PATRIAM
SERVER RULES

Conduct expected of every member of the Patriam community,
on every platform it runs, and how that conduct is enforced

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Published Server Rules

The short version

What this covers

Start here for the main conduct expectations. Read the relevant rule before trading, building, arranging a battle or making an appeal. The player guide explains how to play; this book explains conduct and enforcement.
These rules are effective from 10 September 2026. The numbered rules and their qualifiers govern the full text. Each item cites the rules it summarises.

1. **Treat people as people.** No bigotry, no harassment, no wearing somebody down. Playing a villain is the game; being one is not. *(A1, A2, P2)*

2. **Everything here is in English**, so that it can be moderated. Nobody is judged on how well they write it. *(A8)*

3. **One person, one account.** Declare the limited exceptions in advance; never use an account for advantage or to evade a penalty. *(I1, I3)*

4. **No cheats, and no mod that gives you an edge.** Performance, shaders and cosmetics are fine. Anything that finds ore, aims for you, or plays while you are away is not. Ask first if you are unsure. *(H1–H4)*

5. **Report bugs instead of using them.** *(H5)*

6. **Build medieval, and build it properly.** Nothing modern, nothing floating, no automatic farms. *(D1, D3, D7)*

7. **Ordinary chat is in character.** `/localchatooc` is there for everything else. *(B1)*

8. **What you know is not what your character knows.** Nothing learned in Discord, on a stream or on the map. You attempt things; you do not declare them done. *(C4–C6)*

9. **The game settles wars.** Betrayal, invasion, rebellion and espionage are part of play, subject to the conduct rules. A lawful defeat is not grounds for compensation. *(P1, F3)*

10. **Losing is part of it.** Taking a defeat out on the player afterwards is harassment. *(G16)*

11. **Griefing is not war.** Breaking a build outside what the war systems allow is vandalism with a banner over it. *(F8)*

12. **No advertising or real-money trades between players.** Gold, land, realms and accounts cannot be sold. Official store purchases follow the store terms. *(A9, E2)*

13. **Follow staff instructions, then use the appeal route.** A public argument does not change a decision. An authorised review can uphold, reduce, increase or reverse a penalty. *(P4, and Appeals)*

14. **Report on the forum, with the time and your timezone.** Logs are searched by time, so that is the part that makes a report usable. *(K1)*

Permanent from the first instance

These offences carry a permanent ban from the first instance. Section 14 sets out the other penalties and section 15 explains the review routes and exceptions.

- Anything sexual involving a minor. This one has no appeal either *(C9)*
- Real-world threats, or publishing somebody's personal details *(A4)*
- Attacking the server, the forum, or another player's connection *(H9)*
- Malware, phishing or unauthorised account access; asking for a login has a separate ladder *(A4, I5)*
- Impersonating a staff member *(A3)*
- Duplicating items *(H6)*
- A store chargeback, subject to the payment-process caveat and owner review *(E3)*

A character can be cruel to a character. A player cannot be cruel to a player, and no story, scene or war changes that.

Document control

Effective 10 September 2026

These rules are approved by the owner and effective from 10 September 2026. They govern conduct on Patriam's platforms while the Minecraft server is preparing for release and after it opens.

The effective date is not a server launch date or a statement that every described service is available. Features identified as planned remain planned until their availability is announced.

The appeal-authority amendment and I1 household-exclusion clarification are effective 11 September 2026. An independent, qualified peer or higher rank may review a decision, and an authorised correction may increase an under-issued penalty. The appeal section defines the safeguards and review of changed outcomes.

The G1–G6 battle-availability wording was prepared on 23 September 2026. Its website steps apply when the battle availability service is announced as active. Until then, members submit their availability on the public Events war thread before its stated deadline. The thread remains the record of the agreed battle. Poll submissions do not change a war's deadline or automatically enforce attendance.

Field	Value
Document	Patriam Server Rules
Effective	10 September 2026
Status	Rules in force; server released
Prepared	23 September 2026
Authority	Ryan, *gerber11*
Owner	Patriam Studios
Companion	*Patriam Staff Guidance*, which is not published to players

Scope

This document applies on every platform Patriam runs: the Minecraft server, Discord, the forum, the wiki, the live map and the store.

It also reaches conduct elsewhere that is aimed at a member of this community because of Patriam. Harassment does not stop being harassment when it moves to a private message.

This approved PDF governs its summaries and web transcription. A channel topic, pinned message, wiki page, forum rules tab or informal staff comment may summarise a rule but cannot amend it. If the web transcription differs from this PDF, the transcription is corrected. Earlier events remain subject to the rules effective at the time.

Related documents

The player guide explains gameplay; the store book describes purchases. Staff guidance explains how to apply these rules and is not a public companion. **A published authority limit must match the same limit in staff guidance.** A player must be able to identify a penalty that exceeded the issuing rank's authority.

This document cites *Patriam Player Guide*, prepared 23 September 2026, for the gameplay terms below. The guide's service-availability notices still apply.

What	Also in
The penalty limit of each rank	*Staff Guidance*, powers and limits
Absence grant limits	Player guide and *Staff Guidance*
Realm, fief, rising, coup, standing, favour, absence, true death	*Patriam*, which defines them. This document cites and never restates them
The rank names themselves	*Patriam*, and the staff register

How this document is amended

Rule identifiers are permanent. Every rule carries a letter for its subject and a number within it. A penalty cites the rule it was issued under, so a citation must keep meaning what it meant on the day it was written. A retired rule keeps its number and is marked retired. A new rule is appended to the end of its subject. Nothing is ever renumbered.

