Patriam

Player Guide

Patriam v7 (Khyros)

What this covers

The world of Khyros, its player systems, and how to use them. This guide covers actions, costs, consequences and the limits of each system.
This book replaces the separate guides for each system. It does not contain staff commands, server settings, or how any of it is built.
Read the *Patriam Server Rules* for conduct and enforcement, *The Store* for purchases, and the *Brewer's Almanac* for the public recipe catalogue.

Feature availability

Patriam is released. This guide describes the Revival world and the player behaviour checked for this edition. Individual features may still be awaiting activation; check their notices and the website for current availability.
Planned means an idea or an unavailable feature. Where a feature is built but awaiting activation, the text says so.

About this guide, and what it shares with the others

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The *Server Rules* refer to this guide for gameplay terms. Use the guide that applied to the event when reviewing an older event. Preparing this edition does not bring a new rules edition into force.
In this guide, **gold and coin** are in-game wealth. **Money** in *The Store* means real money. Cosmetic store ranks are separate from earned titles and offices.

Patriam Studios publishes this independent guide. It is not an official Minecraft publication and is not approved by or associated with Mojang or Microsoft.

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1 Summary

Patriam is a medieval world. Travel is usually on foot, with a limited wilderness teleport. There is no server shop and no route to the Nether or the End.

You mine, farm, brew, trade and build. Everything above that is other people.

On your first join, you receive a written Starting Guide. Use `/guide` to open it again, `/welcome` for the first steps, and `/rules` for the short rules and a link to the full Server Rules. You can play without a forum account. To earn Member access, create one at the Patriam forum, then verify your Minecraft and Discord accounts under Account Connections on that same forum account.

Players found realms, claim land, swear fealty to each other, and go to war. Players found faiths, consecrate ground, walk pilgrimages, and work rites against each other. Realms mint currencies, run market stalls, and tax the trade on their land. Members rebel against the realms they belong to.

Almost nothing here is granted and then left alone. Standing lapses. Holy sites decay. Faiths go dormant. The ground closes over a crater. Crops rot in a field you did not come back to. You keep what you keep up.

2 Server hardware and performance

2.1 Connecting

Patriam uses Minecraft: Java Edition and Paper server software. Paper supports the plugins behind the world's custom systems. You can connect with an ordinary Minecraft client; check the website or Discord for the current address, supported version and resource-pack instructions.

The server resource pack supplies custom appearances. It is separate from a client mod. The *Patriam Server Rules* explain which optional client modifications are allowed.

2.2 Where it runs

Patriam's dedicated OVHcloud machine is in Beauharnois, Quebec, Canada.

Physical host

Component	Specification
Server	OVHcloud RISE-M
Processor	AMD Ryzen 9 9900X
Processor capacity	12 cores and 24 threads
Clock speed	4.4 GHz base, up to 5.6 GHz boost
Memory	64 GB DDR5
Physical storage	Two 512 GB NVMe drives, software RAID
Network	1 Gbps

Minecraft server

Component	Allocation
Processor allocation	10 threads
Memory allocation	14 GB RAM
Server software	Paper 26.3

Server settings

Setting	Value
View distance	16 chunks
Simulation distance	8 chunks
Anti-XRay	Enabled

The game shares the machine with Patriam's other services. Its allocation and settings can change. Hardware specifications do not guarantee a player count or frame rate.

2.3 Tick rate and latency

Minecraft normally advances the world twenty times each second. Each tick has about fifty milliseconds to finish before the next is due. Much of the world simulation runs on the main thread, so a fast processor matters even when other cores have capacity.

Loading terrain, simulating entities and running active machinery all create work. Their cost depends on what is loaded and active. Extra memory can help when the server is short of it, but memory alone does not make a slow tick finish sooner. Performance is measured under load.

Latency and a slow server tick are different problems. Latency is the time messages take between your client and the server. Distance, routing, congestion and your own connection affect it. Players far from eastern Canada will usually have a longer round trip, but there is no guaranteed regional ping.

A slow server tick can delay the world for everyone. High latency can delay your actions even when the server is keeping up. Either can affect movement, building and combat. Low frame rate is another issue: your client may be struggling to draw the scene.

2.4 Reporting a problem

Include the time and timezone, your location in the world, what you were doing, and what you saw. Say whether other players saw the same problem. If you have a ping or frame-rate reading, include it, but you do not need to diagnose the cause before reporting it.

The rules on farms, entities and redstone help keep shared server work manageable. Follow the building rules even when a machine appears to run smoothly for you.

3 Core rules

These principles describe the world's political and religious systems. The later sections explain their conditions and exceptions. The separate *Patriam Server Rules* govern player conduct.

R1. Political consequences change authority. A succession, rebellion or religious sanction can change who holds an office or controls land. It does not erase a settlement. Ordinary survival losses, volatile stores and temporary meteor sites have their own risks.

R2. Most sanctions have a route back. Penance, reconsecration and absolution can restore standing or a site. Permanent marks and a recorded true death are lasting consequences.

R3. Wealth does not buy earned standing. Gold and coin pay for goods and services. They do not purchase religious standing, favour, earned titles or political office. Cosmetic store ranks are a separate real-money purchase.

R4. Membership is not a multiplier for religious power. More followers do not make a rite automatically stronger. Numbers still matter where a system requires participants, votes, land power or a particular feudal structure.

R5. Timed decisions have stated outcomes. Succession, musters and similar windows end under the rules in their sections. A timer does not guarantee the outcome you wanted.

R6. Activity and absence follow different clocks. Some personal progress counts active play; offices and events can use calendar time. Declared absence protects only the systems listed in the absence section, for the time that protection lasts.

R7. Ceremonies keep their participant requirements. Where a rite, oath or appointment requires another player, you cannot fill that role yourself. Check the ceremony before gathering its participants and materials.

4 Features at a glance

System	Summary
The world	Khyros. Overworld only, limited wilderness RTP, an expanding border
Characters	Public character cards, local actions and dice rolls
Realms	Player-founded. They claim land, swear fealty, and go to war
Nomads	Mobile realms with a nine-chunk camp and shared chest
Fiefs	Holdings inside a realm, granted by its head
Titles	Rank read from who is sworn to whom. Never bought
Nobility	The one title a realm's head grants. Held from the realm
Heraldry	Arms for a realm, a fief or a faith. Designed in a browser
Government	Four forms. Each one decides who inherits a realm
Rebellion	A muster against your own realm. A coup against an absent ruler
Faith	Faiths, holy sites, rites, pilgrimage, doctrine, oaths and sanctions
Gold and coin	Gold-backed account balances, exchanged at physical banks
Trade	Physical stalls that sell while you are offline. The landholder taxes them
Great Houses	Four Houses. Realms align to one; contributed gold is removed
Farming	Open sky, the right country, and the right season
The year	Four seasons. Crop choice, stored food and trade matter in winter
Brewing	Three grades of drink, and a still you can push past the recipe
Explosives	Volatile stores can ignite when broken, heated or caught in a blast
Couriers	Tamed parrots carry written notes. Other players can intercept them
Falling stars	Meteors crater the ground, pay in ore, and carry the only netherite
Disasters	Six selected hazards. Claims protect buildings, not every player effect
Chat	Local chat with a range, an out-of-character channel, and a faith channel
Absence	Declare time away for the specific protections described in this guide

5 The world

5.1 Khyros

Khyros is one large continent. It runs north to south on the east side of a wide ocean. The coastline has many fjords, bays and inland lakes. A mountain ridge and some islands lie to the west, across open water.

The country changes as you cross it. There is pine forest and windswept hills, mangrove swamp, old-growth spruce, old-growth birch, ancient oak forest, and savanna. A desert belt runs the full height of the map along the far east.

The surface regions each have their strengths. None is good at everything.

5.2 The border moves outward

The playable area starts as one section of the map. The border opens outward as the number of players grows.

The far edges of the continent are not missing. They are not open yet.

5.3 Overworld only

Revival is designed for the Overworld, with no playable Nether or End. Its intended survival limits include:

- **No vanilla potion-brewing progression.** Custom brewing supplies a selected range of drinks and effects. It does not reproduce the full vanilla potion catalogue.
- **There are no shulker boxes and no ender chests.** You cannot carry a base with you.
- **Quartz remains a building material.** Overworld ore drops provide it without a journey to the Nether.
- **Netherite comes from the sky.** Meteors carry it. See section 19.

5.4 Travel is on foot

Ordinary travel is by walking, riding or sailing. There is no elytra flight, portal network or player home-teleport service. A valid bed can set your respawn point; if it is missing or obstructed, normal respawn fallback applies.

For occasional wilderness travel, `/rtp` explains the limited teleport. Use `/rtp status` to see your remaining uses and cooldown, then `/rtp confirm` to request a safe, unclaimed surface destination. Stay still during warmup and search; movement, damage, combat, another teleport or disconnect can cancel the request. Use `/rtp cancel` to stop one before arrival. You cannot choose coordinates or reroll a completed arrival.

The default is five successful RTP uses per Minecraft account, with ten minutes between successful uses. A failed or cancelled request does not spend a use. RTP changes only your position; it does not create a realm, fief or land claim. You keep your inventory; your home and respawn point do not change.

Distance matters. A pilgrimage is a long walk. A market is a place you go to. The bank is a building.

Roads, waystations, taverns and couriers are worth building.

5.5 Enchantments are capped

The Revival enchantment cap limits multi-level vanilla enchantments to level I, including Protection, Sharpness, Efficiency, Fortune, Power and Fire Aspect.

Enchantments whose maximum is already level I remain at that level. Examples include Mending, Silk Touch, Aqua Affinity, Channelling, Flame, Infinity and Multishot.

Lunge is the one exception and keeps its full range. It is the spear's enchantment, and it costs exhaustion for what it gives.

You cannot climb past the cap. Two Sharpness I swords combined on an anvil give you Sharpness I. Enchanting tables, anvils, villager trades and chest loot all draw from the same capped list.

Equipment still matters. The cap reduces the advantage from higher enchantment levels.

5.6 Redstone stays where you put it

Redstone builds must follow the building and automation rules. The launch plan also restricts some recipes, including comparators and observers; the final available recipe set still needs confirmation before launch.

Check the current building rules before gathering materials for a machine. A craftable component does not make every use of it allowed. Ask staff about a design whose status is unclear.

5.7 The four Great Houses

The four Great Houses are Svoll, Sjuraen, Sarin and Druokon. Players do not create them, own them or lead them. You cannot found a fifth.

A realm swears itself to one House with `/house align <house>`. A realm or a person contributes through `/greathouse`. Section 13.9 covers what a contribution costs and what it earns.

Each House bears arms of its own, and those four designs are reserved: no realm, no fief and no faith may take one. See section 12.

Great Houses war events, Planned

An event every few weeks. House members fight together for resources, currency, unique items and cosmetics. Designed, not built. Nothing in the game runs one today.

6 Your character

Your character card describes the person you play. It is separate from your Minecraft account, your cosmetic chat nickname and your offices in a realm or faith.

6.1 Creating a public identity

Use `/card` to read your current card and `/card help` for its player commands. Set your name with `/card name <name>`. You can also set your race, subculture, age and gender through the corresponding `/card` subcommands. Keep the details consistent with the setting and the roleplay rules. Name changes have a five-minute cooldown.

Use `/card lookup <player>` to view another player's card. Right-clicking a player can also show their card. **Treat these details as public character information**; do not put private real-world information in them. Faith membership is managed through the faith system, not a free-text field on the card.

6.2 Actions and dice

Use `/emote <action>` or `/me <action>` to describe an action to nearby players. Set your character name first. An emote describes your character's attempt; it does not decide another player's response or override the roleplay rules.

`/roll` rolls a twenty-sided die. You can specify another die, such as `/roll d6`, or a combination such as `/roll 2d6+1`. `/dice` is an alias. The result is shown locally. Agree what a roll decides before using it; a result does not itself transfer land, damage a player or authorize a rule breach.

6.3 Death and continuity

An ordinary Minecraft death does not end your character. **You decide whether and when your character has a true death.** That decision has lasting consequences for the character and their offices; it does not require staff permission. Read the true-death subsection for the recording process and its current limits.

7 Realms, land and war

7.1 Founding and joining a realm

A realm is a player-founded state. Its commands use the word *faction*, shortened to `/f`. Use `/f help` for the available actions and `/f info` to inspect your realm. You may join an existing realm under its normal admission rules without a forum account. To found a realm, earn Member by verifying both Minecraft and Discord on the same forum account, then use `/f create <name>`. Founding does not require a staff-issued grant or an RTP use.

7.2 Land and power

A realm claims ground in chunks. Its roles and land rules decide who may build, break and use protected blocks. Check the realm's access rules before leaving valuable stock behind.

`/f power` shows the realm's power, and `/f claim check` checks the ground where you stand. Power limits how much land a realm can support. During war, an overextended realm can lose claims to its enemy. **A declaration of war does not make every enemy chunk available to take.** The claiming rules still apply.

7.3 Nomad camps and mercenary service

Start with an ordinary realm that has no claims, war, liege or vassals. Its leader uses `/nomad adopt` to become Nomad. A Nomad realm has a five-member limit in total, including its leader. Automatic admission enforcement starts after the next normal server restart. `/nomad place` sets a camp around the centre of the leader's current chunk, claiming exactly a three-by-three square of nine wilderness chunks. The centre must be open to the sky. The camp's double chest holds 54 shared slots. Members can open it while the camp is active.

The leader uses `/nomad pack` beside the chest to move. Only the 54 chest slots travel; other chests, buildings and animals stay behind. Packing releases all nine claims, leaving no protected land, and the packed chest cannot be opened until `/nomad place` succeeds elsewhere. `/nomad status` shows the camp state and location. After the next normal server restart, it will also show the member count out of five. `/nomad recover` retries an interrupted move. `/nomad disband` requires a packed, empty chest and a cleared old camp site.

Nomads cannot expand beyond their camp or start or receive an ordinary war declaration. A leader may instead use `/mercenary list` to find a campaign and `/mercenary pledge <campaign-id> <ONE|TWO>` to choose a side. This choice binds current realm members. Up to three named fighters per side can use `/mercenary enlist <campaign-id>`. Before the published availability submission deadline, a fighter can use `/mercenary withdraw <campaign-id>` and the leader can change the pledge. After that deadline, the side and fighter list are fixed for the war. `/mercenary status <campaign-id>` shows the current choice. A prospective new member must use `/mercenary accept <faction name>` before joining a pledged realm; that acceptance lasts five minutes. Payment is arranged between players. A protected Nomad home camp cannot serve as the unprotected besieging camp required by rule G8.

7.4 Fealty and vassals

A realm can swear fealty to another realm and become its vassal. It retains its land, members and treasury, while its place in the hierarchy changes its ruler's title. A vassal cannot issue new national coin; see section 13.

An overlord can grant independence. Breaking fealty unilaterally can lead to war, so do not treat `/f declareindependence` as a peaceful release. The organised rebellion route is described in section 10.

