everything, be reasonable. **NO GRIEFING OR DROPPING OF ITEMS.**
- E. **DO NOT KILL PASSIVE ANIMALS OR CREWMEMBERS WITHIN LAND CLAIM BORDERS, BASES, PENS, OUTPOSTS OR DOCKED SHIPS.** We know it's hard to detect passive tames in the heat of battle, but **DO YOUR BEST TO NOT EXCESSIVELY KILL A PERSON'S TAMES.** Protect yourself, but again, this server isn't about murder and mayhem.
  - a. **Ships that autofire can be sunk regardless of being anchored or out at sea.**

F. **PASSIVE TAMES THAT ARE OUTSIDE LAND CLAIM BORDERS AND AWAY FROM BASES, LABELED OUTPOSTS, AND ON UNDOCKED BOATS ARE ALLOWED TO BE KILLED.** While we are allowing this for the sake of PvP, remember first and foremost that anything you do must be for an RP reason. **WE WILL NOT TOLERATE THE ARBITRARY MURDER OF PASSIVE TAMES.** You must have a clear and sensible reason.

G. **DO NO STEAL ITEMS OFF OF UNCONSCIOUS BODIES OUTSIDE OF A BASE. DO NOT KILL THEM AS WELL.** This is strictly prohibited and a safety net for the unfortunate event in which a person disconnects from the server.

   a. **HOWEVER**, when encountering unconscious bodies within a base during a raid, it is perfectly acceptable to take items off players and/or kill them. **NEVERTHELESS**, you **CANNOT capture them.**

   b. **ADDITIONALLY**, if you have an RP reason, you **ARE ALLOWED** to imprison said unconscious body if it is found outside of a base.

H. **Raiding parties** are only allowed to bring **two animals per person** (this includes shoulder pets).

I. **Ships CANNOT** damage structures that are not firing at them.

   a. Meaning, if you want to break into a stone tower, you cannot fire upon it with cannons from a ship. However, if said stone tower has cannons, swivels, mortars, or puckles firing at you, then you may use cannons to fire back.

Piracy & Ship Battles

5. **ENGAGEMENT**: To initiate sea combat, you may use any of the three or preferably a combination of the three (remember fighting is to provide roleplay, it does not hurt to over initiate). It is a MUST that before you mount your attack, you use one of the three engagement protocols.

   A. Fire a warning shot
   B. Through game chat
   C. Fire a red flare

6. **SURRENDERING**: If a ship fires a white flare, uses game chat or surrenders via any other means, combat must cease. They have given into your demands, and you may continue the RP.

7. **CEASE FIRE**: Enemy ships must cease all fire the moment their target surrenders. Failure to cease fire and continuing to further destroy the ship or cause extra unnecessary damage, can result in admin action. If a ship complies to demands, even if the crew is killed during the RP, the ship cannot be further damaged. Only a combative ship or fleeing ship can be sunk.

8. RE-ENGAGEMENT: If at any point, the ship that signaled for peaceful communications takes further aggressive action (including attempting to escape), the attackers may re-engage and sink the ship.

9. ESCAPE: If a fleeing ship can make it back to the island where their main base is, and are docked, they are considered safe from said naval engagement and cannot be sunk.
   A. However, a combative ship that chooses to flee is unable to find safe harbor at home island.

10. **SHIP CLAIMING**: In the midst of a sea battle, if you are able to clear your opponents ship of players, crew members, and beds, you are allowed to place down a claim flag.
   A. The original owners can try to retrieve their ship will the claim timer counts down.

Organized PvP Scenarios

9. FEUDS: Companies can enter into Feud Contracts which allow increased aggression between disagreeing companies without raising their infamy. Feud Contracts must be agreed upon by both parties.
   A. Feud Contracts' length is determined by both parties.
   B. All crimes committed against each company by the opposing company will not raise infamy (However, if you commit crimes outside your feud contract, your infamy will be raised).
   C. Both companies are allowed to attack on sight (However, when attacking, you must be in game chat).
   D. "Marked" players are combatants susceptible to permadeath. All "marked" players are to be agreed upon by both sides before the official start of the feud contract.
   E. "Marked" players must be captured and killed by hanging or guillotine to officially be permadead.