Qualifiers carry the changes. A decision that narrows, extends or carves out of a rule becomes a Proviso, a Caveat or an Exception underneath that rule. The rule itself is left alone. This is what stops an amendment silently changing the meaning of an older penalty.

Changes are recorded and announced. Every amendment identifies the affected rules and its effective date. Previously effective text remains available for reviewing older events. A rules document whose effective text cannot be established cannot be enforced fairly or defended in an appeal.

Reading a rule

Three words qualify a rule, and they are not interchangeable.

Word	What it does to the rule above it
Proviso	Extends it. A further condition that must also be met
Caveat	Limits it, or warns where it bites harder than it reads
Exception	Carves a named case out of it. The rule does not apply there

A qualifier belongs to the rule it sits under and to no other. An exception under C1 does not open the same door anywhere else in this document.

The twelve subjects

Every rule belongs to one subject, and every subject owns a letter. The letters are frozen: they are what a penalty cites and what an appeal argues about.

Letter	Subject	Letter	Subject
P	Governing principles	F	PvP and conflict
A	Community conduct	G	War, battles and sieges
B	Chat and communication	H	Gameplay and fair play
C	Roleplay	I	Accounts and security
D	Building and land	J	Platforms
E	Economy and trading	K	Reporting

Enforcement and appeals carry no letter, because they are not conduct. Nobody is ever penalised under section 14; they are penalised under a lettered rule, and section 14 says what follows.

Anywhere the rules are summarised, the summary uses these letters. A forum page, a wiki page, a Discord channel or a sign in a spawn hall may condense a subject as far as it likes, provided a reader can still get from the summary back to the rule. A summary that invents its own categories makes a cited penalty unfindable, which is the one thing a summary must never do.

A summary is not the rule. When a published summary and this document disagree, this document is what a penalty is measured against, and the summary is what gets corrected.

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1 Definitions

These words have one meaning in this document.

Term	Meaning here
Member	Anybody who plays on Patriam, or is in its Discord or forum
Staff	Anybody holding a staff rank, from Helper upward
Platform	Any service Patriam runs: game, Discord, forum, wiki, map, store
In character	Spoken or done as your character, inside the world
Out of character	Spoken or done as yourself
Penalty	A warning, mute, kick or ban recorded against a person
Verbal warning	A recorded warning delivered in chat; the lightest penalty
Recorded warning	A warning entered against the person's record
Class	How serious an offence is. One of four. Section 14
Ladder	The sequence a repeated offence moves along
Step	One rung of the ladder
Reversal	Undoing a gain made by breaking a rule. Not a penalty
Appeal	A review of a penalty by somebody who did not issue it
Belligerent	A realm on either side of a declared war
Set-piece battle	A battle both sides arranged for a stated time

One person, one record. Every rule and every penalty in this document follows the person and not the account. A second account is not a second record, and it is not a fresh start.

1.1 What is not defined here

Words the *world* gives a specific meaning to are defined in the player guide, not here. Realm, fief, rising, coup, standing, favour, absence and true death all mean there exactly what they mean here, and this document does not restate them.

Where a rule turns on one of those words, it says which system it is talking about.

2 Governing principles

The player guide describes gameplay systems. This document sets the conduct standards that staff apply alongside those systems. A technical ability to perform an action does not suspend a conduct rule.

If any rule in this document contradicts a principle below, the principle wins and the rule is corrected at the next update.

P1. The systems settle the world. Wars, successions, risings and inheritance are decided by the game. Staff enforce these rules and nothing else. A defeat is not a grievance and an appeal cannot undo one.

> **Caveat.** This protects legitimate gameplay outcomes. It does not prevent a report about cheating, harassment or a fault, or the reversal of gains under P6.

P2. In character is not a cover. A character may be cruel to a character. A player may not be cruel to a player, and no scene changes that. Every rule in section 3 holds inside a roleplay scene exactly as it holds outside one.

P3. One person, one record. Penalties follow the person and not the account. A second account is not a fresh start, and a second platform is not a clean slate.

P4. A staff decision stands until an appeal changes it. Do what you are asked at the time. Section 15 is where you disagree with it, and it is a real route with a real reversal at the end of it.

> **Caveat.** Review does not guarantee reversal. An eligible appeal may uphold, reduce, increase or reverse the penalty; section 15 governs authority, supported corrections and the exceptions.

P5. Helping somebody break a rule breaks it. Supplying, hiding, relaying, standing lookout or encouraging counts as the act itself, at the same class.

P6. Anything gained by breaking a rule is reversed. Reversal is not a penalty, does not depend on one, and is not appealable on its own. A gain that stands would make the penalty a price rather than a consequence.

P7. This list is not complete, and no list is. Staff act on what these rules are for. A thing being unlisted is not permission, and finding a gap is not a defence.

2.1 Applying the principles

These principles distinguish a gameplay loss, a staff instruction and the removal of an improper gain.

P1: gameplay outcomes. Losing a war, realm or title through legitimate play is not grounds for staff intervention. Report a separate conduct breach under the rule it breaks.