7.5 Fiefs

A fief is a holding inside a realm. Its land remains part of that realm. A holder is styled Knight or Dame unless they also hold a higher office. The realm's head can revoke a holding or grant a vacant one, and a holder can transfer it to another eligible member.

When a holder leaves the fief or its realm, succession follows the parent realm's form of government. `/fi succession` explains the current result. Under Monarchy the holder can name an heir; other forms use their own decision. Nobody outside the parent realm can inherit. If no eligible member remains, the fief returns to the realm to grant again, with its buildings standing. Section 9 explains the different forms.

There is no inactivity timer that automatically takes a fief. This does not prevent revocation, conquest or an agreed transfer. True death currently requires a separate arrangement for a fief holding; see section 22.

7.6 A cause for war

An ordinary war begins with a *casus belli*: a recorded cause held by one realm against another. The currently enabled causes are murder, revenge after a qualifying defeat, and proven courier interception. If expansion causes are enabled, a realm can also justify one it holds. Having a cause authorises the war process; it does not excuse breaking the server's rules to obtain one.

1. Read your realm's causes with `/f causes`. An unused cause normally expires after 14 days.
2. A member authorised to declare war publishes one with `/f justifywar <cause> <realm>`, using `murder`, `revenge` or `espionage` as the cause. `expansion` is available when that cause is enabled and held by your realm.
3. The public countdown lasts five days. At its end, war begins if its conditions still hold.
4. `/f withdrawwar <realm>` withdraws during the countdown. It spends the cause and does not restore protection already surrendered.

When *Realm actions* is announced as available, open it from the forum's Realms page to submit *Justify war* or *Withdraw justification*. Sign in with an account linked to your Minecraft account. The website shows the action as pending until the game accepts it. The game checks your current realm authority, the held cause, the target and the countdown rules. A rejected request changes nothing. The website does not create a cause or skip the five-day countdown.

Justifying a war immediately gives up your realm's defeat protection. Political allies can join through the alliance system without holding their own cause; joining likewise gives up their protection once their war begins. Rebellions have their own rally and preparation process.

7.7 Peace and protection after defeat

The first realm to request peace is treated as the loser. It normally receives 14 days of defeat protection and a revenge cause. Peace requests from both sides within five minutes count as mutual: both receive protection and neither receives revenge. An ending whose loser cannot be established protects both; disbanding grants neither protection.

War determines who holds the ground. The rules book still governs destruction, looting and the conduct of fighting. A cause, a countdown or a claim does not replace those rules.

7.8 Arranging a battle time

When the battle availability service is announced as available, an authorised organiser can open a public poll on the battle availability page for a game-verified war. The poll links to the public Events war thread. Eligible fighters from the game's side rosters mark the 30-minute slots when

they can fight. The grid uses each person's browser timezone. They can revise their choices until the stated submission deadline; after that, responses are fixed.

The poll shows how many on each side can attend each slot. The published choice favours the best turnout for the smaller side, measured by the game-reported roster rather than by who answered the poll. An authorised organiser or staff member fixes the final time in public. One agreed reschedule for a real reason can be recorded. If the war ends, the poll closes. The poll helps choose a time; it does not enforce field attendance, ally numbers or mercenary limits. Follow the public thread and rules G1–G6 for those arrangements.

Until the poll is available, submit availability before the stated deadline on the public Events war thread. The smaller-side choice and one-reschedule rules still apply.

8 Titles

8.1 Rank is read, not given

The game computes your rank from who is sworn to whom. It shows the title on every line you type in chat. You cannot buy a title, rename yourself into one, or keep one after the structure that produced it breaks.

Position	Title	Alternate
No liege, two or more vassals who each hold vassals	Emperor	Empress
Holds vassals, whether or not sworn to anyone	King	Queen
Sworn, holds no vassals, one step down	Duke	Duchess
Sworn, two steps down	Count	Countess
Sworn, three or more steps down	Baron	Baroness
Independent, holds nothing, sworn to no one	Lord	Lady
Fief holder, below every realm title	Knight	Dame
Acting for a seat that is not filled	Regent	Regent

Every rank has both forms and a neutral form. You choose which one styles you with `/titlestyle masculine`, `/titlestyle feminine` or `/titlestyle neutral`. Until you choose, the neutral form is shown. The game infers nothing from your name. You can change the choice at any time.

Regent is the same word in every form. It describes the act, not the person.

A vassal keeps its crown. An emperor rules kings, and those kings rule counts. Titles change the moment fealty is sworn or independence is declared.

Emperor needs a three-level hierarchy across at least five realms: the sovereign, two direct vassals, and at least one vassal beneath each of those two. You lose it when the structure breaks.

The player acting through a regency is styled Regent, including when a ruler has declared an absence. The regency is public.

8.2 Your realm's form chooses the words

The ladder above is a monarchy's wording. The other three forms word the same ladder their own way, and your realm's form decides which of them styles you.

Monarchy	Elective	Council	Theocracy
Emperor or Empress	Archon	Protector	Exarch
King or Queen	Consul	Chancellor	Hierarch
Duke or Duchess	Legate	Steward	Vicar
Count or Countess	Prefect	Warden	Prior
Baron or Baroness	Tribune	Bailiff	Deacon

Your place on the ladder does not change, only the word for it. An elective realm's head holds exactly what a king holds: the same land, the same vassals, the same authority, the same seats at court. A form determines succession and the office's wording.

Each of these words stands alone. There is no alternate and no neutral, so `/titlestyle` changes nothing for a Consul, a Chancellor or a Hierarch. That is the reason Regent has one word: an office you are elected or invested into describes the act, not the person.

Lord, Knight and Regent are the same in all four forms. Lord is not a royal word, a Knight holds a fief rather than a realm, and Regent never varied in the first place.

The colour your title is shown in belongs to the rank, not to the form. A Consul is the colour a King is. A form moves the word and never the colour.

A theocracy with no faith standing over it is styled as the monarchy it has become. Its head reads as a King or a Queen rather than a Hierarch, and the words come back by themselves if the faith does.

8.3 Nobility

Noble is the one title that is granted rather than read. The head of a realm raises a member of that realm with `/noble grant`, and releases them with `/noble revoke`. `/noble list` shows who holds a seat and how many are left.

Noble is not a rank and does not sit on the ladder above. It is worn beside whatever rank you already have, so a fief holder can be a Knight and a noble at the same time.

A realm holds a fixed number of seats, decided by the rank of its head. The table names the ranks by their monarchy words for brevity. It is the rank that decides the count, so a Consul, a Chancellor and a Hierarch each hold what a King holds.

Head of the realm	**Seats**
Emperor or Empress	8
King or Queen	5
Duke or Duchess	3
Count or Countess	2
Baron or Baroness	1
Lord or Lady	1
Knight or Dame	None
Regent	None

Two things follow from the last two rows. A fief holder has no court, because a fief sits inside a realm rather than being one. **A regent cannot raise anybody**, because the seat a regent holds is not theirs.

A title is held from the realm. Leave that realm and the title ends, with nothing needing to be revoked and no waiting period. Rejoining does not bring it back; the head grants it again or does not.

9 Government and succession

9.1 Choosing a form

A realm's form decides how its ruler and fief holders are succeeded. It also supplies the words used for the ruler's title. The forms do not grant different combat powers or different kinds of land protection.

Read your realm's form with `/government`. Its head can change it with `/government set <form>`, using `monarchy`, `elective`, `council` or `theocracy`. Changes are announced because they alter who can inherit.

Form	Who decides the next ruler	Faith's role
Monarchy	Nominated heir, then the ordinary line	Coronation is ceremonial
Elective	Members holding the realm's highest authority vote	May endorse publicly
Council	The five longest-standing eligible members choose among themselves	None
Theocracy	The realm's declared faith invests a successor	Binding investiture

9.2 The ordinary line

When the ruler departs, Monarchy answers immediately. The other forms can decide for up to seven days, then use the ordinary line if their own process produces nobody:

1. The nominated heir, if still eligible.
2. The departing ruler's recorded children, earliest recorded first.
3. The longest-standing eligible member holding the realm's highest authority.
4. The longest-standing eligible member.
5. Nobody, if no eligible member remains.

The departing ruler is excluded. Ordinary succession does not require anyone to be online and does not test a candidate's religious standing. A head can nominate with `/f heir <player>`, clear a nomination with `/f heir none`, or hand the realm on deliberately with `/f transfer <player>`.

A head can also nominate the leader of a sworn vassal realm. Such an heir leaves their former realm when they ascend, opening a succession there. Fealty, membership and leadership are checked again when the nomination is used: a former vassal or a replaced leader cannot rely on an old nomination.

Recorded true death opens realm succession as a departure does. It ends the character's headship while allowing the account to keep playing. See section 22.

9.3 Descent

Descent is an optional record, made by consent before a priest; see section 11. It sits below the nominated heir so a ruler can still choose a different successor, and above the authority rung so an eligible child can inherit ahead of an officer.

The ordinary line reads sealed as well as public descent. Sealing a record does not disinherit the child. The succession announcement does not disclose that descent was the reason, but an observer may infer a relationship from the outcome.

Outside the ordinary line, a public claim can be evidence for electors or a faith. It gives no extra vote and no council seat. An exact tie in an elective poll first considers public descent, then seniority. Sealed descent does not decide that tiebreak.

9.4 Monarchy, Elective and Council

Under Monarchy there is no decision window for a departure. A faith may crown the successor or refuse; refusal changes recognition, not ownership of land, treasury or membership. A declared absence can still create a regency under Monarchy.

Under Elective, members holding the realm's highest authority vote with `/government vote <player>`. They may choose any eligible realm member. Under Council, only the senior councillors vote and only councillors can be chosen. Membership and seniority are read again as the decision is made.

A poll can finish as soon as all eligible electors have voted. At the deadline it counts the valid ballots available; if they produce nobody, the ordinary line answers. A ballot ceases to count if its voter loses eligibility or its candidate leaves.

9.5 Theocracy

A theocracy gives its declared faith authority to invest a successor, crown a ruler, recognise claimants and depose a ruler under the applicable religious conditions. These powers do not give the faith direct control of the realm's land, treasury, membership or war declarations.

The faith can recognise a rival claim. A sitting ruler without recognition of their own can then be styled Pretender. Recognising the incumbent ends the rival claims. Recognition changes legitimacy; it does not transfer the seat by itself.

A Regent covers a succession while the faith decides. If nobody is invested within seven days, the ordinary line answers and the realm remains a theocracy. A theocracy with no binding declared faith uses Monarchy's succession and titles until that relationship is available again.

9.6 Breaking with a faith

A realm cannot enter Theocracy while its faith has interdicted it or cast out its ruler. **It can always leave Theocracy.** Renouncing the declared faith and changing to another form are two routes to the same break.

The current consequences are:

- Up to 2,500 gold is taken from the realm's treasury and destroyed.
- The former faith turns hostile and its anchors in the realm's land are revoked.
- The break is announced, the ruler is styled Apostate for 14 days, and the realm cannot declare a faith again for 30 days.

An empty or insufficient treasury does not prevent the break. The announcement reports what was actually paid. A realm that declared a faith without adopting Theocracy does not pay this Reformation cost merely to renounce its declaration.

9.7 Succession inside a fief

A fief follows its realm's form, but has a smaller succession line. **Recorded descent does not automatically inherit a fief.** Under Monarchy, the holder's eligible nominated heir comes first, then the longest-standing eligible fief member.

Form	Who takes the fief
Monarchy	The holder's named heir, then the longest-standing eligible member
Elective	The fief's members vote for an eligible member
Council	Its senior members choose among themselves
Theocracy	The realm's declared faith invests an eligible member

Use `/government fief` or `/fi succession` to read the current answer. Eligible voters use `/government fief vote <player>`; a holder under Monarchy nominates with `/fi heir <player>`.

Fief decisions are prepared while the holder is still present. Departure resolves immediately: there is no fief regency or waiting window. If a non-monarchical decision gives no answer, seniority supplies one. Only members who still belong to the parent realm are eligible; if none remain, the realm holds the vacant fief until its head grants it again.

9.8 Regency and absence

An interregnum is a gap in the ruler's occupation of the seat. Departure or deposition can open a succession. Declared absence opens a temporary regency instead: the ruler keeps their seat, no succession deadline runs against that absence, and the regency ends when the protection ends.

A regent cannot use the temporary title to create noble seats. Absence does not prevent religious deposition. Section 22 explains what absence does protect.

10 Rebellion and coup

10.1 What a rebellion is

A rebellion is a fight for the control of land and people. A lord starts it. The people of that lord choose a side. If enough of them join the rebel side, both sides prepare, and then there is a war.

The rebellion process moves land, people and authority. It does not erase their buildings or remove a player from the server. Fighting remains subject to the rules book.

There are two kinds:

Level	Holds its own land and people?	Kind
A vassal realm	Yes, fully	A war of independence
A fief inside a realm	No. It shares them with the realm	A war of secession

A vassal realm already holds everything. Its rebellion breaks the oath and starts a war. No land moves and no new realm appears.

A fief must be cut out of the realm that holds it. That case moves land and creates a new realm.

10.2 The five stages

1. **The call.** A lord calls it with `/rebellion call`. The server announces it.
2. **The rally.** 60 hours. Eligible members pick a side.
3. **The preparation.** 48 hours. Both sides build, gather and move.
4. **The war.** Each side can take the other side's land by force.
5. **The outcome.** See below.

A call is possible only when all of these are true:

- The caller is an active member who holds a fief, or heads a vassal realm sworn to another.
- The caller has held that position for a week and has not called another rebellion recently. A former ruler answering a coup within their return window is exempt from those two gates.
- The holding has a capital, the realm has enough active members to sustain a rebellion, and the server has enough recent activity for a conflict between groups.
- The ruler has no declared absence, the caller is not already leading a rising against that realm, and the realm is not already at its limit of simultaneous risings.

Pick a side with `/rebellion join` or `/rebellion standdown`. A member who chooses nothing stays loyal. A member who has not chosen gets one reminder each time they log in.

When *Realm actions* is announced as available, you can also open it from the forum's Realms page to call a rebellion, join a specific open rebellion, or stand down during its rally. Sign in with a forum account linked to your Minecraft account. The website shows the request as pending until the game accepts it. The game checks your current role, membership, activity, absence and the rally deadline. A rejected request does not change your side. During the rally, the website must not reveal other members' choices.

The preparation period gives no general immunity from other wars. Other realms still follow the cause and countdown rules in section 7. Claiming is paused for the preparing sides.

10.3 What each side can see

Who	Open rally	After the rally
The realm	Joined, needed and time; no names	Result and rebel names
Everybody else	The call only	Result and rebel names

While the window is open, `/rebellion status` shows the realm how many rebels have joined, how many are needed, how many more that leaves, and how long remains. It also repeats the caller's own choice. It does not show a loyalist count, a total number of choices, or anybody else's name.

The names stay hidden while the window is open. During a fief secession rally, the realm's ordinary commands for removing members, changing roles and taking away holdings are frozen until the window closes. A vassal independence rally does not impose that freeze on either realm.