10. SIEGES: Sieges are quick, but destructive land based battles between opposing companies that happen at an agreed upon time. During a siege, either party can attack the buildings, and or structures of the other, without excessive damage rules or excessive looting rules applying. A Siege can only be 2 hours long at maximum and cannot be extended from the agreed upon start time. Sieges cannot be refused, but there must be a considerable RP reason to declare a siege.
   A. When Sieges can happen:
      a. Companies that have no members with infamy can ONLY declare sieges on companies that have 2 or more members with infamy. (If the company only has one member in total and that member is INFAMOUS, then you can also declare a siege).

      b. Companies with 2 or more members with infamy can ONLY declare sieges on other companies with 2 or more members with infamy, companies with 8 members, or a company of one with a player that has reached INFAMOUS rank.

B. A player's first death during a siege is considered an injury. If they return to battle and die again, then that death will result in permadeath.

C. No infamy is gained UNLESS the company declaring the siege is declaring it on a company that has no members with infamy. If this is the case, all members within the company gain one level of infamy.

D. Ships may be broken into, as per regular raids, but may not be sunk unless combative.

12. WAR: Wars are large scale battles that can happen between opposing companies and their allies. A war can only happen if either a feud contract or a siege was initiated first. A war cannot be refused.

A. <u>Declaring a War</u>
      a. To declare a war you must initiate with a demand. (<u>These demands must be reasonable and not outrageous</u>)
      b. For the war to start the demand must be refused.
      c. War terms are to be discussed in character.
      d. ALL wars need to have an agreed upon start and end time.
      e. During war term negotiations PvP is not allowed until the negotiations have ceased.

B. <u>Active Wars</u>
      a. When a war is ongoing all participating parties gain attack on sight rights for the duration of the war. (<u>Applies to ships as well</u>)
      b. Allies may join a war at any time, however, a new negotiation session must be held in character.
      c. During a war, any party may initiate a siege. These sieges still have to have an agreed upon time and can only last 2 hours.
      d. If a player dies once, they're considered injured. If they die again, their character is permadead.
      e. If a player is captured and executed with a guillotine or noose, their death results in permadeath.
      f. No infamy is gained by either of the combatants. (However, any crimes committed outside the war will raise infamy normally)

C. <u>Ending a War</u>
      a. Win Clause:
          i. The war ends instantly if the attacking party fulfils their demands
      b. Surrender Clause:
          i. At any time during the war, the defending party may surrender. This means accepting the original war demands. At this time the war ends instantly. A private message must be sent to the opposing party leader detailing your surrender.
      c. End Clause:

      i.   The war reaches the end of the agreed upon time.

13. Any company, person, parties, etc., participating in any of these scenarios are not allowed to kill themselves to hide their body, evade capture, or evade death. If an admin or moderator finds out any player is doing this, it will result it permadeath for that player.

CLASS RULES

1. All players **MUST** choose a class, from our list of choices, upon joining.
    A. This class is considered your **profession** and by doing so will give you permission to sell certain items, npcs, reproduces, etc. pertaining to that class.

2. While players must choose a class as their profession, how they set up their skills is entirely up to them. The example skill trees on the website are guides/suggestions.
    A. This means that a person can choose Physician as their class so they can sell med kits but set their skills up similar to that of a Corsair or Blacksmith. Your designated class only dictates what you can sell, not what you can make, gather, or buy.
    B. This also means if you haven't officially chosen the designated class that can sell med kits, even if you can make them, you can not sell them.

3. You are allowed to switch your class, however there is a cooldown for how many times you can switch your class within a time period.

INFAMY RULES

1. As players commit crimes, they slowly gain infamy within Elysian. Once a player has become "wanted" or "infamous" they can be subject to harsher punishments.