P4 means you comply first. An instruction you believe is wrong is still followed at the time. Arguing in a channel changes no decision and is itself a rule break under A10.

P6 means a reversal can follow you after the penalty has expired. A mute ends. An item that should not exist does not stop existing when the mute ends.

3 Community conduct

These rules hold everywhere Patriam runs, and they hold whether or not you are in character.

A1. Respect every member of this community. Rank, position, age, gender, ethnicity, nationality, religion, sexuality and disability change nothing about how somebody is treated here. Neither does how long they have played or how large their realm is.

A2. No bigotry, discrimination, stereotyping, bullying, harassment or targeted hate.

Exception. Rule C1 carves out a narrow, consented and logged case inside a roleplay scene. It is the only exception to A2 anywhere in this document, and it is conditional on every proviso attached to it.

Caveat. A slur is not made acceptable by quoting it, reclaiming it, censoring it or attributing it to a character. The channel cannot read intent, and neither can the person who just read it.

Caveat. This rule is measured by whether it was aimed at somebody. A remark thrown at a channel and the same remark directed at a named person are both breaches of A2, and they are not the same breach. Section 14 carries them at different severities, so which of the two happened is a thing an appeal can argue about.

A3. No impersonation. Speaking or acting so that somebody believes you are another person.

Caveat 3a. Impersonating a staff member is permanent on the first offence. A player who believes they are talking to staff will do what they are told, which makes it a way to take things from people.

Exception. Playing another player's *character* within that character's reach is roleplay and is governed by C3. Acting as the *player* is A3.

A4. No malicious media or links. Malware, credential collectors, address collectors, pornography, gore, or real depictions of violence. This is permanent, and it is reported to the platform it was posted on.

Proviso 4a. Real-world threats and publishing another person's private identifying details are prohibited under this rule, as stated in the permanent-penalty table in section 14.

Caveat 4b. The specific penalty tables distinguish ordinary inappropriate content from malicious media, threats, doxxing and sexual content involving a minor. Apply that distinction when reading the penalty stated above; it does not permit any listed content.

A5. No trolling. Disrupting a channel, making a nuisance of yourself, or deliberately making people uncomfortable to see what happens.

A6. No toxicity. Hounding a player, provoking conflict for its own sake, hijacking somebody else's event, or bringing a raiding-server playstyle to a roleplay server.

Proviso. Patriam is built to be fought over. The question is never whether you attacked somebody, it is whether there was a reason in the world for it. Section 8 draws that line.

A7. No spam. Repeating messages, characters, emotes or mentions beyond what the moment calls for, or filling a channel to push something off it.

A8. All communication on Patriam is in English. Staff cannot moderate what they cannot read, and an unmoderated channel is where everything above happens.

Caveat. This is a rule about the channel and not about you. Nobody is penalised for imperfect English, nobody is expected to write well, and nobody should be corrected for it either.

A9. No advertising. Other servers, Discords or gaming communities, on any platform, including asking somebody else for one.

Proviso. Recruiting Patriam players away to another community is the same rule and is treated at the top of its class.

Exception. An approved creator may link their own channel. Approval is given in advance, in writing, and is never assumed.

Caveat. Advertising by accident and advertising on purpose are different offences at different classes. Saying a server name in passing is not the same act as posting an address.

A10. No mini-modding. A quiet reminder that somebody may be breaking a rule is welcome. Enforcing it is not yours to do.

Proviso. A player acting with authority they do not have is the problem A3 describes. Report it instead, under section 13.

Caveat. Arguing with a staff decision in a public channel falls here, whether or not the decision was right. Section 15 is the route.

A11. No begging. Ranks, items, gold, commands, nicknames or staff positions. Nothing here is handed out, so asking only makes work for a person who cannot say yes.

A12. Your name, skin, arms and banners follow every rule above. A herald refuses a coat of arms that breaks one, and a name or skin that breaks one is changed before you play.

4 Chat and communication

The player guide lists the channels and what each one reaches. These are the rules on top of them.

Rule A8 applies to every channel below: all communication on Patriam is in English.

B1. Ordinary chat is in character. Out-of-character talk in it breaks the world for everybody in range.

Proviso. `/localchatooc` reaches exactly the same people and is what it is for. There is no situation where you need to break character in ordinary chat rather than move one channel across.

Exception. Anything urgent and real. A safeguarding concern, somebody in distress, or a bug being exploited in front of you goes wherever it will be seen fastest.

B2. `/globalchat` is out of character and reaches everybody. Take an argument out of it.

B3. `/pray` is a faith channel, not a second global. A faith spans realms at war with each other, and a hidden faith depends on that channel being exactly what it says it is.

Caveat. Repeating what was said in a faith channel in order to expose a hidden faith is metagaming under C4 if you learned it out of character, and is ordinary politics if your character learned it inside the world.

B4. Keep vulgarity low, and never aimed at a person. A character who swears is a character. A player swearing at another player is A2.

B5. No real-world politics or religion. Patriam's faiths are fiction and are welcome everywhere. Real ones are an argument nobody joined this server to have.

B6. Do not carry a message past a mute. Not through another account, not through a friend, and not through a courier. A mute that a friend can undo is not a mute.

Caveat. The player who relays the message takes the same penalty, under P5.

B7. A request to drop a subject is not an invitation to discuss it. This applies whether the request came from a staff member or from the person being talked about.