The rebel names are public afterwards. Riding out in a civil war is a public act; members who stayed loyal are the remainder and are not published as a separate list.

10.4 How many people a rebellion needs

Two rules apply at once. The floor stops an argument between two players from becoming a rebellion. The tier stops a large realm from becoming safe.

Active members	Rebels needed	Share
3 or fewer	No rebellion is possible	–
4 to 6	3	50 to 75 per cent
7 to 11	4	36 to 57 per cent
12 to 16	5	31 to 42 per cent
17 to 21	6	29 to 35 per cent
22 to 26	7	27 to 32 per cent
27 or more	8	30 per cent or less

The lord who calls the rebellion counts as one of the rebels.

For a fief secession, at least one member must remain on the loyalist side when preparation ends. If every remaining member backed it, the rising closes without a war: there would be no parent realm left to fight. An independence war already has two separate realms.

The share falls as the realm grows. The work of a rebellion is the number of conversations, not the percentage.

10.5 Which members count

A member counts after two hours of playtime in the last fourteen days, in this world.

- A login does not count. Playtime counts.
- Idle time does not count. Time at the keyboard counts.
- A player with a declared absence counts on neither side. Remove them from the total.

The game measures the fourteen days before the call. It never measures the rally window itself.

10.6 The form changes the number

The question is whether the form already gives people a lawful way to remove a ruler. If it does, rising outside that route costs more.

Form	Rebels needed
Monarchy	The standard number
Elective	Standard, plus one
Council	Standard for a junior member. Standard plus one for a senior member
Theocracy	Two fewer if cast out, never below three; two more if supported

A faith that casts a ruler out makes a rebellion against that ruler much easier. A faith that supports a ruler makes it harder.

A faith that is not common knowledge never changes the number. The number is public, so a hidden faith that moved it could be found by arithmetic.

10.7 Taking a capital

The war announcement says how capitals fall. The normal rule is a standard: a member of the attacking realm stands in the enemy capital and runs `/rebellion banner`. The server places the standard where that player stands and announces how long it must remain unopposed. The command works only in a capital that the player's realm is attacking under this rule.

Raising a standard still requires standing in the capital in game. It cannot be done from the website.

A defender standing in the capital pauses the standard's clock. Breaking the standard ends that attempt and resets its progress, so the attackers must return and raise another. Either side can use the same command when attacking the other capital.

10.8 Winning and losing

The rebels win if	The loyalists win if
They take the loyalist capital	They take the rebel capital
The loyalists do not take the rebel capital in time	The rebel side surrenders
The overlord surrenders	

The published default war deadline is five days; follow the game's current displayed deadline. The loyalists must take the rebel capital before it expires; otherwise the rebels win. The rebel lord may use `/rebellion surrender` to withdraw a call during its rally or concede the rising after the rally.

When *Realm actions* is announced as available, an eligible rebel lord may also submit the *Surrender a rebellion* action there. The game confirms that this lord leads one unambiguous active rising and can concede it. The website shows a pending request until the game accepts or rejects it; clicking alone does not end the war.

After a rally succeeds, the battle arrangements belong on a public Events war thread. When the poll service is active, the website publishes that thread before an authorised organiser can open the linked battle availability poll during preparation or war. Fighters choose 30-minute slots, and the final time is published beside the thread. The proposed battle time and any agreed reschedule must stay before the game's current war deadline, normally five days after war begins. The poll cannot extend that deadline and closes if the war ends. Until the poll is available, use the public thread. The ordinary battle-arrangement rules in the *Server Rules* apply; a coup has no battle poll.

After a defeated fief secession, the new realm's land and members return to the parent realm and the new realm dissolves. After a defeated vassal independence war, the existing vassal realm survives and its fealty is restored. Defeat does not ban anyone from the server.

After a rebel victory, the new realm is independent and keeps the land it holds at the end of the war. It gets fourteen days in which the former overlord and that overlord's vassals cannot declare war on it. Other realms remain subject to ordinary war requirements. If the new realm declares war on anybody, that rebellion protection ends at once.

10.9 Coups

A regent holds a seat for a ruler who is not there. A coup is a regent who keeps the seat. It is a separate act with its own command, `/coup`.

A rebellion answers a bad ruler. A coup answers a ruler who is simply gone.

Rule	Detail
Declared absence	No coup is possible. There is no exception
Long silence	No more than one hour of play in three weeks
Clear majority	More than half the active members, never fewer than four
Effect	The ruler changes; no land moves and no realm is created

A ruler expecting to be away should declare an absence within the published allowance, or ask staff for a longer grant.

The regent begins with `/coup declare`. Active members use `/coup back`; a supporter can change their mind with `/coup withdraw`. `/coup status` shows the current backing, the number needed, the active-member total, the caller's own choice and the time left. Reaching the number early does not end the decision: the result is settled when the displayed deadline passes. The regent can instead use `/coup abandon` before then, which ends the request without ending the regency or recording a penalty.

When *Realm actions* is announced as available, these actions are also on that page: *Declare coup*, *Back coup*, *Withdraw coup backing* and *Abandon coup*. The forum account must be linked to your Minecraft account. A website request remains pending until the game confirms it. The game rechecks regency, membership, activity, protected absence and the decision deadline. A rejected request changes no backing or office.

At the deadline, too little backing means the realm refused. The regency ends, and that regent may never hold a regency in that realm again. Enough backing moves the seat only if the former ruler is still absent and has not declared an absence; otherwise the coup lapses without taking the seat. A successful coup moves no land and starts no war. The new ruler is known as a Usurper for 30 days, and the former ruler has 30 days to use the special return route to a rebellion. The backing window normally lasts 60 hours.

10.10 Silence favours whoever holds the seat

In a rebellion, a member who chooses nothing stays loyal. Choosing loyal moves no number. Joining is the only act that changes anything.

A coup counts the other way. It needs a majority, so a member who chooses nothing counts against it.

In both cases the burden falls on whoever wants the change.

11 Faith

11.1 What a faith is

Players found faiths. They consecrate ground, walk pilgrimages between holy sites, write doctrine that other players can carry and read, appoint priests, swear oaths before them, mourn their dead, declare who they are descended from, and work rites that reach other faiths.

A faith belongs to its followers, not to a realm. You hold your own membership. A realm cannot own a religion, recruit into one, expel anybody from one, or see the membership of a hidden one.

You can share a god with somebody your realm is at war with. A faith can outlive the realm that founded it.

To found a faith, obtain a charter from staff and use `/faith establish <tag> <name>`. Four eligible co-signers must be physically present and belong to no faith of their own. There is no fee. Founding and consecrating the first holy site are separate acts.

Use `/faith list` to find public faiths, `/faith doctrine <tag>` to read a creed, and `/faith join <tag>` to join an open faith. Other faiths require an application with `/faith apply <tag>` or a personal invitation. `/faith info` shows your own standing and rank. Leaving with `/faith leave` normally starts a 24-hour wait before joining again.

11.2 Holy sites

There are four tiers: shrine, sanctum, temple, great temple.

The game assesses tier from the structure you built. You cannot buy a tier. Consecration then spends the faith's favour to raise a site to the ceiling its architecture supports. Holding that tier costs favour at intervals.

A faith that overbuilds for its congregation steps back down one tier at a time. The building is never touched. Only the consecration changes.

Site tier gates the seven `/ritual` rites below. Begin with `/faith site consecrate <name>` and inspect the structure with `/faith site survey`. A shrine costs no tier upkeep and can receive ordinary offerings and ceremonies. Higher stations need suitable architecture and a deliberate consecration. Only the faith's designated Grand Temple may reach Great Temple tier. `/faith seat <site>` chooses that seat.

An established faith normally needs five members to remain legitimate. Falling below that floor can make it dormant; recruitment remains possible so it can recover. Building a larger temple does not replace a congregation.

11.3 Tenets and observance

A faith can adopt tenets that attach benefits and restrictions to its observance. Use `/faith tenet` to read them before committing to their requirements. Leadership can also call a collective observance with `/faith fast`. Personal vows, collective observances and pilgrimage vows are distinct commitments; read the conditions of the one you are taking.

For ordinary worship, use `/faith offer` at a holy site. A priest with others present can lead `/faith rite`. These are separate from the seven contestable rituals below and are ways to maintain standing and earn favour.

11.4 Rites

Rite	Requires	Effect
Consecration	Sanctum	Restores standing to those attending
Blessing	Temple	Quickens nearby crops for 12 real-world hours
Interdict	Temple	Suppresses a rival faith's abilities for a window
Anathema	Temple	Accelerates a rival faith's standing decay
Revelation	Temple	Exposes a hidden faith
Desecration	Great temple	Disables a rival site until it is reconsecrated
Counter-rite	Great temple	Answers a hostile rite

A rite normally takes five minutes to work. The celebrant must stay close to the site and is exposed throughout. Two players kneeling within the ritual ground can hold it down and stall the rite, regardless of what faith they follow.

You cannot aim a hostile rite at a faith that was targeted too recently, whoever struck last.

The four hostile rites share a seven-day cooldown. Consecration and blessing share a 24-hour cooldown. Counter-rites have a separate seven-day group, so spending the attack window does not spend the defence window. A target normally receives 48 hours of protection once a hostile rite reaches it, including when it successfully wards or defeats that rite.

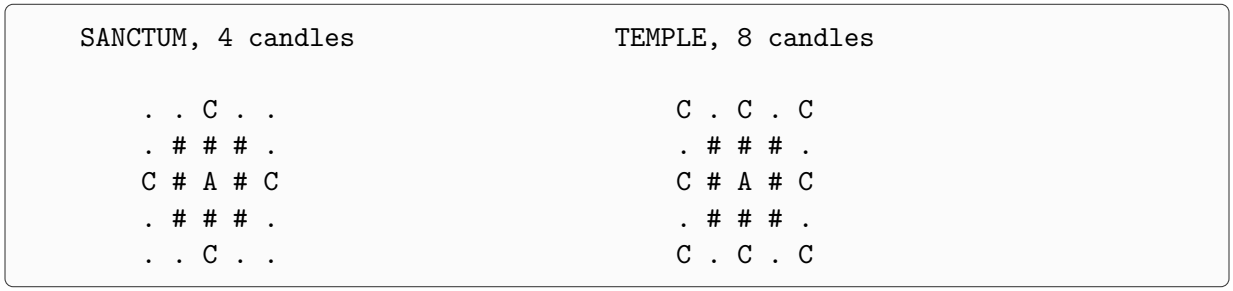
Check `/ritual list` for available rites, costs and current waits, then use `/ritual call <kind> [faith] [site]`. Revelation is aimed through a physical doctrine book whose faith you cannot read, rather than by guessing a hidden faith's name.

The free ward and the paid counter-rite do different jobs. `/ritual counter` wards a hostile rite that is still warming up. `/ritual call COUNTER_RITE` can lift an interdict or anathema that has already landed. `/ritual reconsecrate <site>` repairs desecrated ground.

11.5 The ritual circle

You work a rite. You do not wait it out.

A faith builds a ring of candles around its altar from ordinary blocks. While a rite runs, the candles light one at a time. Respond to each lit candle within 20 seconds. Pressing a different candle does not answer the call. If a call expires, the sequence moves on and that missed response reduces the result; the sequence does not restart.



```
GREAT TEMPLE, 12 candles

    . . . . C . . . .
    . . . . . . . . .
    . . C . C . C . .
    . . . # # # . . .
    C . C # A # C . C
    . . . # # # . . .
    . . C . C . C . .
    . . . . . . . . .
    . . . . C . . . .
```

```
A   the altar, which is the site's consecrated centre block
C   a candle, standing one block above the ring
#   floor, any devotional block, a 3x3 platform around the altar
.   free, nothing required and nothing forbidden
```

North is up. The layout is fixed to the compass and does not rotate. The game can therefore name a missing block: *the candle two blocks east of the altar is missing.*

The three layouts nest. A sanctum's four candles are the first four of a temple's eight. Those eight are the first eight of a great temple's twelve. A faith that builds upward never rebuilds.

The circle is ordinary blocks. A rival can recognise one on sight and, where land rules permit, break it. The faith is told the moment a candle goes, a refusal names the block and where it is, and `/ritual circle` inspects the ring on demand.

Difficulty follows the rite, not the faith and not the site. A great temple performing a consecration works a sanctum's four points.

11.6 Working the rite, and failing it

How it went	What happens
Worked well	The rite lands at full strength
Barely worked	It lands, weakly
Not worked	It falters and delivers nothing

Answer at least half of the calls for a rite to land, and all of them for full strength. Below half, it falters and delivers nothing. Except for counter-rites, a faltered rite refunds the share of its price corresponding to the share of all calls answered. Answering none returns nothing.

Counter-rites normally pay in full even if interrupted or faltered, because their shield begins immediately. A sustained occupation that breaks the rite refunds its favour; an orderly server shutdown also refunds unfinished rites. The result message states what returned.

An attacking rite warded for free, interrupted before resolution, or broken by sustained occupation is refunded. An attack defeated by a paid counter-rite is not. A refunded attack normally still spends its aggression window; faltering can shorten that wait but retains at least half of it.

A missed response cannot be replayed in that rite. Check `/ritual status` and `/ritual list` before committing to another attempt.

11.7 Funerals

A priest holds a funeral with `/faith funeral <player>`, standing on their own faith's consecrated ground, over a player who died recently. It is not one of the seven rites and it is deliberately not in the table above.

It grants nothing to anybody. No standing, no favour, no ability, no protection, nothing to the faith that held it and nothing to its treasury. What it leaves behind is one announcement naming the player who was mourned, and a permanent entry in the faith's record.

That is why it needs no cooldown group and no site tier. A shrine can hold one, and a faith that buried somebody this morning can still work every rite it could work yesterday. A rite that does nothing to anybody cannot be aimed at anybody, so there is nothing to ration. It does not use the ritual circle either. The candles are counterplay, and counterplay exists because a rite is about to do something to somebody.

An ordinary Minecraft death qualifies for two hours, and the same player normally cannot be mourned again for seven days. A recorded true death sits outside both windows and can be mourned once whenever the faith gathers. Ordinary death does not itself end the character or a marriage.

You cannot hold your own funeral. Nothing on this server is self-cast.

Anybody may be mourned, whatever faith they followed and whether they followed one at all. Since the rite confers nothing there is nothing that would need restricting, and a rule that the mourned had to be a member would have turned the announcement into a statement of somebody's membership. A faith that keeps itself quiet does not need its dead reading out its roll.

11.8 Pilgrimage

Declare a route between two sites of your faith, then walk it. There is no teleportation, so the distance is the mechanic.

Use `/faith pilgrimage start <from> <to> [penitent]` and follow `/faith pilgrimage status`. Quote a site name containing spaces. A journey normally has seven days to finish, and completed pilgrimages have a 12-hour personal cooldown. Repeated roads pay less, so walking different routes matters.

Breaking a penitent vow reduces the journey to ordinary rewards. It does not block the action or cancel the journey outright. Death ends the journey.

