We operate on a 3 Tiered System.
1. **Warning, this may be delivered to the player or just noted, it is up to the GM's Discretion if they want to verbally inform you.**
2. **24 Hour Server Ban / Discord Isolation. At this point this would be a good time to really read through these rules and ask GM's to clarify if you have questions.**
3. **Permanent Ban from Server and Discord.**

Rules

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1. Mining clay is allowed but only in a way that still lets people still access the clay IE no infinite falls inside the clay pit.

2. No joining claims just to steal items from that guild and leave

3. No claims on top of clay pits or buildings, however claims may grow over pits

4. No destroying Gm made structures or roads

5. No abusing structures for the purpose of killing people IE gatehouse door spamming

6. No attacking monuments (there's a mod protecting them anyway) If Rp calls for it a monument can be removed by a GM

7. No tree walls protecting your base or surrounding area
    a. If you do not know what a tree wall is ask a GM.

8. All names must be in a RP fashion
    a. A realistic First Name
    b. Last name can be a normal last name, a house name, or something like " Of the South "

9. Declarations of War:
    a. Must be submitted to GMs and approved prior to full scale war
    b. Declaring War is used when a guild wants to go to war and declare specific outcomes i.e. removal of claim and monument, Payment or taxation,etc.
    c. Allies on both sides must be declared prior to the start of the war window.
    d. War Window has a start time and a finish time.
    e. Criteria must be set prior to start of war, and if not met, both sides are at a "draw

10. Players are allowed to place personal claims, Although we encourage you to work towards a Guild Monument ASAP
11. No personal claims inside of guild claims
12. An actual base, IE walled in with a gate house or other larger structures, must have a monument inside, not a personal claim
13. If you have donated for additional character slots, and your new character is not part of the same guild, you must disclose this information (out of character) to players if you are attempting to join another guild or recruit other players to your own new guild started by this character.
14. Uproot all stumps and only chop trees you intend on using
    If you witness or are being the victim of rule breaking take pictures or videos, as much as you can, there's no such thing as too much evidence.
15. <u>Offensive behavior will not be tolerated, no exception</u>
    a. Respect all on the server at all times
    b. No offensive names or slanderous speech
    c. No flaming, trolling, discriminatory or sexually gratuitous comments in global or discord
    d. No OOC insulting or provoking
    e. Respect GMs and their requests, following them as soon as is convenient

<u>Physics and you</u>
1. Gravity must be upheld and things that would otherwise fall (such as log stacks) must abide by said gravity. All stacked objects must be solid and not look like they would fall over, IE no stacking a diagonal of floating bark boxes to access a base.
2. Stacking to get into a base is allowed but only if it follows the first rule
3. Objects inside your base must be stacked in a fashion that would be realistic for storage, stacking barrels is allowed, stacking carts is not however
4. Boosting is allowed as long as it is only with one person or horse, not both or more. (what is boosting? The act of standing on top of a person to reach a height otherwise impossible to reach on your own)
5. All claims must be accessible by foot at all times, no floating bridges or only praying home to get into the base (except for gate houses with drawbridge)
6. Do not attack other players through solid objects such as walls, doors, trees, etc
7. No pushing horses off of claims

<u>Rp and other forms of communication</u>
1. All Rp must be done is english (sorry other languages)
    a. ~~w ravens~~
2. ~~No abusing ravens to force a person into a passive state IE interrupting combat~~
3. ~~No using ravens for the sole purpose of tracking other players~~

4. Global and discord should not be used for Rp and will not be used to perform such acts as warning people of bandits, attacks on holds, or other things that would otherwise let the server know something is happening in game
5. Global can however be used to inform a guild of an approaching rider, trading, or other non combat related events
6. Global Chat rules:
   a. General game questions / mechanics
   b. General announcements of arrivals at various claims "A rider approaches xyz claim"
   c. General should not be used for conversational RP ~~(utilize Basil Mod - Ravens instead)~~
   d. No recruiting in general (use Payne Server Discord)
   e. Local chat, in game voice comms, and/or Discord should be used for all local RP scenarios and not spill into Global.

Banditry and other foul deeds
1. The landmass that spells out "Feudal" on the map is KoS at all times. This will commonly be referred to the "Feudal Islands".
   a. On our Riverside server, the KOS island is the north eastern island, If you are still unclear you can also check the map on the website.
2. KOS in other parts of the land is allowed at night only, this is when the sun is fully set until the sun has fully risen over the horizon
3. **CLAIMS AND THE TRADE POST ARE SANCTUARIES** no bandit or assassin is allowed to attack people in or around their claims unless they are significantly distant from it, same goes for the trade post
4. No claim hopping IE, provoking bandits by leaving and returning to claim over and over again
5. If someone is in combat with a bandit and runs onto claim the bandit may continue the fight but the fleeing person may have reinforcements there
6. **NO CAMPING, GET IN, GET GONE**
7. 1 Raid per 24 hours may be performed as long as it is Role Played by attacking force.
   a. A Raid is defined as 2 or more parties riding directly near or into a claim for purpose of combat and looting players. A Global Announcement of "Raiders approach xyz claim" must be performed when within 20 tiles of claim border.
   b. After raid concludes, attacker may not repeat raid for 24 hours.
   c. Retaliation raids may be performed by the "Attackees" but same rules apply as above.