B8. Do not use a channel to organise something the rules forbid. Planning it is the same class as doing it, and it is the same rule whether the channel is public, private, or on another service.

5 Roleplay

Patriam is a roleplay server. These rules keep a shared story workable when the people telling it want different endings.

C1. Prejudice inside a scene needs consent, given in advance, on the record. A scene that turns on bigotry between characters is the one exception to A2. It is available only when all four provisos below are satisfied, and it closes the moment any of them fails.

Proviso 1a. Every player the scene touches agrees in `/localchatooc` before it starts, so that the agreement sits in the chat log where it can be checked afterwards.

Proviso 1b. Everybody within range is told it is coming, in text and in voice, and is content for it to happen near them.

Caveat 1b-i. Only the text half of 1b can be checked afterwards. Voice leaves no record, so what is announced in voice is a courtesy to the people in the channel and never evidence that 1b was met. If it was not written down, it was not announced.

Proviso 1c. Staff on duty are told, so that nobody acts on it as a real offence.

Proviso 1d. It stays non-malicious throughout. This exception exists for a story about prejudice, not for saying the thing and calling it a story.

Caveat. Any player may end it at any moment, without giving a reason and without being asked to justify it. Staff may end it without being asked at all. Consent given before a scene is not consent for the rest of it.

Caveat 1e. Consent to a scene does not waive A2's restriction on slurs, A4's restriction on harmful material, or C8 and C9. The exception concerns the agreed fictional scene only.

C2. Play against a character, not against a person. Being the villain of somebody's story is the game. Making a player's evening unpleasant is A2, and the test is whether it is still fine once the scene ends.

Proviso. A character may be mocked, threatened, robbed, exiled or ruined in a scene. The moment a player asks you to stop and means it as a player, it stops.

Caveat. Roleplaying dislike of a bully is itself a legitimate scene, so a character objecting is not the same signal as a player objecting. If you cannot tell which one you are hearing, ask in `/localchatooc`.

C3. Act as another player's character only within that character's reach. You may speak of them, act on their orders, or carry their authority as far as it plausibly goes.

Caveat. Acting as the player, or beyond what the character could plausibly do or command, is impersonation under A3 rather than roleplay under C3.

C4. No metagaming. Knowledge from outside the world stays outside it. Global chat, Discord, a stream, a private message, the live map and a friend who told you are all outside.

Proviso. The test is the word *attempt*. If your action involves another player and that word does not fit the sentence, you are deciding something that is not yours to decide.

Caveat 4a. Some things the world hides are hidden by design. A faith kept secret and a descent kept sealed are built to be unfindable, so using out-of-character knowledge of either is not a small breach of etiquette.

Caveat 4b. An action taken on metagamed knowledge is reversed under P6, whether or not a penalty follows it.

C5. No powergaming. You do not declare an action against another player successful. You attempt it, and they answer.

C6. No godmodding. You do not narrate the world, or another person's body, or another person's feelings. *I draw my sword and kill you* and *you are filled with dread* are both this.

C7. Do not derail somebody else's roleplay. Interfering is fine when you bring something to it. A thin excuse invented in order to interfere is not something brought to it.

C8. No erotic roleplay. Between adults, still no, because of the age range this community carries and because there is no version of it that a bystander consented to.

Caveat. This one climbs, and the count does not expire. A warning, then a seven day mute, then a thirty day ban, then permanent. Section 14 carries the figures. The count is for the life of the account: a fourth instance is a fourth instance however far apart they fall, because what is being judged here is a pattern.

Caveat 8a. The lifetime count follows the person under P3, including when their account changes. An account change does not reset it.

Exception. Where a minor is involved this rule does not apply, and C9 does. There is no first step, no ladder and no appeal. A penalty for that is cited under C9 and never under C8, so that what it was given for cannot be argued down afterwards.

C9. Nothing sexual involving a minor, ever. This includes any approach of that kind to a player you have reason to believe is one.

Caveat. This is immediate, permanent, outside the ladder, and outside the appeal route in section 15. It is the only rule in this document with no route back.

C10. Character names fit the setting. A name is worn by everybody who has to read it.

C11. Your character's death is yours. `/truedeath` is the only thing that ends a character, and nobody declares it for anybody else.

Proviso. A character may be executed, ransomed or destroyed in the *story* by anybody the story allows. What that never does is end the character, and G14 says so again where the fighting is.

Caveat 11a. You decide whether and when your character has a true death; staff permission is not required for that decision. Recording the death has lasting consequences and does not erase existing judgements. The player guide explains confirmation and the current recording limits. Nobody else's story can force you to choose true death.

6 Building and land

Building rules keep the shared map consistent with its medieval setting and keep settlements accessible for play. Claim rules govern how realms occupy that map.

6.1 Building

D1. Build to the period and to your surroundings. Medieval or ancient. Nothing modern, industrial or futuristic. One out-of-period build is visible from every build near it, which is why this is a rule and not a preference.

D2. A realm sets its own style within that. The server asks only that a build belongs to the world. What a realm asks of its own members is the realm's business.

D3. Every build stands on the ground in some plausible way. An overhang on a cliff is fine when it is supported.

Proviso. Scaffolding and temporary supports during a long build are expected and are not a breach. They come down by the time the build is finished.