Three things break a vow:

- **Putting armour on.**
- **Dealing damage.**
- **Riding.** A horse, a boat or anything else you sit on. **A penitent walks.**

Riding is the one that catches people out, so read your faith's vows before you set off. Each faith demands its own out of that list, writes them into its doctrine, and the reward scales to how hard they are. A winter pilgrimage on foot and unarmoured is hard.

Being attacked does not break a vow. The victim is never the oathbreaker.

Pilgrims can be killed. Killing one always costs the killer standing and gives them a visible mark.

The victim's faith only gains from a martyrdom, and most deaths are not one. A death counts as a martyrdom when the pilgrim was under a penitent vow and had already covered a long way, and the same pilgrim cannot be martyred twice inside half a day. Anybody else killed on the road costs the killer exactly the same and pays their faith nothing. A staged death at the roadside is not income.

11.9 Doctrine

A faith's text is a physical book. You can hand it to anybody.

Use `/faith doctrine book` to take a copy. Hold it and open it to read the current text. Copies kept in chests also read the new doctrine when next opened. A lectern does not provide this live reading; take the book into your hand.

Members see the full text. Outsiders see the public creed. A cult shows a cover story, or nothing.

11.10 Standing and favour

Standing is presented as a band: devout, faithful, wavering, lapsed. It decays against time you actually played, so time away costs you nothing.

A lapsed member keeps their earned holdings and favour while their faith's special benefits fall silent. Ordinary offerings still restore standing. A priest can also set penance, or the member can walk a penitent pilgrimage.

Personal favour does not decay merely because you stay in a faith; the faith's shared treasury still pays for sites and rites. Leaving starts seven days of grace, followed by a gradual drain that removes the old favour by day 60. Returning stops that departure drain.

11.11 Priests and oaths

To become a priest, join a faith and reach a rank eligible for priesthood. The faith's leader, or another member with authority to ordain, meets you in person and uses `/faith ordain <player>`. The faith must have room for another priest: its capacity depends on its sites and members. Reaching the rank alone does not ordain you. The founder starts as the faith's first priest; nobody ordains themselves. Leadership can revoke the office.

An oath is sworn face to face, before a priest who is not a party to it. The kinds are truce, treaty, fealty, vow and marriage. At least one of the two parties must follow the priest's faith. The faith must be established enough to witness oaths, with followers and consecrated ground. It cannot witness for a realm it has publicly rebuked.

The priest proposes a truce, treaty, fealty or vow with `/faith oath swear <kind> <a> <b> [terms]`, with all three players standing together. Replace `<kind>` with `truce`, `treaty`, `fealty` or `vow`. For fealty, the first named player swears to the second. A `vow` records a promise under the same oath rules. The same pair cannot repeat an oath of the same kind while it still binds; for fealty, this applies to oaths sworn in the same direction.

For a wedding, the priest uses `/faith marry <player> <player> [vow]`. Neither party may already be married, and the ceremony must stay on functional consecrated ground belonging to the priest's faith. Other oaths do not require holy ground. The optional wedding vow is a shared tenet chosen from `/faith tenet`, not free text; it must be one the faith does not already impose.

The priest proposes an oath; both parties must agree. Each answers with `/faith assent` or `/faith decline`. It binds when the second party assents and the ceremony still meets its requirements, including presence and, for a wedding, functional holy ground.

Declining costs nothing, records nothing and marks nobody. An oath nobody answers lapses after about a minute, and the priest and both parties are all told that it lapsed and that nothing binds. So does one where somebody walks off or logs out before answering. Only one oath may stand unanswered before a player at a time, because `/faith assent` names no oath and there must never be two it could mean.

Use `/faith oath` to list your active oaths. `/faith oath history [player]` shows the latest entries in a player's public lifetime record, including ended oaths; omit the name for your own. `/faith oath record [tag]` shows the latest oaths a faith has witnessed; omit the tag for your own faith.

An oath carries reputational weight rather than mechanical force. A truce is the one that can reach further than that, and only under the condition below. `/faith oath break` breaks your first active non-marriage oath, announces it publicly and marks you as an oathbreaker. It does not take an oath name, so check your active oaths first. Either spouse can use `/faith divorce` to end a marriage. Divorce is public and costs both parties standing; it does not require a priest or the other spouse's assent.

A faith can refuse to witness a realm's oaths. That realm's treaties then become private promises, and nobody is bound to respect them.

11.12 A truce that can end a war

A truce is an oath like the others, and most of the time it does what the others do: it is witnessed, it is recorded, and breaking it marks the oathbreaker. In one case it does more, and the case is narrower than it sounds.

A truce ends a war only when each of the two parties can speak for one of the two realms fighting it. They must be in different realms, those two realms must actually be at war, and each party must hold their own realm's authority to make peace. When all of that holds, swearing the oath lays down both realms' arms at once and the server is told the war is over.

When it does not hold, the truce is exactly what it was before: sworn, witnessed, recorded and reputational, and nothing touches the war. Nothing is announced about the war either. Announcing that no war ended would publish that at least one of the two does not hold their realm's authority to make peace, and neither of them said that out loud.

The oath is not permanent immunity from war. Any later war must meet the ordinary cause, countdown and defeat-protection rules in section 7. Breaking the oath can still mark the oathbreaker publicly.

Two rulers can already make peace separately, from their own halls, at no cost. What the ceremony adds is that they do it in person, before a priest of a faith at least one of them follows, on a record that outlasts both of them, and with a price on whichever of them betrays it.

11.13 Descent, sworn before a priest

Who is descended from whom is a record a player carries rather than anything a faith owns, and what a recorded line does to a realm's succession belongs to *Government and succession*. What belongs here is the ceremony that writes one down and the book that carries it.

Name a parent with `/faith descent parent <player>`, or a child with `/faith descent child <player>`. Both of you stand together, with a priest within reach on ground their own faith has consecrated. Each of you speaks for yourself: the first to speak puts it, the second records it, and either can set it aside with `/faith descent refuse <player>`. The priest witnesses and is named in nothing. Neither party has to follow that priest's faith, or any faith at all. Marriage is not required and never will be.

Add `sealed` to either command and the line is recorded privately. Say nothing and it is recorded openly. Both parties have to ask for the same terms.

A sealed line is omitted from ordinary reads by outsiders. Those reads do not distinguish a sealed record from no record. Neither open nor sealed descent is announced. A genealogy book or an observed succession can still disclose information, as described below and in section 9.

11.14 The genealogy book

The one route by which a line travels is a book. `/faith descent book` writes down your own line and `/faith descent book <player>` writes down somebody else's, and only a person named in a line may have that line written. Once written it is an object. It can be handed over, sold, taken out of a chest, or carried away by a courier who never reads it.

A genealogy shows what it carries to whoever opens it, reading the line as the person who commissioned it may read it rather than as the holder may. So a sealed line reaches somebody it does not name exactly when a person entitled to read it chose to write it down and then let it go. That is always an object somebody made on purpose, never something the game told them.

Like doctrine, the pages are read afresh when the book is opened in hand. Sealing does not remove a line from copies commissioned by a person who remains entitled to see it. **Do not hand over a genealogy that contains a secret you intend to keep.** A lectern shows only the stored placeholder, so read the book in hand.

11.15 Anchors: a faith holding ground inside a claim

A faith cannot consecrate ground inside a realm's claim without permission. Instead, the landholder offers an **anchor** with `/anchor offer <leader> [radius]`. After the faith chooses its site, the landholder confirms it with `/anchor confirm <site>`. The faith can then hold and maintain the approved ground there.

Peaceful guest access allows you to	It does not grant
Build and break inside the carve-out	Container access
Use blocks and pass through doors	Any combat exception
	Permission to cause explosions

An anchor grants no container access. Any rights you already have through the landholding realm remain separate from this grant.

Faith crosses realm borders, so a hosted faith will include members of realms the landholder is at war with.

Sanctuary peace – awaiting activation

The guest commands and behaviour below are prepared for the next server update. Check the release announcement before relying on them in play.

Sanctuary peace is a choice. Walking through creates no guest status or penalty. Keep your armour and carried weapons when passing through; ordinary claim permissions apply.

A member of the hosted faith visiting another realm's anchor can use `/sanctuary enter` while inside its boundary. This chooses peaceful guest access to that site. No pilgrimage is required. Check your status with `/sanctuary status`; use `/sanctuary leave` to end it. Priests and builders use the same guest process as other visiting faith members.

While you are a guest, wearing armour suspends the extra building, block-use and door access. Removing it restores access unless a combat penalty is also active. Armour is not removed, movement is not blocked, and merely holding a weapon causes no penalty.

Damaging another player while under sanctuary peace withdraws extra anchor access for one hour. Attacks stopped by protection do not count. Further qualifying attacks restart the hour; leaving or logging out does not clear it. You and the landholding realm are told. Fighting mobs does not break sanctuary peace, but any separate pilgrimage vows still apply. Guests receive no immunity from combat.

Leaving the boundary ends guest status. Returning, or entering another sanctuary, requires a new choice. Ending guest status does not clear a combat penalty already incurred.

Revocation and a change of landholder end the grant. Wartime sealing suspends access and the holy site instead. All leave the building standing:

- The landholder revokes it.
- The land changes hands. A grant does not survive conquest.

- The realm suspends it during war with `/anchor seal <site>`; `/anchor unseal <site>` reopens it when permitted.

A sealed site stops working as holy ground. There are no rites, no offerings and no pilgrimage terminus, and the faith's standing suffers. A realm can have an open holy site or perfect security. It cannot have both.

11.16 What a faith can do to a realm that declared it

A realm can name an official faith. The declaration grants nothing mechanically and binds no member. It produces a public readout, such as *the Ashford Compact declares for the Ember Covenant, and seven of nineteen members follow it.*

A realm gains standing with its declared faith through its members' observance, the sites it hosts, and the pilgrims it protects. It loses standing by acting against that faith.

Stage	What the faith does	Effect on the realm
Favoured	Blessing	Public. The faith's rites reach its land
Neutral	Nothing	Nothing
Displeased	Public rebuke	It refuses to witness the realm's oaths
Interdict	Suspends religious life	No rites, offerings or pilgrimage in its territory
Anathema	Casts out its leader	Oaths of fealty sworn to that leader dissolve

Excommunication commands nothing directly. It removes the basis of everybody else's obligation.

Protection from damage for a named player, Planned

A faith naming one player and making them unharmable on its consecrated ground does not exist. Do not count on it. Sanctuary peace inside an anchor, described above, is a guest's commitment and does not protect them from damage.

The limit

A faith can do all of this only to a realm that declared it.
A realm that declares no faith is outside these realm-level censures. Its members may still follow faiths and take part in ceremonies as individuals. The realm gives up recognition from an official faith, including coronation and recognition of its claimants.

No stage is permanent. A public act lifts each one. The leader walks a penitent pilgrimage to a site of the offended faith, the realm restores what it took, and a priest performs absolution in person.

12 Arms and heraldry

12.1 What arms are

A coat of arms is an official design that belongs to a realm, a fief or a faith. Those are the only three things that bear arms. There are no personal arms, so a player has no registered device of their own.

The design is a short code. `2CJW-634K-M` is one. **The code is the design.** Hand the code to somebody and they can make the same picture you do, in game and on the web. Codes ignore case and hyphens, so `2cjw634km` is the same design.

Minecraft banners are copyable. A banner bearing a realm's picture is therefore not proof that the realm made or owns that item. The armorial record is the official identity. `/arms verify` checks the banner or shield in your hand, and `/arms verify <code>` checks a code. It tells you whether the design is officially registered, reserved, forbidden, or has no public bearer.

The heraldry commands call your realm your House. That is the realm you belong to, and it is not one of the four Great Houses. Those four have arms of their own, and no realm may take them.

12.2 From an idea to arms in the world

The ordinary loop has five parts.

1. Open the designer with `/arms link`. If the page has not been deployed, the command says so rather than printing a dead address.
2. Build a design, start with an editable example, or ask `/arms roll` for a starting point. Copy the code.
3. Craft the banner or shield you mean to use. Hold it and run `/arms apply <code>` to preview the picture on the real item.
4. When the design is right, register it with `/arms set`, `/arms fief`, or `/arms faith`. Registration makes it an identity. Stamping an item does not.
5. Place the banner normally, so the same land and claim rules as any other block placement decide whether it may go there.

Pasting a code back into the designer reopens it. `/arms blazon <code>` reads it out in words and says whether it obeys the rules. `2CJW-634K-M` reads *Azure, a lion rampant Or, a bordure Gules.*

The designer can make a banner directly. Start with a blank design or an editable example, choose a base dye, then place Minecraft or Patriam patterns in order. Several simple masks can form one picture. The editable *Mariner's standard* combines a Patriam anchor with ordinary banner shapes; *Prismatic rosette* uses ordinary shapes and many dyes. Open either example to see how each new shape covers parts of earlier layers. Change a layer's dye or order, duplicate it, or remove it to change the picture. Copy the finished code, hold a crafted banner or shield, and use `/arms apply <code>`. This paints the item. `/arms set <code>` is a separate choice that registers the picture as official realm arms.

You can design and copy codes without signing in. If you sign in through the forum and have a verified linked Minecraft account, the studio can show your current House and whether you may set its arms. Its official House arms action submits the current code; a pending request becomes a change only after the game checks your membership, role and the same armorial rules as `/arms set <code>`. The result appears in the studio when processed. This action sets official House arms, not a banner or shield item. Fief and faith arms still use their in-game commands.

`/arms roll [style] [layers]` produces an unused legal design with one to three layers. The styles are *simple*, *martial*, *ecclesial*, *merchant*, *cadet*, and *any*. A roll never offers reserved Great House arms, a forbidden picture, an active duplicate, or a code still held after retirement.

`/arms derive <parent-code> [mark] [tincture]` keeps a parent picture and adds a label, crescent, mullet, annulet, or one of three borders. This is a convenient heraldic convention for cadet and vassal arms. **It does not record a family tree or prove descent.** The result is only a candidate until it is registered through an ordinary arms command.

12.3 The colours

All sixteen Minecraft dyes are available. The older heraldic names remain where they were already used; the five additional dyes use their Minecraft names.

Class	Name	Colour
Metal	Argent	White
Metal	Or	Yellow
Colour	Gules	Red
Colour	Azure	Blue
Colour	Vert	Green
Colour	Sable	Black
Colour	Purpure	Purple
Stain	Tenne	Orange
Stain	Sanguine	Brown
Stain	Murrey	Magenta
Neutral	Cendree	Grey
Colour	Light blue	Light blue
Colour	Cyan	Cyan
Colour	Lime	Lime
Colour	Pink	Pink
Neutral	Light gray	Light grey

12.4 The rules a registered design must obey

Rule	Detail
A field, and up to fifteen layers over it	Sixteen layers is refused
A detail needs its charge	You cannot colour part of a charge you do not bear

A charge is a figure. Bands, divisions, borders and marks of difference are other pattern types. Official arms may combine all sixteen dyes, including adjacent colours and metals, and may use several charges. The designer also offers the 42 ordinary Minecraft banner overlays alongside Patriam's 79 custom patterns. An ordered design keeps the layers in the order chosen, including repeated patterns. Existing arms codes still open with their original paint order.

