

Ad Astoria **Rules** & **Guidelines**

(Note: Negligence of the rules is not a valid excuse for rule-breaking.)

Also, if you are unsure about any of these rules, ask a staff member. (All rules are subject to change). Staff reserve the right to remove anyone from the community they deem a poor fit, as well as remove rule-breakers from the community.

General Rules (For Discord & In Game)

1. Treat everyone with respect. *(No racism, sexism, etc)*
2. Keep all **real-life** religious and political topics to yourself.
3. NSFW content is forbidden.
4. You must be at least **16 years of age** to apply/play on Ad Astoria.

In-Game Rules

1. No exploiting, hacking, or glitching of any kind.
2. Report all possible exploits/glitches to staff **immediately**. Failure to do so will result in warnings or punishments.

3. Insiding is prohibited, meaning you may not join a town/nation for the sole purpose of stealing.
4. No automatic farms of any sort. This excludes auto-brewers and auto-smelters. (*This rule could be confusing, so if you are unsure whether something counts as an automatic farm or not, this is a reminder to ask a staff member.*) Mob funneling also counts as an automatic farm.
5. **ALL** lands and nations names must be original names, cant be from popular media, IRL nations, etc. Examples of what not to do (America, Cheeseland, Rohan) and some examples of what is considered acceptable (Willowbrook, Far Haven, New Inperius)
6. No land scarring (*destruction of wilderness for little gain, this also includes dirt towers or sky bridges / roads*). This means if you need to harvest resources, you must make it look as natural as possible. Fully harvest trees instead of leaving them half broken.
7. No portal trapping. (*This includes placing a trap around the portal, like a lava pit as soon as someone walks out!*)
8. No KOS (kill on sight) unless you are at war with someone in lands relations. (Abusing this feature will result in a warning / ban)
9. Ban evasion and alternate accounts are not allowed on Ad Astoria. This excludes alts of admins.
10. Client side modifications that give direct advantages to players are forbidden. (*If you are unsure, ask.*) This **excludes** mods included in the recommended client-side modpack.
11. No lava-cast walls/obsidian walls. Please use common sense to make walls look relatively realistic.

12. You may not claim/build bases in the nether/end.
13. Cheesy PVP tactics are not allowed. This includes: placing lava or cobwebs, fishing rods, block spamming, etc.
14. The nether is KOS (Kill on Sight). This means that people can kill you without reason, so be cautious.
15. Nether ice/boat highways are forbidden.
16. Crop farms cannot be built underground. Please keep crops above ground.

Town/Nation Rules

1. You must apply before creating a town/nation. Also keep in mind that you need to have the right rank beforehand. (/rewards)
2. The current player cap for towns is **8** players. This is subject to change as the server grows.
*(You need at least **3** other people before you can make a town - **4** in total)*
3. The current town cap for nations is **3**. This is also subject to change.
*(You need at least **3** towns to make a nation as well)*
4. The s e c r e t w o r d is “Dagger” (Ignore, this is for applications)

5. In order to apply for nationhood you must have three towns which are built up with infrastructure and buildings. We won't accept nations that have one single large town, while the other two towns are dirt huts. This does not mean the other two towns connected to your nation have to be large, a village works.
6. In addition to rule 5, you must establish an adequate RP background ***in game*** before applying for nation status. Nations are not built in a day.

RP Rules

General RP Rules

1. [Meta-gaming](#) and [power-gaming](#) is not allowed.

Meta-Gaming:

When outside knowledge influences your character's knowledge in RP. For example: Your character knows about events going on across the map without finding out about them in RP. **Note:** *If you are announcing a town/nation event, you could say something like "Word spreads around Astoria that Edleheim is hosting a feast on (date)". This would explain how your character knows about said event.*

Power-Gaming:

When you force RP actions on other characters without giving them a chance to respond, or when your character is too unrealistic/has unrealistic abilities. For example: "John heals all of his injuries instantly and stabs Tom in the chest"

2. This is a Heavy RP server, so we expect you to be in character 24/7. The only time you may avoid RP is if you need to go AFK or you have to disconnect from the server for whatever reason. (As long as it's not for the sole purpose of avoiding RP in the first place.)
3. Any player-created lore or characters must be original. This includes character backstories and factions created by players. (*Can't be Legolas from Erebor*).
4. All skins on the server must follow the server's Medieval Fantasy theme. (*You will be asked to provide a skin or skin concept when submitting a character*)
5. You **CANNOT** roleplay out casted magic, magic is practically nonexistent due to the destruction of the Pillars of Creation. However, trace amounts can still be detected. Enchanting is still possible through runes of power, so we are limiting these runes to only Minecraft-bound (fire aspect, sharpness, etc). You can be more creative with your magic RP once you unlock castable magic via our plugin.

RP Conflict/Evil Character Rules

1. Robbery: In order to rob somebody you need to establish RP with them, give an opportunity to avoid conflict, and be outside of town claims while initiating the robbery. The most you may rob from somebody is **10** gold.
2. You need to establish RP with somebody and give an opportunity to avoid conflict before you can use the /pvptimer start command. For example: If you are bounty hunting and you find your bounty, you must communicate with them and warn them before you can attack.
Ex: "*Come with me or die!*" **Ex:** you are a bandit robbing someone of

their gold “*Hand over 15 gold or face your death!*” (**The only** exception to this rule is if you have a kill ticket for assassinations)

3. In RP scenarios like Robberies, Bounty Hunting, and Assassinations, you must start a /pvptimer, (/pvptimer start) and wait for the countdown to fully finish before you can start attacking somebody. This pvp timer gives the attacker 3 minutes to attack, and if they don't kill their target within that time, the conflict is over until the command can be used again. Notice: This does not mean you can start a PvP timer in a busy city and slaughter everybody, you must have an RP reason to attack people.
4. The most you could rob somebody for is **15** gold or **15** gold worth of valuables on their person. **If they do not have enough, you may attack them for as long as the PvP timer lasts, or choose to let them go.** If your victim pays you, you may not attack them. (The max amount is subject to change).
5. If you are not in range of a PvP timer when it first starts, you may not join the conflict. (This does not mean you can approach a conflict nearby and start your own PvP timer to join in) You can tell who is in range of a PvP timer when it starts by seeing if they have a glowing effect or not. When the timer is almost over, they will start flashing, and when they are no longer glowing or flashing, the conflict is over and you may not continue to PvP.
6. Chests found in the wild that are not claimed by a town are fair game to be stolen from.

War Rules

1. In order to declare a formal war on a town, you need a war goal. You may acquire one by filling out a [War Goal Ticket](#).
2. All potential war tickets require adequate RP before applying for a war goal.

Some scenarios where you may apply for a war goal:

- Ex: You lead an elven town and orcs from a nearby settlement have been robbing your settlers
- Ex: You have built a cathedral and have founded a religion, but a settlement nearby has denounced your religion
- Ex: A nation has formally denounced you.

If there is another reason and you are unsure whether it qualifies as enough for a war goal, ask a staff member.

3. You may only siege a town that is part of the nation you are at war with.

Useful Links:

Discord: <https://discord.gg/jUzvmdBFKm>

Dynmap: <http://161.129.181.83:25786>

Server Application: <https://forms.gle/LLkVw8Ke2ctMEVUeA>

Beginner's Guide:

<https://docs.google.com/document/d/1s4xrEBFwgON3sNvxVo5x5wjuqy5pTPwFKoesNz4Zkbo/edit?usp=sharing>