

Updated 2/7/21

# Unwritten Written P99 Raid Rules

This document is a collection of raid rules created by server admins on Blue that are not documented in the official raid rules in the hopes of fairly collecting and recording them for future use.

## 12/9/20 - SOW max speed for footraces in ST.

Galach 12/9/20

alright. For sleepers we will be enforcing SOW max speed for foot races. It looks like it was admitted that Fingerz was using Scale of Wolf. Any excessive jumping or anything that the staff deems to be potentially abusive in nature will be punished at staff discretion. @everyone

## 12/10/20 - Mobs that spawn during a raid ban would count towards concessions.

Galach 12/10/20

Mobs that spawn during a raid ban would count towards concessions unless you guys come to an agreement that they don't. As far as I'm aware, there is no agreement.

Galach 12/10/20 at 10:21 AM

Talked to Menden. No additional concessions. Please don't ping or PM further regarding this case. If you guys want to come into an agreement that concessions don't count in a raid ban, then have everyone agree and let us know.

## 12/11/20 - A Player agreement is not something you can opt out of

Medris 12/11/20

A Player agreement is not something you can opt out of - it's a defined set of rules that players as a whole have contributed to, but that CSR has agreed to and agreed to enforce - such as the Shady Goblin or scout roll rules. Both of those were player-defined agreements that gained a large amount of support and were agreed to by CSR to help enforce. Raid concessions does not currently have a set of rules clearly defined like that (at least not to our knowledge)

1/7/21 - If a guild that drafted Vulak can't kill it because they are blocked, they should have at least 24 hours to kill it once it's unblocked.

Galach 1/7/21

If a guild that drafted Vulak can't kill it because they are blocked, they should have at least 24 hours to kill it once it's unblocked.  
for the serpentine draft.

1/18/21 - A guild shouldn't be petitioning if they don't have a raid force there to contest, pure and simple.

Galach 1/18/21

dain: A guild shouldn't be petitioning if they don't have a raid force there to contest, pure and simple.

1/19/21 - If you are bound in TOV & need to zone in that is fine, but please get a port ASAP.

Galach 1/19/21

As always, if you are bound in TOV & need to zone in that is fine, but please get a port ASAP.

1/29/21 - This is now staff enforced, starts next full cycle since a thing is dead now.

Menden 1/29/21

This is now staff enforced, starting the next full cycle since a thing is dead now.

Khaall <TSS> 1/17/21

--- Round 7 Golem Race --- Please only Respond with Agree in this channel, or tag me in [#agreement-discussion](#) if not ready to agree yet. Golem 2nd Cycle Rotation Proposal. The final set of Golems before CT spawn will be left up by agreed guilds until 2 of the 3 Golems are spawned. 2 guilds who can compete during the window will set a start time after the spawn of the 2nd golem. At the Start time the 2 guilds will have an agreed amount of time to gather and prepare. The 2 guilds will gather in front of the PoF portal and have a good faith race to kill the First Golem. Be sure to have a zone wide count down for when to zone into PoF and keep it honest. Who ever kills the first Golem will also get a 3rd golem uncontested when it spawns. Both guilds will get atleast 1 golem kill. The Rotation Guilds will Rotate cycles until each guild has participated in an equal amount of cycles. If a cycle falls in a time frame where you wont compete you pass. Passing once will not count against your participation count. Passing 2 times will count

as participating and the guilds will start over on rotating as if you competed for that 2nd passed cycle. Every 2nd Cycle of Golem spawns after CT guilds who agree will NOT: 1> Kill any of the 3 Final spawned Golems before the agreed Starting time. 2> Have any member of agreed guild participate in any way on alts or unguilded toons in killing any of the 3 golems. Every 2nd Cycle of Golem spawns after CT guilds who agree WILL: 1> Agree to set a Start time based off of the time the 2nd golem spawns. 2> Be ready to port in and race for the first kill within an agreed amount of time after the start time. 3> Help recover/rez any guild that dies/wipes after the first golem is dead. 4> Acknowledge that all other raid rules per the Server rules are in agreement. 5> Share spawn times and start times in the UN. 6> Pass on windows that will be outside your kill time in a timely manner so the other guilds may plan.

**1/29/21 - When I see the majority of players wanting a thing, I will generally go that way.... and back it**

Menden 1/29/21

Here's the thing, when I see the majority of players wanting a thing, I will generally go that way.... and back it

**1/29/21 - If there are groups XPing in Velks and you train them then your entire guild risks a PNP violation**

Galach 1/29/21

Just a heads up, we know the meta has changed from killing Velk in his lair to pulling him to the zone line in the last year. Staff is ok with this, but you are responsible for your train. If there are groups XPing in Velks and you train them then your entire guild risks a PNP violation (suspension etc) if you knowingly still pull it to zone through people Xping.

**2/4/21 - Can you kite vindi? Depends on the situation.**

Phatez 2/3/21

can you kite vindi?

Galach 2/4/21

Depends on the situation. If someone is going to kite it for multiple minutes to simply deny someone else from attempting (had this happen several months ago) then that's not allowed.

**2/6/21 - I'm not allowing ST to participate in the serp draft.**

Menden 2/6/21

Phatez has been removed from this channel, I'm not allowing ST to participate in the serp draft.

2/7/21 - Regarding dozekar engage. You can't instant coth and engage.

Galach 2/7/21

regarding dozekar engage. You can't instant coth and engage. You are able to use COTH if you are cothing an engage force similar to Yelinak/Trak

I would say you need to coth at least 3 people before engage, but I am willing to up that if other guilds think there should be more coth'd before hand.