To start from a vanilla banner, hold it and run `/arms fromhand`. The command reads its base dye and supported pattern layers into an arms code. Paste that code into the designer to edit it, or register it with the ordinary arms command. The same fifteen-layer limit applies. The designer can also make a vanilla-pattern banner from a blank canvas, without making it in a loom first. Each layer must be one of the available fixed banner patterns. The page cannot turn an uploaded drawing or freehand pixels into a new Minecraft banner pattern.

Official registration also checks that the code is valid, that the design is not forbidden or reserved, and that another subject has not registered that exact design.

12.5 Taking arms

Command	Binds the design to
`/arms set <code>`	Your realm
`/arms fief <code>`	Your fief
`/arms fief <fief> <code>`	A fief you hold or govern as faction head
`/arms faith <code>`	Your faith

Registering arms costs no coin and consumes no item. It grants no combat, land or economic benefit. The material cost enters when you make something physical: a banner, shield or hall sigil begins as an item you crafted.

`/arms show` is your heraldic dashboard. It lists the realm, fief and faith you belong to and what each bears. `/arms show <name>` looks up a public subject. If several public subjects share the name, the command refuses to guess and gives their exact keys. A hidden faith is filtered before that answer, so guessing a name cannot reveal whether one exists.

One design has one active bearer. If a realm already bears a design, no fief and no faith can take it. There is no way to hold arms jointly and no way to buy a design off whoever registered it first.

12.6 The arms of the four Great Houses

Svoll, Sjuraen, Sarin and Druokon each hold one reserved design. **No realm, no fief and no faith may bear them.** Submitting one is refused, and the refusal names the House the design belongs to.

Reserving arms is narrower than banning a picture as an official identity. It holds that exact design and nothing else, so recolouring one or changing a layer gives a different design that is yours to register like any other.

The four are drawn at the head of the roll of arms, with their blazons, because arms nobody can look up cannot be recognised on sight and cannot be told apart from an imitation.

12.7 Changing and retiring arms

The first design a subject registers has one correction period. It may be corrected once during the next 60 minutes. That catches a mistaken dye or layer order without turning heraldry into something to reroll all evening. Once that correction is used, another change waits even if the hour has not ended.

After that, a subject can change its arms once every seven days. The wait belongs to the subject, not to the player. A realm waits seven days however many of its members type the command, and a restart does not lift it.

Changing a design also takes the old one off the roll and map until the new one is approved.

When a realm or fief is removed, its active arms retire automatically. A herald can also retire arms deliberately. The exact code remains held for 30 days so another subject cannot immediately take it. The retirement record remains as institutional history afterwards. Ask a herald to review an accidental retirement rather than trying to register around it.

12.8 Banners, shields and sigils

Command	What it does
`/arms apply <code>`	Stamps the banner or shield already in your hand
`/arms banner <code>`	Emblazons one plain banner you supply
`/arms shield <code>`	Emblazons one plain shield you supply
`/arms fromhand`	Reads the code from the banner or shield in your hand
`/arms sigil <code> [blocks]`	Consumes one banner and hangs a hall sigil where you look
`/arms unsigil`	Takes down an authorised sigil while you look at it
`/arms sigils`	Lists sigils you own or naturally govern
`/arms sigils remove <uuid> confirm`	Takes down one listed sigil by its copyable UUID

`/arms apply` works on a held item only. It does not reach past claim protection to alter a placed banner. The `banner` and `shield` forms need a plain, unmodified item, and they change that item rather than minting equipment from nothing.

If hall sigils are enabled, look at a north, south, east or west wall face within reach before using the command. Floors and ceilings are not valid anchors. The optional `[blocks]` number is the sigil's height, from one to eight blocks; leave it out for a height of three blocks. Claim protection judges every part of the picture's width, so a large display cannot bridge from land you control into somebody else's claim.

A sigil uses one crafted banner and stays owned by the player who placed it. If the player is a member or authorised administrator of the subject that officially bears the code, the display is also associated with that subject. Copying another subject's code does not create that association or use its allowance. The copy remains the placer's personal decoration.

The ordinary allowance is one per player, with ceilings of four for one official subject, eight in one chunk, and 256 across the server. Unloaded chunks and restarts do not reset those ceilings. If its supporting block breaks, burns, fades, falls, explodes or is moved by a piston, the tracked display is removed. Moving the display away from its wall does the same. A missing display does not remain as invisible allowance debt.

`/arms unsigil` cannot target through a solid wall. The original owner, a natural administrator of the associated subject, or the current controller of the claim after a conquest can take a visible sigil down. `/arms sigils` gives the copyable UUID and last wall location for records the player placed or naturally governs. Confirmed removal by UUID can recover one in an unloaded chunk. A record for a world that is not available is listed but counts against no allowance. Taking down a sigil never returns the consumed banner.

Load the server resource pack before making heraldry items. The banner, shield, apply and sigil commands require it. The pack supplies the artwork that those items display.

12.9 Official arms and decorative copies

A few charges are restricted. The crown is one. A restricted charge is an entitlement to *register* an official identity. It is not a promise that the pixels can be kept secret.

The designer is public, the art is in every client's pack, looms copy patterns, and two matching banners can be crafted together. For those reasons anybody can decorate with or copy a restricted charge. A player without the entitlement cannot make it the official arms of a realm, fief or faith.

`/arms verify` is the answer to impersonation. It checks the armorial rather than trusting the item. A hidden faith and no public bearer deliberately give the same answer, so a copied banner

cannot be used to discover a hidden group.

Restricted charges are granted to people for a named purpose. They are not sold, and holding a staff rank does not carry one automatically.

12.10 Approval, and the roll of arms

New designs normally receive public approval automatically when they pass the registration rules. A herald can still withhold a design; submitting the same design again does not lift that decision. If staff require public review, a new design waits for a herald's decision. Arms are live in game from the moment they are set; only an approved picture reaches the public roll and map.

The roll of arms opens with the four Great Houses, then lists the realms, fiefs and faiths whose arms are approved for public display, each with its picture and blazon. A faith that becomes hidden is withdrawn; one that becomes public is reconsidered. Name, visibility and removal changes reach the publication without a manual republish.

Neither the roll nor the map prints an arms code. Both print the blazon instead. `/arms show` is where a player gets the click-to-copy code.

12.11 Arms on the map

Your realm carries one marker on the map. **Click the marker, or click the realm's coloured claim anywhere on it, and the same card opens.**

A realm whose arms have been approved carries them on its marker. A realm without approved public arms carries a blank shield in its own colour. The marker is derived from claimed land; it is not a published home, gate or hall location. A realm with no claimed land has no marker and no card.

The card carries the realm's name, its motto, Ruler, Heir, Holdings, Allegiance, Faith, and its arms with their blazon. Nothing on the card publishes a realm's treasury.

Your realm's territory is drawn from the field tincture of its arms. Realms sharing a tincture get stable lighter and darker shades of that hue, so their claims stay distinguishable without the map disagreeing with their banners. A realm bearing no arms keeps its existing colour. Changing arms changes the land colour without waiting for public approval.

12.12 What a herald can do

A herald can approve or deliberately withhold a public picture, retire arms, replace arms for a subject they do not belong to, release one change wait, and forbid a picture. Those decisions are recorded.

A ban forbids a picture rather than merely one spelling of its code. Recolouring or adding a layer does not evade it. Affected subjects come off the public map and may choose replacement arms without the usual seven-day wait. Ask a herald if a refusal needs review.

12.13 The commands

Command	What it does
`/arms`	The help page. `/coa` and `/heraldry` also work
`/arms set|fief|faith <code>`	Register official arms
`/arms show [subject]`	Show your dashboard or look up a public subject
`/arms roll [style] [layers]`	Roll an unused legal design
`/arms derive <parent-code> [mark] [tincture]`	Add a conventional mark of difference
`/arms blazon <code>`	Read a code in words and check its rules
`/arms verify [code]`	Verify a code or the item in your hand
`/arms link [code]`	Open the designer, optionally on that code
`/arms apply <code>`	Stamp the banner or shield in your hand
`/arms banner|shield <code>`	Emblazon one plain supplied item
`/arms fromhand`	Read the code from the item in your hand
`/arms sigil <code> [blocks]`	Consume a banner to hang a hall sigil, if enabled
`/arms unsigil`	Remove an authorised visible sigil
`/arms sigils`	Locate sigils you own or naturally govern
`/arms sigils remove <uuid> confirm`	Remove one listed sigil by UUID

13 Money and trade

13.1 Two currencies that never mix

	Favour	**Coin**
Earned by	observance and activity	trade, work and mining
Pays for	consecration, tiers, rites	construction, upkeep, wages
Cannot be	bought	used to buy standing

Gold and national coin pay for goods and services. They cannot buy religious favour or a realm title. Real-money purchases are a separate subject, covered by the store book.

13.2 Gold is the money

There is no permanent server shop. Wandering traders briefly sell a limited, changing selection of goods for emeralds or diamonds. They do not buy items from players. Most trade remains between players.

Gold ingots are the commodity behind the banking system. You can mine them, trade with other players, carry them physically, or deposit them into your account. One ordinary ingot currently deposits as one gold. National currencies are account balances rather than special items carried in your inventory.

The economy is intended to reward mining and trade. The Overworld-only map excludes Nether gold farms and bartering; it does not by itself establish that every possible source of gold is mining. Use the published farming rules for restrictions on automation.

13.3 Realms and their coin

A sovereign realm can mint its own currency. It deposits gold into a reserve held at the bank. The value of the coin follows from that deposit:

A coin is worth the gold behind it, divided by the coins still in circulation

The figure counts coins in circulation, not coins ever minted. A destroyed coin has no claim on the reserve.

`/bank rates` shows each currency's reserve, circulation and gold backing. Issuing more coin reduces the backing per coin, but the mint imposes a limit: the resulting supply, plus any minting fee, cannot exceed the deposited reserve. A first currency currently needs at least 64 gold in reserve. `/mint info` shows how much more the realm can issue.

Only the head of a sovereign realm may issue coin with `/mint issue <amount> [name]`. A vassal cannot mint new coin. It can still retire coin its treasury already holds with `/mint retire <amount>`.

A realm can also destroy coin that its own treasury holds. The reserve is not touched. Fewer coins then claim the same gold, so every remaining holder's coin is worth more.

	Retiring	**Redeeming**
Who does it	the realm, to its own coin	anybody holding the coin
The reserve	untouched	pays out
Backing after	rises	approximately unchanged
It is	a decision about the currency	an exchange into gold

Two rules keep this honest:

- A realm can only mint against gold it has actually deposited. Nobody prints from nothing.
- Each coin is redeemed only against its own realm's reserve. One realm debasing its currency can never drain another realm's backing.

13.4 The bank is a place

A bank is a registered place in the world, not a special block or a chest you craft. Stand within sixteen horizontal blocks of its registered centre to use it. Its reserve is a protected account, not a chest that can be opened or raided. Carrying physical gold to or from the bank still carries the ordinary risks of travel.

Staff designate neutral public banks. Ask staff for the nearest neutral bank's location, or ask a realm's members where its national bank stands and whether it admits visitors. Use `/bank info` when you arrive to check the bank serving that spot. The command identifies a bank within reach; it does not locate distant banks or teleport you to one.

Use `/bank deposit [amount]` with gold in your hand, and `/bank withdraw <amount>` to take a gold balance back out as ingots. `/bank deposit reserve <amount>` contributes your account's gold to your realm's reserve. It does not make a second personal deposit.

Use `/bank exchange <from> <to> <amount>` to exchange supported currencies, including `gold`. Exchange redeems against the source currency's reserve and funds the destination currency's reserve. It does not require another player to be selling that currency.

The neutral bank charges no fee. A national bank may charge a fee, refuse currencies, or close to outsiders. A realm head, or a member entrusted with managing realm shops, can stand on the realm's own claimed land and use `/bank build` to register its national bank there. The realm needs at least eight claims and must either rule vassals or answer directly to the top of its liege chain (including an independent realm). This admits Emperors, Kings, Dukes and Lords, not Counts, Barons or fiefs. Each realm has one national bank: using the command again moves its registered centre.

A sovereign realm's ability to mint and its eligibility to build a national bank are separate. Building the premises alone does not register a bank; founding one does not automatically create a currency.

13.5 Stalls

A shop is a physical stall in the world. You reach it on foot. It keeps trading while its owner is offline, so a sale never needs two players online at the same time.

Look at an oak sign and use `/stall create` for a personal stall, or `/stall create faction` for a realm stall you are authorised to manage. Hold goods and use `/stall stock [count]`, then `/stall price <slot> <amount>` to price them. Right-click the marker to shop. The current limit is ten personal stalls with 27 stock slots each.

`/stall info` shows ownership and stock. `/stall collect` retrieves stock and `/stall close` closes the stall. Earnings go directly to the owner; collecting is not how you withdraw sales income. The owner sets prices, so carrying goods to where they are scarce can be profitable.

	Player stall	**Realm stall**
Earnings go to	that player	the realm's treasury
Run by	the owner, or a factor	anyone holding the role for it
Away protection	applies	does not apply

A realm's stall on another realm's land pays its host's trade tax like another outside trader. Its authorised managers run it, and the host's ordinary land and tax rules apply.

Nobody can be stranded. Gold comes out of the ground, so a player who cannot sell anything can still earn by mining.

13.6 Tax

A stall stands on somebody's land. The realm that holds that land takes a share of what the stall sells. This is where treasuries come from.

A realm that taxes lightly attracts stalls and earns a little from a great deal of trade. A realm that taxes heavily earns more per sale until traders stop coming. Holding a crossroads is worth as much as holding a mine.

The tax your stall was granted is the tax it pays. Raising that rate is a renegotiation with you.

Situation	What happens
The rate is lowered	It applies immediately
A rise is proposed	The stall keeps selling at the old rate. It cannot be restocked
Nobody answers	After 7 days the proposal lapses. The old rate stands
The shopkeeper agrees	The new rate applies, and the stall restocks again
The shopkeeper refuses	A fortnight to clear out their goods. Nothing new comes in
That fortnight runs out	The stall and anything left in it go to the host realm

There is no ceiling on the rate a realm can ask for. A rate must be agreed before it applies.

A pending proposal stops the stall being restocked for as long as it stands, and it can stand for a week. That is the real cost of a rise being proposed, and it lands whether you refuse, agree or say nothing. A busy shop empties and forces the decision. A quiet one drifts.

A factor cannot rescue you. A factor gets exactly the same answer as the owner and cannot restock a stall with a proposal pending, because otherwise every shopkeeper would appoint one and never answer again.

A realm cannot propose rise after rise to keep a rival's stall unable to restock. A refusal, and a proposal nobody answered, both put that realm on a week's wait before it may propose to that stall again. **Agreeing to a rise starts no such wait**, so a realm you keep saying yes to can come straight back. The wait is also tied to the realm that proposed, so a realm that takes the ground by conquest inherits none of it.