D4. An overhang carries a support every 8 blocks in any direction.

D5. An underground structure carries a support every 16 blocks in any direction, and a player-made underground roof sits no deeper than 14 blocks below the local surface.

Exception. Natural caves and mines are excluded from the depth limit.

Caveat. A main base may not be buried deep in order to use that exclusion. Any base is reachable from the surface without difficulty, because a base nobody can find is a base nobody can besiege.

D6. Farms are built into the land. No farm hanging off a cliff, and no animals packed into a space no animal would live in.

D7. No automatic farms or mechanisms. No redstone, hoppers or pistons driving a task a person should be doing. This is what keeps a day of work worth a day of work.

D8. No lag machines and no entity cramming. Both charge every other player on the server for something one player built.

Caveat. Crammed entities are culled when found, with no warning and no refund. The alternative is asking everybody else to carry the cost of them until their owner logs in.

D9. Lava is for forges, for trades that need it, and for burning rubbish. Not for traps, not for killing, and not for casting over ground.

D10. No waterlogging blocks as a building technique. Water inside a block that is not a water block makes it immune to fire and to blasts, and lets defenders move through a wall in ways an attacker cannot answer. It turns a fortification into something that cannot be burned, broken or climbed the way the game intends.

Proviso. This is a siege rule kept in the building section, because the cheese is built rather than done. It is about defences: walls, gates, towers, roofs, and the ground a fight happens on.

Exception. Water where water belongs is ordinary building and always was. Fountains, wells, canals, baths, watermills, harbours and the moat D11 allows are all fine. A waterlogged stair holding the lip of a fountain is not what this rule is for, and nobody should be warned for one.

Caveat. Claim protection already stops a Powderkeg blast breaking claimed ground, so the explosive half of this bites hardest *outside* a claim: forward positions, contested wilderness, and the unprotected camp G8 requires. The fire and movement halves bite everywhere, claimed or not, which is why the rule did not go away with the explosives.

D11. A moat is water, roughly at ground level, up to 5 blocks wide and 5 blocks deep.

D12. No pixel art, giant lettering or joke builds.

D13. No build placed only to block. A wall raised around a neighbour, or a structure put up to make a place unusable, is not a build.

D14. Leave the ground you cross. Fill your holes near roads and near other realms. Digging in the wild is fine. Reshaping a region you are passing through is not.

6.2 Land and claims

D15. Claim what you use. No shell claiming, where a border is drawn around ground nobody occupies.

D16. No line claims. A chain of single chunks run across the map to reach something.

D17. No claiming to box a realm in. Land is taken to be held, not to close a door.

D18. No land held through an alternate account or a puppet realm.

D19. Unclaimed ground is unclaimed. Nobody protects it, and staff are not a second claim. Goods left loose in the wild are fair game, and losing them is not a theft to report.

D20. Do not grief unclaimed land. Scattered signs, lava casts, littered half-structures and dug-out landscape are not somebody else's mess to clear.

Caveat. Reverting a map this size from a backup costs a day nobody has, so this is enforced harder than its nuisance value suggests. Widespread or deliberate cases are treated as Harm rather than Nuisance.

D21. A build that breaks these rules can be removed, and that is the only removal.

Caveat. The player guide's core rule R1 says nothing is confiscated. R1 is about the *game's systems*: no war, rising, sanction or clock will ever take what you built. It was never a shield for a build that is against the rules, and this is the one limit on it.

Proviso. You are told what is wrong, and given a reasonable chance to correct it, before anything is removed. The exception is a build that is itself the offence under A2 or A4, which comes down first and is discussed afterwards.

7 Economy and trading

In this section, **gold** means the in-game commodity and **money** means real money. Players mine and trade gold within the world. Official store purchases use real money and follow the store's published terms. These are separate from player trades.

E1. The store sells cosmetics and nothing else. No purchase changes what you can do in the world, and no purchase ever will. A cosmetic found to give an advantage is changed or withdrawn.

Caveat 1a. The gameplay guarantee concerns the survival world. A proposed product is not an available purchase.

E2. No real-money trading, in either direction. Gold, items, land, a realm, a title, a rank, an office or an account may not be sold for money, traded for money, or promised in exchange for money.

Proviso. This covers offering as well as accepting, and it covers payment in anything outside the world: money, currency, goods, accounts elsewhere, or a favour on another server.

Caveat. A private market rebuilds exactly what the store refuses to be. That is the reason for the rule, and it is why this sits in the Cheating class rather than the Harm class.

E3. A chargeback is permanent. It reverses payment for something already delivered.

Proviso. Contact store support with the transaction reference and the problem. A refund request is reviewed under the store's terms; a ticket does not guarantee a refund.

Caveat 3a. This is a server sanction, not a finding that every disputed payment is fraudulent or that delivery was correct. An owner reviews the payment circumstances and any request to lift the resulting ban. This rule does not replace a bank or payment provider's dispute process or its deadlines.

Caveat. Only an owner may lift the ban that follows a chargeback, and the ordinary appeal route in section 15 does not reach it.

E4. A bargain is between the players who made it. Staff do not reverse a deal, recover a loss, referee a price, or rule on what somebody meant.

Proviso. The remedy for a bad deal is the one your character has: refuse to trade again, tell people, or take it up in the world. Reputation is a real mechanic on a server this small.