2. Any players with infamy that are caught killing their characters before logging out to evade capture or death, will result in immediate permadeath for their character.

3. Players and their infamy levels will be tracked in the discord channel label #infamy-board. While everyone will be able to view this channel, this information is considered OOC. So unless your character was somehow involved, a victim, or was told in game, you'll have no knowledge.
- Players with official bounties on their heads can be known by uninvolved players.

4. A player's crime counter is not reset upon losing a level of infamy. For example, if a "known" individual commits 4 petty crimes before dropping to "suspicious", as soon as they commit their 5th petty crime, they will automatically be given "wanted" level.

Infamy Levels

SUSPICIOUS
- Unconfirmed Lawbreaking (Does not include raiding because you must leave a note)
- Cohabitation with "wanted" or "infamous" individuals.
- Known association with "known", "wanted", or "infamous" individuals.
- Trespassing on private property
- **Reduce Infamy:**
    - Players can turn themselves in to the proper authorities or the person wronged.
    - Players are arrested.
    - Pay 500 gold to one of the guilds to clear their infamy.
    - After a week of no suspected crimes or associations, "suspicious" level will be dropped.
    - If you live with a "wanted" or "infamous" individual, you will always, at least, have this level of infamy.
    - If you were previously "known" or "wanted", you cannot remove this level of infamy.
- **Punishment:**
    - Minor interrogation
    - Reparations, if deemed necessary and applicable

KNOWN
- Confirmed Petty Crime
    - Breaking and Entering
    - Petty Theft (stealing 5 or less items)
    - Assault (Victim has little to no injuries)
    - Vandalism (Deliberate destruction or defacement of property)
- **Reduce Infamy**
    - Players can turn themselves in to the proper authorities or the person wronged.
    - Players are arrested.
    - Pay 2000 gold to the one of the guilds to clear their infamy.
    - After a week of no confirmed crimes, the players level goes back down to "suspicious".
- **Punishment**
    - Reparations, if deemed necessary and applicable.
    - Can be detained for up to 24 hours.
    - Must not result in death unless player continues to resist. If killed, player will roleplay injury instead.

- **"Known" Bounties:** Victims can request an official bounty to be issued by the Crimson Battlegarde. They must pay at least 250 gold. These bounties can only last for 72 hours.

WANTED
- Repeated Petty Crimes (10 or more)
- Confirmed Major Crime
  - Grand Larceny (stealing more than 5 items)
  - Aggravated Assault (Victim was injured/killed)
  - Murder (Of Crewmembers and tames)
  - Kidnapping
  - Piracy (Unprovoked attacking and/or sinking ships)
- **Reduce Infamy**
  - Players can turn themselves in to the proper authorities or the person wronged.
  - Players are arrested.
  - Pay 5000 gold to one of the guilds to clear their infamy.
  - After two weeks of no confirmed crimes, the players level goes back down to "known".
- **Punishment**
  - Reparations, if deemed necessary and applicable.
  - Can be detained for up to 48 hours.
  - Players can be killed normally, or by using the guillotine or noose, but players will not be permadead and will only be considered to have an injury.
- **"Wanted" Bounties:** Victims can request an official bounty to be issued by the Crimson Battlegarde. They must pay at least 750 gold. These bounties can only last for 72 hours.

INFAMOUS
- Repeated Major Crimes (20 or more)
- Kidnapping of a Governor
- **Reduce Infamy**
  - There is no way to reduce Infamy at this level
- **Punishment**
  - Reparations, if deemed necessary and applicable.
  - Can be detained for up to 72 hours.
  - Can be executed, but all execution orders must give a 24 hour grace period to allow rescue. If not rescued, the player will be considered permadead upon death.
- **"Infamous" Bounties:** Victims can request an official bounty to be issued by the Crimson Battlegarde They must pay at least 2000 gold. These bounties can only last for 72 hours.