The fortnight to clear stock pauses while the shopkeeper has a declared absence.

The landholder lowering the rate cancels a running clearing period. That is the one way back for a shopkeeper who refused, and it is the landholder's to offer.

13.7 Raiding and conquest

What	Can it be taken?
A stall in the wilderness	Yes. Nothing out there is protected
A stall inside a claim	Its marker is subject to the claim's breaking rules
A realm's gold reserve	**Never**

Breaking a stall marker does not simply hand its stock to the breaker. Stock is returned to its owner where possible, or handled through the stall's recovery and drop rules. Claim access is therefore no guarantee of a successful theft.

The bank redeems each coin against the reserve behind it. An emptied reserve would stop that realm's currency being redeemable for everybody holding it, including people with no part in the war.

When land changes hands, the conquering realm decides what happens to the stalls on it. There are three outcomes, and the third is what happens when nobody decides anything.

The conqueror	What becomes of the stall
Seizes it	The stall and its goods go to the conquering realm
Grants passage	A fortnight to sell what you can, then the stall closes
Answers nothing	After 7 days it stays open as their tenant, at their own rate

Both parties are told which was chosen.

Safe passage is a way out, not a way to stay. The stall keeps its old agreed rate and nothing new may be brought in. At the end of the fortnight the stall closes and whatever is left comes home to you. A conqueror who grants passage has decided not to profit from that shop.

The third row is the quiet one. A conqueror who ignores the question does not lose the shop and does not seize it. The stall carries on where it stands and starts paying the new landholder whatever that realm advertises.

13.8 Tithes

An offering is an act, not a payment. You walk to your faith's consecrated ground and make one. It costs no coin and no items. Each altar accepts one offering an hour.

What it pays is favour and standing. The giver's own standing rises, the giver gains favour, and the faith's treasury gains favour. This is the cheap, frequent, solo way a faith earns, and it is why a faith's income reflects how devoted its people are rather than how many of them there are.

Offerings are voluntary. There is no compulsory tithe, and leadership cannot levy its own members.

Faith-hosted trade

A future link between holy-site hosting and market stalls may let a faith share the trade tax at its own sites. Where a temple stands inside a realm's claim, the realm and faith would agree one split when the anchor is granted, rather than taxing the same sale twice. This link is not active yet; current stall sales pay only the stall owner and, where applicable, the realm holding the land.

Coin given to a faith buys nothing. A faith's treasury is favour, not money, and no amount of gold becomes favour, standing or rank. A faith can honour a benefactor with a name read aloud, a title, or a place in its records, and none of that is worth anything mechanically.

13.9 The Great Houses

A realm or a person can contribute to one of the four Great Houses. That money is destroyed. Nobody holds it, spends it or invests it.

What comes back is standing. A House's prestige reflects what has been given to it.

Contributor	What it says
A realm, from its treasury	That realm formally backs this House
A person, from their own purse	That person backs it, whatever their realm declared

The game counts both and shows both. It never merges them into one figure.

Nobody is stopped from backing a House that their own realm has not declared for.

Giving is inefficient by design. Standing decays, so a House cannot give once and coast. Each further contribution counts for less than the one before it, so emptying a treasury in one gesture converts badly. Steady, modest giving works best.

A contribution earns recognition only: a name on the House's roll, and standing that anybody can read. It earns nothing you can spend, trade, or turn into an advantage. It earns no coin, no land, no rank and no title.

Aligning to a House does not give your realm arms. Arms are taken by code and are not granted for money. See section 12.

14 Farming

Four things decide whether a seed becomes a harvest.

1. **Open sky.** Roofed farms do not grow. Glass is a roof.
2. **The land.** Every crop has country that suits it and country that does not.
3. **The season.** The year favours different crops at different times.
4. **Timing.** A ripe field left standing through winter may spoil where it stands.

14.1 Farms must be open to the sky

Crops need an open sky. A roof of any kind stops their growth. This includes a glass roof, a cellar, a tunnel and a basement. Ordinary Minecraft rules still matter as well: a plant still needs the right support, water and light where vanilla requires them.

Two further rules matter:

- **Darkness can slow growth.** A lamp may satisfy an ordinary light requirement, but it cannot turn a roof into open sky.
- **Some plants are exempt.** Cave and shade-loving flora can grow underground. That does not necessarily exempt a food crop from the season.

Glow-berry vines can grow in ordinary caves. **Sulfur caves are barren: plants do not grow there.**

14.2 The land decides what you are good at

Different plants favour different kinds of country. Good land for one harvest may be poor land for another, and some plants refuse unsuitable ground altogether. There is no public field chart: learn by planting, by watching neighbouring farms and by trading knowledge with other farmers.

This is meant to make settlement and trade matter. A realm with only one kind of country should not expect to grow everything it needs.

14.3 Learning a field

There is currently no seed-in-hand gesture or player command that grades a field. Test a small row before committing a harvest. If a plant can be placed but repeatedly refuses to advance, reconsider the roof, the light, the land and the season rather than assuming the field is broken.

14.4 Rot, and reading a dead field

A crop that has finished growing does not wait for you.

From autumn onward, ripe crops left standing can spoil. In autumn this is an occasional loss. In winter it is common. Harvest before the cold.

For an ordinary planted field crop, what a failure leaves behind tells you how it failed. Tall, aquatic and climbing plants may instead show a failed attempt by simply adding no new shoot.

What you find	What happened
Withered stems left standing	The season killed it young. Clear the row before you replant
Bare soil in high summer	The odd plant summer takes anyway. Replant
Bare soil where a ripe field stood	Spoilage, in autumn or winter. You were late

14.5 Bonemeal, blessings and blights

Bonemeal works. It will not force a crop to do something the land and the season have refused. It hurries a crop that was going to grow anyway. A failed attempt still consumes the bonemeal.

A completed Blessing rite quickens crop growth in the fields around the temple where it was worked for 12 real-world hours. It reaches only local ground around that temple, including any biomes inside its reach, never those biomes across the whole map. Blessing and Consecration share a 24-hour cooldown across the faith, so a daily Blessing leaves time without its crop benefit.

A failed or stalled rite does not blight crops. The one backfire is a paid counter-rite called when there was nothing to answer, which finishes without answering anything: it blights the caller's own ground. If there was something to answer when the counter-rite began, its disappearance before the rite finishes does not cause a blight. Four rules apply to blessings and blights:

- They are **temporary**. They expire.
- They are **regional**. They reach a circle around where the rite was worked.
- They **do not stack** with their own kind. Five faiths blessing the same ground produce the strongest single blessing, not five times the effect.
- A blessing and a blight on the same ground **offset one another**; whichever is stronger may still be felt.

Their reach is local. A neighbouring field may fare differently because it lies outside the ground the rite reached.

15 The year

Seasons change everywhere at once, but they do not treat every crop or kind of land alike. `/season` shows the current season and date, the days until the next season, the current air temperature, and any public calendar event that is under way or approaching.

Season	What it means for a field
Spring	Good growing for many plants. New planting is usually forgiving
Summer	Broadly strong. Many fields reach their busiest season
Autumn	A turning season. Some harvests favour it, and ripe fields begin to spoil
Winter	Harsh. Careful crop choice and stored food matter

There is no season that is best for every plant on every field. Summer is generally the broadest and most generous, but some crops or lands reach their best earlier or later. Autumn is the warning. Winter reduces the margin for a failed harvest.

Two things get you through winter:

- **A full granary.** Harvest hard through summer and autumn, and store it.
- **Varied land and trade.** Ground that struggles with one winter crop may still suit another. Buy what your own country cannot provide.

The people who prosper across a full year are the ones who change what they plant, bring the harvest in on time and trade beyond their own country.

Roofing a field does not bypass these limits. The shade-loving plants described in the farming section keep their own growth rules.

Temperature affects travel as well as crops. `/season` reports the air temperature. Your character's effective temperature also depends on clothing, shelter and exposure, so follow the personal temperature warnings when conditions become dangerous. Leather clothing and nearby sources of warmth help against cold; rain, immersion and exposed high ground can make it worse. Extreme heat is dangerous too, so travel and shelter must fit the weather.

16 Brewing

16.1 What brewing is here

Brewing is not a crafting recipe. It is a craft with depth, secrets and risk.

There are three grades of any drink: poor, good and excellent. Reaching excellent is a matter of care. Follow the working's ingredients, amounts, cooking time and sequence. Use the stated barrel wood and ageing time where that working calls for ageing. Barrel wood means the wood used to build the cask: an oak working wants an oak cask. A different wood still ages the drink but lowers its match to the working. Not every drink needs distilling or a cask.

You never have to gamble to be an excellent brewer. Follow a working faithfully and stop the still where it tells you; the cut and everything beyond the ordinary run are choices.

16.2 Building a still and a barrel

The base still uses three decorated pots and three bamboo fences. Place two pots side by side on the same level. Stack another pot on one, then a bamboo fence above it. Above the other pot, stack two bamboo fences; the two top fences join. This makes two adjacent columns, each three blocks high. Placing the last pot or fence registers the still, and the game confirms its creation.

Ageing barrels are built structures, not vanilla barrel blocks. Use one wood throughout each wooden cask, including its stairs, planks and fence where needed.

For a small cask, use eight stairs in a space two blocks wide, two deep and two high. Make the lower layer from four upside-down stairs and the upper layer from four upright stairs. In both layers, the two stairs on the west side face east and the two on the east side face west. Their full-height backs face towards the middle. Keep the same orientation for both rows. The cask holds nine bottles.

For a large cask, use sixteen stairs, eighteen planks and one fence of the same wood. The body is four blocks long, three wide and three high, with a fence tap extending one block from an end. Build the layers below from bottom to top. Each grid is viewed from above, with north at the top and east to the right; each character occupies one block.

```
Bottom layer       Middle layer       Top layer
SSSS.              PPPP.              SSSS.
PPPPF              P..P.              PPPP.
NNNN.              PPPP.              NNNN.
```

Here `P` is a plank, `F` is the fence tap, and a dot is a space left empty. The `S` stairs face south and the `N` stairs face north, with their full-height backs towards the centre row. All bottom-layer stairs are upside down; all top-layer stairs are upright. Leave the two middle-layer spaces inside the body hollow. The tap sits against the bottom centre plank at the east end. Including the tap, the structure occupies five by three by three blocks and holds twenty-seven bottles. You can rotate either cask as a whole.

Finish either cask by attaching a wall sign to its wooden body and writing `barrel` on the first line. For the large cask, the middle plank at the end opposite the tap is a convenient sign position; on the small cask, attach it to a stair. Saving the sign registers the cask, and the game confirms its creation. Leave a side of the body accessible so you can right-click the wood without sneaking to open its inventory.

16.3 Your first batch

Start with a water-filled cauldron above a lit campfire or another suitable heat source. Right-click the cauldron with the ingredients to add them, then let the mixture cook for the working's time. Right-click it with a glass bottle to draw the mixture.

Follow the working's next step. To distil, right-click either pot in the two-pot column without sneaking and put the bottled mixture in that inventory. Right-click the single pot beside it to collect the distillate after a pass. For another pass, move those bottles back into the two-pot column. Stop at the working's stated number of passes. To age a drink, right-click the wooden body of a registered cask without sneaking, put the bottles inside and leave them for the stated ageing time. A working may require several steps in a particular order. Use an entry printed in the Almanac for your first attempt.

16.4 Drinking

Drinks can give effects and intoxicate your character. The drink and how much you consume matter. Repeated drinking can impair your character or make them sick. Read the drink's description and watch the game's feedback before consuming more, especially before travel or a fight.

16.5 Making the cut

Spirit changes character as it comes off the still. The first of it is the harsh, hot **heads**. The clean middle is the **heart**. Leave the vessel too long and the oily **tails** follow. A manual cut trades quantity against character:

- Cut in the heads and you draw only a little, sharp and rough.
- Find the middle of the heart and you take the cleanest spirit.
- Run into the tails and you fill more bottles, but the drink grows rough again.

Wait until the still has a run ready. With an empty main hand, sneak and right-click the still to take the vessel in hand. Listen and watch the messages from the run, then repeat the same gesture to make the cut. If you wait too long, the vessel runs through the tails by itself.

A poor cut changes yield and quality; it does not erase the whole batch. A manual cut also cannot carry a bottle beyond its ordinary run into a push. When the still refuses for that reason, let it run normally and face the pressure mechanic instead.

16.6 Pushing the still

A working tells you how far to run the still. You may keep going after that point, but every extra run is a new wager and cannot be taken back. The drink moves farther from its working, its quality falls, and the risk compounds. A failed push may spoil the batch, and the still itself can go up.

Different drinks answer differently. Some grow stronger as they roughen; others simply spoil. Which drink does which is not printed as a promise in the Almanac. It is knowledge a distiller earns at the still and may keep, trade or sell. A very small number of exceptional drinks can become something else when pushed by a master of the craft.

16.7 Pressure, venting and escape

Pressure comes from pushing beyond the working's stated passes, not from ordinary distilling. To work an attended push, have the still's inventory screen open when the next extra pass comes due. The transfer pauses, a **PRESSURE** bar fills at the top of your screen, smoke rises at the still and a bass note rises in pitch. Near the end of the window, the bar turns red and reads **CRITICAL**, with a creeper's priming sound. Close the inventory when you need your hands, then plain right-click a pot or bamboo fence of the still to vent. Vent too early and you waste the opening; vent too late and it has passed. A good vent improves the wager but never makes a pushed run safe. Deep work may demand more than one climb and more than one vent.

You have two other choices while pressure is climbing:

- **Cool it.** Without sneaking, left-click the still while holding a snowball, snow block, ice, packed ice, blue ice, a water bucket or a powder-snow bucket. Coolant buys time or room to act; each climb accepts only so much.
- **Dump it.** Sneak and right-click the still twice in quick succession. The first gesture arms the dump and the second confirms it. The committed batch is lost, but the brewer and still are spared.

Only the brewer who owns the climb may cool or dump it. An unwatched or hopper-driven pushed run has nobody at the valve and therefore resolves without the venting test.

A detonation is not a decorative failure. Spirits and nearby volatile stores can turn one lost run into a cellar accident. Leave space, separate valuable stores, and do not push what you cannot afford to lose.

16.8 Building and maintaining a better still

The upgraded stills extend TheBrewingProject's ordinary bamboo distillery rather than replacing its shape.

- For a **copper still**, put a waxed copper block directly beneath the two-pot mixture column of the standard bamboo still.
- For a **master still**, use waxed cut copper beneath that column and make the condenser one bamboo fence taller by adding a fence above the two-pot column.

Finish or refresh the structure by placing one of its decorated pots or bamboo fences; placing the copper foundation last does not itself make the still check its shape. The upgraded definitions process faster, and the master still can draw more than one bottle in a cycle. They also give more room before pressure becomes dangerous and more time at the vent. None removes the risk.