Caveat. This is why written terms, witnesses and a courier carrying a signed book are worth the effort. A deal nobody recorded is a deal nobody can point at.

E5. Deceit inside the world is part of it. Deceit about the world is not. Lying about the quality of goods, the loyalty of a realm or the intentions of a lord is the game. Lying about who you are, about what a staff member decided, or about what these rules say is impersonation under A3 or trolling under A5.

Proviso 5a. Breaking a bargain is in character. Denying you made one is not. Where there is a record, whether a signed book, a witness or a message, claiming the deal never existed is A5. G12 says exactly this about a peace treaty, and a supply contract is owed no less than a peace treaty.

Caveat 5b. A scam is a story. Scamming as a habit is a business. One deceit is play. A player who works strangers week after week is running an operation, and that is judged as a pattern under A6, the same way hounding is. What is weighed is repetition and who was chosen, not the single deal.

Caveat 5c. Weigh who it was aimed at. E4 offers reputation as the remedy, and a player in their first week has no access to it: they cannot yet tell a respected merchant from a predator, which is precisely why they are the ones chosen.

Exception 5d. A criminal character is arranged in advance, not claimed afterwards. If you want to play a bandit, a fence or a confidence trickster as a habit rather than an incident, speak to staff before you start. What is settled is that it makes sense in the world, that it has

somewhere to live such as a name, a guild or a stretch of road, and roughly where its edges are. Staff then know what they are looking at when the reports arrive, which is the whole point of asking first.

Caveat 5e. That arrangement covers 5b and nothing else. It is not a licence against A2, it does not suspend 5c, and staff may end it. A character who was interesting for a month and is now only taking from newcomers has stopped being the thing that was agreed to.

E6. No exploiting a fault in a stall, a mint, the bank or the ledger. A price, a rate or a balance that is obviously wrong is reported, not harvested.

Caveat. Everything taken this way is reversed under P6, including anything already spent or passed on. Gold that should not exist damages every holder of gold, not just the player who made it.

E7. Taxes, stall terms and market rules are the landholder's business. A realm may set them where it likes and change them when it likes. Disagreeing with a tax is politics, not a report.

E8. Do not use an alternate account to trade with yourself, to seed a market, to hold a stall, or to move gold between hands. Section 11 covers accounts generally; this is the economic case of it, and it is treated as Cheating.

Trade disputes and repeated scams

E4 leaves ordinary bargains to the players. E5 distinguishes an in-character deceit from a repeated pattern of targeting players, especially newcomers. Its qualifiers apply together:

- An individual in-character scam can be permitted; the other conduct rules still apply.
- Repeated scamming is assessed as a pattern under A6 and E5, including who was targeted.
- An ongoing criminal character requires an advance arrangement with staff. That arrangement is revocable and does not suspend the safeguards in E5.

E4 does not refund a trade loss merely because a serial scammer is penalised. Separately, P6 still reaches gains from offences such as duplication or a bank exploit. A report must distinguish the bargain from the conduct alleged.

8 PvP and conflict

Conflict is part of Patriam. These rules distinguish legitimate conflict between characters from harassment of players and abuse of the game's systems.

F1. The war systems decide the war. Staff do not adjudicate it, reverse it, or return what was lost in it. This is principle P1 where it hurts most.

F2. What the systems permit is permitted. Declaring war, calling a rising, backing a coup, raising a standard in a capital, intercepting a courier, taxing a rival's stall. If the game lets you do it to somebody, it is not a report.

Caveat. This applies to legitimate use of the systems within these rules. Technical access does not permit harassment, exploitation, prohibited destruction or a breach of the battle arrangements in section 9.

F3. Betrayal, espionage and lying in character are allowed. A realm you cannot be betrayed in is not a realm, and an oath that cannot be broken is not an oath. This is the one place the game is meant to hurt.

Caveat. It is still A2 if what you actually did was upset a person. The line is whether the betrayal happened to a character, for a reason that exists in the world.

F4. PvP outside a declared war is allowed. Killing a player because there is a reason in the world is play.

Caveat 4a. Killing them because they are there, again and again, is hounding under A6. The tells are repetition, following, and waiting for them to come back.

Caveat 4b. Killing a player who has stopped fighting, over and over, at the place they respawn, is A6 regardless of what started it.

F5. Do not use another account to move a number. A rising counts active members and a coup needs a majority of them.

Caveat. Those thresholds are arithmetic, and arithmetic must not be purchasable for the price of a second account. This is treated as Cheating, not as a membership technicality.

F6. Do not found a realm to game a mechanic. Puppet realms, clone realms, a realm founded to change the count a rising needs, and a realm founded to hold land for another.

F7. Do not use a declared absence to dodge a fight. An absence protects what the player guide says it protects. It is not a door out of a rising already called.

F8. Griefing is not war. Breaking a build outside what the war systems allow is vandalism with a banner over it, and it is judged as vandalism.

F9. No combat logging. Disconnecting to escape a fight you are losing.

Proviso. A genuine disconnection is a genuine disconnection, and nobody is penalised for their connection dropping. What is judged is the pattern, not the single event.

F10. No trap a player cannot escape by their own actions. A pit, a cell or a mechanism that holds somebody until another player chooses to release them is not a fight, and there is no roleplay justification that makes it one.

Exception. A prison a character walks into as part of a scene, and can leave when the player wants to, is fine. The test is whether the *player* is stuck.