The copper foundation is the still's condition gauge. Alembic changes its waxed oxidation stage as the gasket wears, so the colour is meaningful rather than natural weathering. Right-click that block with an empty hand to read its condition. Right-click it with honeycomb to fit a fresh gasket, or with netherite scrap to fit a blast plate. A blast plate absorbs one detonation and is spent; check the gauge and replace it before trusting the still again. If the still cannot safely record a paid repair, it refuses the part instead of consuming it.

16.9 The Almanac

Open the live Brewer's Almanac with `/almanac`. It is the public recipe catalogue and calendar. `/almanac book` gives you a written snapshot of the entries and calendar currently available to you; use the live view for later changes. `/almanac <drink>` opens a named entry. Some workings are complete; others deliberately leave ingredients, quantities or steps blank. Heavily guarded entries may remain sealed.

Use `/almanac link` for the public forum Almanac and TheBrewingProject's general player guide. The forum Almanac is open to everyone. The external guide explains general brewing; Patriam's recipes and still workings can differ.

Seasonal pages show current and upcoming entries. The in-game book is the authoritative view of released clues. You may keep, trade, sell or publish anything you discover.

17 Explosives and cellars

A container that holds gunpowder, other explosive materials or strong spirit is dangerous. Breaking it can light a fuse, and larger stores are more likely to ignite and make stronger blasts. A failed ignition lets the container break normally, but surviving one attempt does not make the rest of the store safe.

A charge ignited by handling can give a fuse warning. Chain reactions can be immediate, so do not count on having time to respond to every ignition. To try to douse a lit fuse, place water with a bucket against the side of the container after it lights. Water already there at ignition is not a dousing attempt. You have only a couple of tries: pick the water back up before placing it again, if the fuse is still burning. Success is never guaranteed. Direct fire can heat a store until it ignites, and a nearby explosion can set off more containers in a chain.

Plan magazines and cellars around three rules:

- **Separate volatile stores.** A single blast can scatter fire and turn a crowded magazine or spirit cellar into a cook-off.
- **Keep powder under a drip and away from heat.** A stalactite dripping onto the store weakens a blast. Rain also helps a roofless store. Neither makes handling safe.
- **Treat spirits differently.** Strong spirit stays volatile wet or dry, so a spirit cellar needs heat isolation and spacing.

Hang pointed dripstone straight above the chest or barrel, from a block with a water source directly on top. A bubble column can also feed it; flowing water and waterlogged blocks cannot. Keep the free-hanging tip within ten blocks above the store, with nothing but air between the tip and the lid, and the supporting block within ten blocks above the tip. A submerged tip, an upward-pointing stalagmite or a tip joined to one does not count. Any block in the drop, even a lantern or trapdoor, stops it. Water beside the store, moats, flooded rooms and waterlogged walls do not make powder damp. A raider can remove the drip by breaking its tip. Douse from the side: water placed on top of the store blocks the drip while it remains there.

There is no way to make a volatile store completely safe. Damp buys time and reduces damage. It is not a cure.

On Patriam, claim protection governs the terrain damaged by Powderkeg blasts. Explosives are not a way through somebody's wall, but a claim does not make volatile storage inert: separate and douse your own stores as carefully as you would anywhere else.

18 Couriers

Tame a parrot, load it with a note, and send it across the world to another player. It delivers your message, then flies home unless somebody deliberately ends its journey.

18.1 Getting your first courier

Corn is the taming treat. You can craft it from wheat.

Wild parrots appear sparsely in Khyros's wooded, windswept, and savanna regions. Find one and right-click it with Corn. It becomes your courier and follows you. A player may own three courier parrots at a time; birds already away on a delivery still count.

Sneak and right-click it to switch between sitting and following.

18.2 Sending a message

1. Write your letter in a Book and Quill. A written book or an unsigned book both work.
2. Right-click your parrot to open its cargo. Put the book inside. Couriers carry notes, not general items.
3. Address it with `/courier post <player>`.
4. Click your bird within thirty seconds. It lifts off and heads for the recipient.

You cannot start a delivery with an empty satchel. You may have two parrots away on deliveries at once; wait for one to return before sending another.

The bird lands at the recipient's feet still holding the note. It normally waits about forty-five seconds to be collected. The recipient right-clicks it to open its satchel and takes the note from its cargo slots. They can send the bird home at once, or ask it to wait once for up to two minutes while they write and pack a reply. Whatever remains in the cargo slots when the bird leaves is what it carries home. If the original note is never collected, it comes back unopened.

You can only address a courier to somebody who is online in the same world. There is no post box. An unreachable name is refused, and the address is checked again when you click the bird.

A recipient who becomes unreachable while the bird is already in the air is waited for briefly. If they do not return within five minutes, the courier gives up and carries the parcel home.

A new courier carries one note. A fully upgraded one carries three.

18.3 Mail is not always safe

A courier in transit is visible and glowing. On a long journey it gets tired and rests on the ground. Each rest stop is an opening for another player. Crouching beside the bird begins a short skill minigame to open its satchel and tamper with the note. Shooting it down is the louder alternative.

A lethal hit knocks a normal courier to the ground instead of immediately killing it. Anybody may open the downed bird's satchel and take or replace its letters. If it is left alive for thirty seconds, it abandons the delivery and flees home without stopping. It returns injured and cannot fly again for twelve hours. A player who truly means to kill it can crouch beside it and strike it at close range; that execution permanently ends the bird.

Quiet satchel tampering may go unnoticed. A bird that escapes after being downed reaches its owner visibly injured, while a permanently executed bird may simply vanish. It is not safe for the interceptor either:

- Fail a tamper attempt enough times and the note ends up visibly ruffled. The sender and the recipient can both tell.

- Push too hard and the bird gets spooked. It turns evasive, rests less, and is much harder to catch again.
- A deliberate execution carries a chance that the sender learns their courier will not return.

If your letter arrives late or ruffled, somebody may have met the bird on the road.

18.4 Express flights

If you have been given an express charge, use `/courier express` and click the parrot you want to arm before sending it. Its next round trip is faster, does not stop to rest, and cannot be shot down. Arming the bird spends one charge.

18.5 Upgrades

Use `/courier upgrade`, then right-click your bird within thirty seconds. Carry the required harness materials before selecting it: a successful selection pays for and applies the next tier immediately. Each tier improves its carrying capacity, flight and resilience together.

Better with each tier	What it means for you
More cargo slots	Carry more notes per flight, up to three
Faster flight	Spend less time exposed on the road
More health	Much harder to shoot down
Dimmer, flickering glow	Stealthier in the sky, harder to spot
Harder interception	Tougher tampering and a better chance of warning you after an execution

Upgrades currently require physical harness materials, not coin. The tier belongs to that bird: if somebody executes it, or you release it with `/courier untame`, its upgrade is lost and the cost is not refunded. Empty its satchel before releasing it; anything left inside drops beside the bird.

18.6 Blocking courier deliveries

Use `/courier block add <player>` to refuse new couriers from a sender. Use `/courier block remove <player>` to allow them again, and `/courier block list` to see your own list. A block is one-way and never reveals the rest of your list; a refused sender is told only that you are not accepting their delivery. It does not turn around a bird already in flight.

19 Falling stars

19.1 What a meteor looks like

You will hear one before you see it. A crack of thunder rolls overhead. Then a roar begins and rises in pitch. Look up and you will see a burning rock coming in at an angle, trailing flame, smoke and lava.

The fall starts around eighty blocks up and takes about three seconds. That is the whole warning.

An impact can injure you and throw you back. It also carves a crater, so the ground does change. The explosion effect does not make a separate, uncontrolled hole. Magma and possible lava remain hazards after the initial impact.

19.2 Meteors hurt

Direct impact damage is worst at the impact point and falls away with distance. Its radius is separate from the crater's size. Being outside that radius does not protect you from falling into the crater, magma, lava or a later fire tick.

You also catch fire for a few seconds and are thrown outward. Armour, enchantments and effects all count normally.

Size	Crater width	Impact radius	Centre damage	Closing time
1	6 blocks	3 blocks	2.5 hearts	5 minutes
2	12 blocks	5 blocks	4.5 hearts	10 minutes
3	20 blocks	8 blocks	7 hearts	20 minutes
4	32 blocks	12 blocks	10 hearts	40 minutes
5	48 blocks	18 blocks	15 hearts	80 minutes

These are the reviewed baseline sizes and timings. Damage is the initial amount before mitigation; follow-on fire or fall damage is additional. Event announcements may specify a different variant.

The dangerous area is much smaller than the crater. A size 5 stops hurting anybody eighteen blocks out, well inside the rim of the hole it digs.

Move away from the impact point and watch the ground ahead of you.

19.3 The crater closes again

An impact site is temporary.

The bowl is lined with magma, blackstone, basalt and deepslate. A narrow shaft above the centre keeps it open to the sky. **It stays like that for two hours.** Then the ground closes a few blocks at a time until the site is what it was before. Trees, paths, farmland and terrain all come back.

The times in the table are how long the closing itself takes. Add the two hours before it starts. A size 5 therefore stands for two hours and then takes another eighty minutes to close.

Do not build inside a crater. The ground comes back exactly as it was, over the top of whatever is standing there, so anything you place inside the bowl is destroyed when the site closes. This is deliberate. A crater is an event site, not land.

19.4 The barrel at the bottom

Most meteors leave a barrel at the bottom of the bowl. You climb down for it. The smallest meteors leave nothing.

An ordinary meteor pays in iron, copper, coal, gold and amethyst, with the odd diamond. Larger ones pay in whole blocks of iron and diamond. The largest pay in blocks of gold, diamond and emerald.

The ground under the barrel stays open while the barrel is there, so the healing never buries your reward. An untouched barrel goes when the crater around it finishes closing, and never later than three hours after impact. That is between two and three hours depending on the size, longer for a larger meteor. It also goes the moment you clear it out and shut the lid.

19.5 Finding one

When a meteor of any real size lands, the server announces it. You get a rough bearing and a rounded distance from spawn, such as *roughly 1200 blocks north-east of spawn.* You never get exact coordinates.

Once you are in the area, look for the smoke. A grey plume rises from a fresh crater for an hour. You will not see it until you are within roughly 130 blocks. Head out early and watch the skyline.

The smallest meteors have no server-wide announcement. They still have a descent warning and the same two-hour delay before the ground begins to close.

19.6 Meteoric Iron

There is no Nether, and ancient debris does not form under Khyros. Netherite is not gone. It comes from the sky.

Larger meteors carry **Meteoric Iron**: dull, heavy scrap dug out of the crater floor. It is netherite scrap in everything but the name and behaves the same way. Four pieces and four gold ingots make a netherite ingot. There is no new recipe to learn.

You also need a **Starfall Schematic**. The same craters turn them up. It is the smithing template used for the upgrade. Meteors are its intended source in Khyros. The schematic is used up, so one schematic upgrades one item.

Only the two largest grades of meteor carry any of this. The largest grade carries better odds, and a rare chance at a **Meteoric Core**: a finished netherite ingot pulled straight out of the crater.

A full set of netherite armour is a long project built out of several good impacts.

19.7 Settlements and event availability

Meteor sites are checked against claims, protected areas, spawn and evidence of settlement. **Claim your home.** The additional check for unclaimed builds is a safeguard, not a promise that every structure will be recognized.

Large meteors need more open country. Staff can arrange meteor events, including the largest sizes. Automatic meteor showers are not enabled in the reviewed baseline; do not rely on a regular schedule for obtaining ore or netherite.

20 Disasters

The Revival disaster selection includes six hazards. They create danger while travelling, mining and working outdoors.

Disaster	Where	How to respond
Cave-in	Underground	Move away from falling material and keep an escape route
Infested cave	Underground	Avoid disturbing the infestation; retreat from its creatures
Sandstorm	Desert	Seek shelter and avoid remaining exposed
Blizzard	Cold country	Seek warmth and shelter; leather clothing helps against cold
Extreme winds	Outdoors	Get inside and stay away from exposed edges
Monsoon	Outdoors	Get under cover and watch for rising water and drowned

A monsoon can make exposed players lose air even outside water. Do not wait until you are submerged to seek cover.

Earthquakes, sinkholes, tornadoes, tsunamis, landslides, geysers, hurricanes and plagues are switched off in Patriam's natural disaster rotation. They will not occur as random natural events. The six enabled types listed above still include hazards that can change unclaimed blocks.

Natural events use a shared world timer. The intended interval is four to eight hours while suitable players and locations are available. This is an approximate cadence, not a promise of four events every day. An event can wait when nobody is in a suitable location.

Four severity grades are selected for natural events, with weaker grades more common. The two highest grades are excluded from that selection. Announced staff events may have their own terms.

Claim protection is not personal invulnerability. It protects claimed terrain from disaster damage. Weather effects, hostile creatures and ordinary environmental dangers can still require shelter and care.

Outside claims, affected terrain is scheduled to recover after the event, normally after a two-minute delay. Terrain recovery is not a replacement for items lost to death, fire or looting. Report damage that does not recover.

21 Chat, names and titles

Channel	Who hears you
Ordinary chat	Nearby players in the same world. In character
`/globalchat <message>`	Players across the server. Out of character
`/localchatooc <message>`	Nearby players in the same world. Out of character
`/pray <message>`	Online members of your faith, wherever they are

Ordinary chat and local out-of-character chat share a distance limit. The short forms are `/g <message>` for global chat and `/looc <message>` for local out-of-character chat. These commands send the message you supply; they do not switch your ordinary chat channel. To reach somebody across the map in character, send a courier.

Faith chat crosses realm borders, including between realms at war. You must belong to an active faith to use it. A dormant faith cannot use the channel. It does not announce a hidden faith to players outside that faith. The community rules still apply to every channel.

21.1 Rank, title and tags

A supporter rank is cosmetic. An earned title describes a position in the world. A tag is a word you choose to wear. Buying a tag gives no title or authority.

`/tags` shows your available commands. `/tags menu` opens the tag menu when your account has access. You can select up to two different tags, subject to the slots allowed for each tag. The slots are called *prefix* and *suffix* in the menu and commands. **The chat order is supporter rank, any earned title, prefix tag, player name, then suffix tag.**

For example, `/tags select Archer prefix` selects the free Archer tag in the first slot. Public tags use that slot; most cosmetic packs can use either slot. The same tag cannot occupy both at once. The menu shows which tags your account can wear. See *The Store* for the free collection and supporter catalogue. An earned title such as Emperor can itself be selected as a prefix tag; it appears once when the selected tag repeats the earned title.

21.2 Nicknames

Where nickname access has been granted, `/gnick <text>` changes your displayed chat and player-list name. `/gnick off` restores your Minecraft name. A nickname may contain up to 16 visible characters. Formatting options depend on your account's access.

A successful nickname change applies immediately. There is no preview or confirmation step. It does not rename your Minecraft account or change your character's identity. Follow the name and roleplay rules when choosing it.

Your realm's arms are not part of your chat line. Registered arms belong to a realm, fief or faith; see section 12.

22 Going away

22.1 Declaring an absence

Use `/absence declare 14d` to declare up to a fortnight away, or substitute a shorter duration such as `36h`. Check the result with `/absence status`. Use `/absence end` when you return; `/absence list` shows who currently has a protected absence.