9 War, battles and sieges

The player guide describes war declarations, risings and capital standards. This section governs how players arrange and conduct a set-piece battle. The website can collect availability once that service is announced active; it does not enforce field attendance.

9.1 Arranging a battle

G1. A set-piece battle is arranged in the open, on the forum, where both sides can see it. Its Events thread, and its linked availability poll when active, are public. A battle arranged in a private message is a battle one side can later say it never agreed to.

G2. Availability is submitted, by the people who will fight, before the stated deadline. When the poll service is active, eligible fighters mark 30-minute slots on the website. Until then, submit availability on the public Events war thread. The deadline is stated when the poll or thread opens, before the first candidate time and within two weeks of an ordinary declaration. For a rebellion, proposed times must fit before its current game-set war deadline; the submission deadline may fall during its preparation period.

Proviso 2a. The time chosen is the one that suits the **smaller** side best. A time picked for the largest total turnout hands the battle to the larger realm, which is the opposite of what scheduling is for.

Caveat 2b. Not submitting forfeits your say, not the battle. When the deadline passes, the time is fixed from whoever answered. If silence could stop a battle, silence would be the strongest defence in the game.

Caveat 2c. Fighters may revise their poll slots, or correct a thread submission, before the deadline. Responses freeze then; the final time is fixed publicly and cannot be edited afterwards.

G3. Bring as many allies as you can find. The field is the smaller side's number. What is capped is how many fight, not how many realms stand behind you.

Proviso 3a. Counting realms would be the wrong measure. Five allied realms of two members are ten people, and one realm of twelve is twelve. A cap on allies would protect whichever side was already larger, and it would punish small realms for the one thing small realms can do.

Proviso 3b. Allies are declared while the arrangement is being made, in the open, along with everything else in G1.

Caveat 3c. Lateness never reopens the number. A side that promised ten and brings four fights with four, or arriving late becomes a tactic.

Caveat 3d. A realm with more members than the field allows is choosing who fights that night. Rotating people across battles is most of what a large alliance is actually worth, and it is worth deciding how you will do it before the first one.

G4. A side that does not appear has surrendered that battle. One member present may surrender on behalf of their realm and leave.

G5. Mercenaries are declared before it begins, up to three a side. A mercenary who was not declared was not there, and anything they did is reversed under P6.

G6. One reschedule, for a real reason, agreed in advance. Record the agreement and reason on the war thread and on the poll when active. A rebellion's new time must still fall before its current game-set war deadline. Any more and rescheduling becomes a way to never fight.

Battle availability poll

When the service is announced active, an authorised organiser opens a poll on the battle availability page for a game-verified ordinary war or a rebellion that reached preparation. Fighters see the grid in their own browser timezone. The poll shows each side's available count per slot. The smaller side is determined by the game's roster, not by how many people answered. An authorised organiser or staff member fixes the final time in public, favouring the smaller side's best turnout. Silence does not stop the battle. The poll closes when the game reports the war ended.

The public thread still records the agreed time, participating sides, declared allies, mercenaries and field numbers. Until the poll is active, fighters submit their availability there. A war announcement does not itself open a poll, and the poll does not enforce the number of fighters.

9.2 Fighting one

G7. No out-of-character contact with the other side while a war runs. Terms, threats, offers and taunts travel in character, by courier or by somebody who walks there.

Proviso. This is the rule that makes distance mean anything in a war. Without it, a server with no fast travel still has instant diplomacy, and the couriers, the roads and the long ride stop being worth anything.

Exception. Anything about the arrangement itself – the time, the numbers, a reschedule, a rule question – is out of character and belongs on the war thread.

G8. A besieging camp is a real camp. Beds for the people in it, and no walls or protections around it. A camp that cannot be attacked turns a siege into a waiting game.

Proviso. Chests at the camp are fair, and they may be raided before the battle begins. Storing your gear forward is a risk you are choosing to take.

G9. The ground being fought over is not rebuilt during the fight. No new defences raised after it starts, and no changes to a defended position once it has been set.

G10. Rule F10 holds in a battle. No trap a player cannot escape by their own actions.

G11. Cheating in an arranged battle is treated harder than cheating anywhere else, because it costs both sides an evening they set aside in advance and cannot be given back.

Caveat. Where cheating is widespread enough that the result means nothing, staff may stop the battle. Doing so is not a judgement about who was winning.

9.3 After a war

G12. Terms agreed in character are kept. A peace you swore to is a peace. Breaking one is in character and has in-character consequences. Pretending it was never sworn is A5.

G13. A war moves ground, it does not break it. A holding that changes hands changes hands with its buildings standing. Plunder what is loose. Do not raze what is built.

G14. A captured character may be released, ransomed or executed in the story.

Caveat. Nobody can end another player's character. An execution in the story is a story, and the character walks away from it changed rather than gone. Only that player ends a character, with `/truedeath`, and only if they choose to. Rule C11 says the same thing from the other side.

Caveat 14a. C11's confirmation and recording requirements also apply here. Staff do not approve the player's choice, and an execution scene cannot substitute for that player's own confirmation.

Proviso. Capture is something both sides agree to, not something the game does. What being captured means, and how long it lasts, is agreed when it is agreed.

G15. A war that has ended has ended. Continuing to hunt the losing side after terms are agreed is A6.