Absence protects the specific systems listed below. It does not make your player invulnerable, protect loose items, or freeze a realm's land and finances.

Limit	Current allowance
One ordinary declaration	At most 14 days
Ordinary absences together	30 days in a trailing 90-day window
Leaving time at the start	30 minutes
Later time online	10 minutes across the whole absence
Protected time online across absences	At most two hours in a trailing seven-day window

The 30-day allowance counts elapsed protected time, including permitted time online, rather than the full period initially booked. Ending early returns the unused part. A new declaration is nevertheless checked against its full requested duration. The trailing window restores allowance as older time falls out of it; there is no separate cooldown between declarations.

22.2 Brief visits and returning

The leaving window lets you put things away and disconnect. Later visits spend one cumulative ten-minute grace budget, rather than receiving ten new minutes per login. Once that grace is exhausted, playing ends the absence. Reaching the separate weekly ceiling suspends protection while you are online, without itself cancelling the remaining declaration.

Using any part of the leaving window reserves the full 30 minutes against the weekly online ceiling. Repeated short declarations therefore do not create unlimited protected play.

Another linked account being online can prevent an absence declaration, and its login can end an existing absence even when you have grace left.

22.3 Shared connections and household exclusions

If separate people share your connection, ask staff for a household exclusion before relying on absence protection. Give staff the accounts involved and the dates needed. Staff check that the accounts belong to separate players; sharing an IP does not by itself establish who is playing. While the exclusion is active, the approved accounts do not block or end each other's absence through the linked-account check.

Helpers can approve a temporary exclusion for up to 14 active days. Moderator or above can approve a longer temporary period or a permanent exclusion when the evidence supports separate people. You can request a temporary exclusion in advance, including a week before departure, with a future start date. It begins at that start and expires automatically at its recorded end; the waiting time does not use up the approved period. Staff confirm the dates in UTC. Permanent exclusions continue until revoked, so the approved household does not need a fresh temporary exclusion for each trip.

An exclusion is separate from your absence declaration. You must still declare the absence and follow its ordinary duration and online-time limits. After an exclusion expires or is revoked, the usual linked-account checks apply again, including during an absence that has not yet ended. Approval does not restore an absence that already ended or authorise alternate-account play. Staff keep a private record of the decision, evidence and later changes.

22.4 Longer absences

Ask staff before a trip exceeds the ordinary allowance. Staff can grant an exception subject to their own authority and its recorded dates. A granted absence does not spend your ordinary 30-day allowance.

The grant and its issuer are recorded, and the public absence listing identifies staff grants. The reason and detailed history are staff records. Check `/absence status` for the dates and grace applying to you.

22.5 What is protected

System	Effect of protected absence
Your stall	Its tax-dispute or safe-passage clearing clock pauses
Your realm, if you lead it	A Regent holds the seat temporarily; absence itself never becomes succession
A rebellion	You are excluded from the active-member count and from either side
A coup against you	A protected declared absence prevents it
Your fief	No inactivity timer exists; absence is not needed to stop one
Religious standing	Its normal decay already counts played time rather than time offline

A ruler's absence does not freeze the realm or prevent religious deposition. Realm obligations and faith-site upkeep continue. The regent does not inherit merely because the ruler is away.

A shopkeeper may appoint a factor with `/stall factor <player>` while looking at the stall. A factor can restock and set prices, subject to the same restocking restrictions as the owner. They cannot collect stock, accept a tax rise or close the stall for its owner. Choose someone you trust to price its goods.

22.6 True death

You decide whether and when your character has a true death. Staff permission is not required for that decision, and another player's story cannot force it. True death permanently ends the character; ordinary Minecraft death does not. You continue playing on the same account. Once the death is recorded, the current character card is archived and a fresh draft begins; see section 6.

Use `/truedeath declare <what happened>`, then `/truedeath confirm`. Confirmation completes your own true death after the recording checks pass; staff do not approve or complete it for you. Before completion, cancel with `/truedeath withdraw`. A completed true death is announced and permanently recorded; it cannot be reversed.

If you have an older uncompleted request, withdraw it and make a fresh declaration when you are ready. An old request is not automatically completed on your behalf.

What the character held	Effect
Marriage	Ends in widowhood, with no charge to the survivor
Personal oaths of fealty	End in both directions
Priesthood and faith leadership	Priesthood ends; leadership follows the faith's succession rules
Realm headship	Opens the realm's succession
Regency and nobility	End
Fief holding	Is announced for the realm's head to arrange; it does not transfer automatically
Items, land and money	No confiscation by true death
Standing, favour and faith membership	Remain with the account
Existing marks and judgements	Remain; ending a character does not clear them

A true death can be mourned once without the ordinary funeral time limit. The funeral itself grants no rewards; section 11 describes it.

Automatic handover of a fief after true death

Automatic transfer of a dead character's fief is not active. Arrange the handover with the realm's head and check the holding afterwards. Ordinary fief departure and succession still work.

22.7 Current recording limits

The current command normally requires seven days between a completed true death and the next declaration. Its political checks can also block recording during an open rebellion, coup or unresolved deposition, including for participants pursuing a contested change. These are current recording limits, not staff ownership of your character's story. Ending a character does not erase existing judgements or settle an unresolved political conflict.

23 Referrals

A referral records who invited a new player to Patriam. The Patriam referrals page has the current eligibility and qualification rules and explains what each player receives. Read that page before sharing or entering a code.

23.1 Connect your accounts

To request your own code or enter another player's code in game, your Minecraft account must be linked to both your Discord account and your forum account. Sign in to the forum, then open its Account Connections page and link and verify Minecraft and Discord under the same forum account. Complete both connections before using either referral flow.

23.2 Request and share your code

Use `/referrals code` to see your active default code. If you have no default code yet, this command shows a confirmation prompt but does not issue a new code. Use `/referrals code confirm` while the prompt is active to issue and see your first default code. If the prompt expires, you disconnect or you use another referral command, use `/referrals code` again. Share the code with the player you invited. Your active codes are also shown on your referrals page.

23.3 Enter a code

Use `/referrals enter <CODE>` to preview the account behind someone else's code. Check the name before using `/referrals confirm` to submit your choice. Entering the code alone does not save a referral. A newcomer can confirm one referrer. You cannot change a confirmed choice yourself; contact staff if you made a mistake. Referring your own additional account does not qualify.

24 Command reference

Some actions require an office, membership or cosmetic entitlement. Use help or status first. Replace angle-bracketed text with your value; omit the brackets. Player names normally mean Minecraft account names. Follow the command's help if it asks for a different identifier.

War justification and withdrawal, rebellion calls, rally choices and surrender, and coup decisions are also available through *Realm actions*, linked from the forum's Realms page, once announced active. A website submission is pending until the game confirms it; use the result shown there before assuming it took effect.

Command	Purpose
Character and roleplay	
`/card`, `/card help`	Read your character card or its commands
`/card name <name>`	Set your character's name
`/card lookup <player>`	Read another player's character card
`/emote`, `/me`	Describe an action to nearby players
`/roll`, `/dice`	Roll locally; for example, `/roll 2d6+1`
Guides, accounts and referrals	
`/guide`	Open the written Starting Guide again
`/welcome`	Repeat the first steps and account links
`/rules`	Read the short rules and full forum rules link
`/referrals code`	Show your code or open a confirmation prompt for your first one
`/referrals code confirm`	Confirm the pending request to issue your first code
`/referrals enter <CODE>`	Preview the account behind another player's code
`/referrals confirm`	Confirm the referral you previewed
Realms and government	
`/f`	Claims, members, diplomacy, fealty and heirs
`/f create <name>`	Found a realm as a fully linked Member
`/nomad adopt`, `/nomad place`	Convert an eligible realm to Nomad and place its nine-chunk camp
`/nomad pack`, `/nomad recover`	Move the special chest or retry an interrupted move
`/nomad status`, `/nomad disband`	Inspect the camp or retire an empty packed Nomad realm
`/mercenary`	List campaigns; pledge a side, enlist or withdraw a fighter, or check status. See Realms, land and war for full commands
`/mercenary accept`	Accept a pledged realm's side before joining it
`/f causes`	Read your realm's available causes for war
`/f justifywar`	Start a justified war countdown; supply the cause and target realm
`/f withdrawwar`	Withdraw a pending declaration against a realm
`/fiefs`, `/fi`	Manage holdings inside a realm
`/government`	Read or change the realm's government
`/titlestyle`	Choose the form of an earned title
`/rebellion`	Call a rising, choose a side or check its progress
`/coup`	A regent's claim to an absent ruler's seat
`/noble`	A realm head grants or removes nobility
`/house`	Align a realm with a Great House
Faith and heraldry	
`/faith help`	Faith membership, holy sites, pilgrimage and doctrine
`/faith ordain`	Ordain an eligible faith member as a priest, in person
`/faith oath swear`	A priest proposes a truce, treaty, fealty or vow; see Faith for arguments
`/faith marry`	A priest proposes a wedding on the faith's holy ground
`/faith assent`	Accept the oath awaiting your answer
`/faith decline`	Decline the oath awaiting your answer
`/faith oath`	List your active oaths

Command	Purpose, continued
`/faith oath history`	Read a player's public lifetime oath record
`/faith oath record`	Read the oaths witnessed by a faith
`/faith oath break`	Break your first active non-marriage oath
`/faith divorce`	End your marriage publicly
`/ritual`	Work a rite; `/ritual circle` inspects a circle
`/anchor`	Host a holy site on a realm's land
`/sanctuary`	Choose, leave or check peaceful guest access
`/pray`	Speak to online members of your faith
`/arms`	Coats of arms; `/coa` and `/heraldry` are aliases
Trade	
`/bal`, `/pay`	Account balances and transfers
`/ledger history`	Read your own transaction record
`/bank`	Bank deposits, withdrawals, exchanges and rates
`/bank info`	Identify the bank within reach of where you stand
`/bank build`	Found or move your eligible realm's national bank
`/mint`	Manage a realm's currency
`/stall`	Create and run a market stall
`/stalltax`	Set, propose or answer a stall tax
`/greathouse`	Contribute gold and read House standing
Travel, craft and time away	
`/courier`	Send and manage parrots; `/pigeon` and `/pp` are aliases
`/courier block`	Add, remove or list blocked courier senders
`/rtp`, `/rtp status`	Read RTP access, remaining uses and cooldown
`/rtp confirm`, `/rtp cancel`	Request or cancel limited wilderness travel
`/almanac`	Open the live Brewer's Almanac
`/almanac book`	Receive a written snapshot of available pages
`/almanac link`	Show the forum and general brewing guide links
`/season`	Read the season, date, temperature and public calendar events
`/absence`	Declare time away and inspect its protection
`/truedeath`	Declare your decision to end a character; see the recording limits
Chat and cosmetics	
`/globalchat`	Server-wide out-of-character chat
`/localchatooc`	Nearby out-of-character chat
`/gnick`	Set a styled nickname, where this feature is available to you
`/tags`	Read your available tag commands
`/tags menu`	Choose cosmetic tags from your available collection
`/raffle`	Read draw information where the reward service is active

25 Terminology

These words have one meaning on Patriam. Realm, fief and Great House are three different things, and the difference matters.

Term	Meaning here
Great House	Svoll, Sjuraen, Sarin or Druokon. Players never create or own one
Realm	A player-founded state that holds land and members
Fief	A holding inside a realm, granted by its head
Head of House	The one recorded leader of a realm
Authority	The realm's highest power. Several members can hold it
Heir	A nomination, not an office. Holds nothing until they inherit
Form	How a realm decides who inherits it. One of four
Interregnum	The gap between one ruler and the next
Regent	A temporary ruler during absence or an undecided succession
Descent	A record of who is descended from whom. Opt-in, and uncommon
Issue	Recorded children, considered in the ordinary realm succession line
Sealed	Descent omitted from outsiders' ordinary reads; books can disclose it
True death	Your choice to end a character for good; its consequences last
Investiture	A faith naming a realm's next ruler, under a theocracy
Deposition	A faith removing a ruler it cast out, under a theocracy
Reformation	What a realm pays to break with its church
Pretender	A ruler challenged by a recognised rival claim
Apostate	The temporary style after a realm breaks with its theocratic faith
Usurper	The temporary style of a ruler who took the seat through a coup
Casus belli	A recorded cause that a realm can use to justify war
Anchor	A carve-out that lets a faith hold ground inside a realm's claim
Sanctuary peace	A visitor's choice of peaceful guest access at an anchor
Favour	What a faith spends. Earned by observance, never bought
Standing	Religious observance shown as devout, faithful, wavering or lapsed
Factor	Somebody appointed to run your stall while you are away
Rising	A rebellion, from the call until it resolves
Noble	A title a realm's head grants. Not a rank, and it ends if you leave
Arms	The design a realm, a fief or a faith bears. Written as a code
Blazon	Arms read out in words, such as *Azure, a lion rampant Or*
Roll of arms	The public page carrying approved arms
Charge	The single figure on a coat of arms. A lion, a tower, a key
Tincture	A heraldic colour. All sixteen Minecraft dyes are available
Herald	Staff who review, withhold, forbid or free an arms design

A realm declares two things independently: which Great House it aligns with, and which faith it follows. Neither constrains the other.

Rank comes only from realm-to-realm fealty. Great Houses sit outside that hierarchy.

26 Under consideration

Ideas, not commitments

These proposals are not part of the available feature set. A proposal does not promise a release date or a particular reward.

- **Great Houses war events.** An event every few weeks, fought in House teams for resources, currency, unique items and cosmetics.
- **A dedicated pilgrimage map.** Public site discovery and routes would need to preserve hidden faiths. This is separate from publishing approved coats of arms.
- **Warding against disasters.** A rite that reduces severity in a region for a period. It would carry the same limit as crop blessings: effects never compound.

Voting entries, leaderboards and monthly rank draws have an implemented reward system. Their availability depends on the announced reward programme. See *The Store* for entry rules and free routes; they are not purchases of survival power.

27 Deliberately excluded

These limits shape the Revival world:

- **An unlimited server buyer for goods.** Trade is between players. The real-money cosmetic store is separate from the in-game economy.
- **Religious strength multiplied by follower count.** A larger faith still has to meet the same rite requirements. Participation thresholds and voting remain part of their respective systems.
- **Government forms with different economic or military bonuses.** Government chooses how a ruler succeeds, rather than a bonus every realm would need to select.
- **A faith's veto over leaving a theocracy.** Reformation has consequences, but the faith cannot prevent the realm from changing its form.
- **Buildings erased as a political sanction.** Authority and offices can change without deleting a settlement. Survival hazards and the conduct rules remain separate.
- **Player fast travel**, including a home-teleport service. Roads, couriers, pilgrimage and regional trade depend on journeys taking time.
- **Combat or economic bonuses from marriage.** Its role is social, political and genealogical.
- **A drink for every vanilla potion effect.** Custom brewing provides a selected repertoire; the missing effects are part of the setting.
- **A public announcement that exposes a hidden faith through a government change.** A hidden affiliation must not be disclosed by a public notification.