G16. Losing is part of it. A war lost, a rising against you, a seat taken by a coup. Taking any of that out on the player afterwards is harassment and is treated as harassment.

Authority to declare war

There is no staff war application and no universal war vote. A realm's government and the authority it grants determine who can act for it. These rules add no requirement that all four government forms make that decision in the same way.
Ordinary declarations still pass through the cause-and-countdown system described in the player guide. A war command being available does not waive its requirements or the conduct rules.

9.4 Causes, countdowns and defeat protection

The cause system records a qualifying grievance against a named realm. An authorised member uses `/f justifywar` or, once available, the forum's *Realm actions* page to announce a held cause and begin a public countdown. `/f causes` shows the causes available to their realm. The command reference in the player guide gives the full syntax. A website request takes effect only when the game accepts it.

A public countdown gives both sides time to prepare. It does not require staff to judge an application. The following intervals describe the reviewed release settings; read the game's current expiry and countdown messages before acting.

Safeguard	Release setting or behaviour
A cause expires	14 days to announce it
Public warning	5 days between justification and war
A cause is spent when used	Withdrawing does not return it
Defeat protection	14 days for a qualifying war conclusion
The holder gives up protection	On justification; an ally on joining the war
Risings and coups	Do not require an ordinary cause

The first realm to request peace ordinarily receives defeat protection. A mutual peace within five minutes protects both sides and grants no revenge cause. An unattributed conclusion protects both; disbanding grants neither protection. A withdrawn countdown restores neither the cause nor the protection given up to announce it.

Political allies need no cause of their own to join an existing war. Joining gives up their own protection; joining without a cause earns no revenge cause from losing that war. G3 and G5 still limit who may fight in an arranged battle.

Murder, a qualifying courier interception and a qualifying defeat can produce causes. Deliberately manufacturing events to manipulate the count is subject to the fair-play rules. Expansion causes are disabled in the reviewed release: simply outnumbering a neighbour is not a grievance. If enabled later, a realm can manually justify an expansion cause it actually holds.

Service availability

The cause, countdown and protection systems are implemented. The website poll is a separate service: after it is announced active, an eligible organiser must open it for a game-verified conflict. These descriptions do not announce a server launch or an automatic field-attendance check.

Using the live map

J12 permits reading the map during peace and war. The intended public map shows geography and realm territory without live player positions. C4 still governs how out-of-character knowledge may be used by a character.

10 Gameplay and fair play

Approval depends on what a mod does. Performance and shader mods, interface overlays, durability and inventory helpers, and schematic mods with printing disabled are generally acceptable only when every enabled feature meets H1–H4. A permitted category does not approve every product or feature within it. Ask a Moderator or above if a capability is not clearly covered.

H1. No cheat client, and no part of one. Anything that modifies the game to do what the game does not.

H2. No mod that gives an advantage another player cannot have. If it helps you in a fight, or in finding what is buried, it is out. Ore locators, entity radar, player radar and combat assistance are the common cases.

Caveat. Ore is how money enters this world. A mod that finds it is not a minor breach on Patriam whatever it is elsewhere, and it is treated at the top of the Cheating class.

H3. No automation of anything you should be doing yourself. Auto-clickers, macros, auto-miners, anti-AFK mechanisms, and anything that reconnects you after an idle kick.

Proviso. You must be making your own actions and able to answer chat when asked. That is the practical test, and it is the one that will be applied.

H4. Ask before you use it, not after. If a mod is not clearly covered above, ask. An answer costs a message and being wrong costs a ban.

Proviso. Asking afterwards is not the same act and does not carry the same weight. Ask a Moderator or above, and take the answer you are given rather than the one you wanted.

H5. No exploiting a bug, a glitch or an unfinished feature. Report it instead, with what you did and how to repeat it.

Proviso. This covers our own systems as much as the game's. A rite, a still, a stall, a courier or a meteor behaving in a way it obviously should not is a bug report.

Caveat. An item that should not exist cannot be taken back out of the economy once it has been spent. That is why this sits high on the ladder rather than low, and why P6 reaches everything it touched.

H6. Duplication is permanent on the first offence. It is the one bug that damages every player at once, including everybody who did nothing.

H7. No automating a skill minigame. Tampering with a courier and working a still are meant to be done by a person, and are the two places where a macro is worth the most.

H8. Do not build or run anything that costs the server. Rule D8 covers the built kind. This covers the rest: deliberate lag, entity floods, and anything done to see what breaks.

H9. Never attack the server, the forum, or another player's connection. Flooding a service, breaking into one, or aiming traffic at somebody's home line. H8 is about load made from inside the game. This is about an attack from outside it, and it reaches conduct that never touches the world at all.

Caveat. Permanent on the first instance. This sits with H6 rather than with the rest of this subject: the harm has landed before anybody can be asked to stop, and it is done to people who were not playing.

Patriam does not disclose detection methods. A penalty still identifies the rule and reason, and an eligible appeal is reviewed under section 15. The appeal route does not require publication of detection methods.

11 Accounts and security

You are responsible for your account. Everything done from it is treated as done by you, because from the outside there is no difference.

I1. One person, one account. Patriam runs on who is real. A second account forges a person, and a forged person can hold land, swear an oath, back a coup and fill a rising.

Proviso 1a. A second account you own, have declared in advance, and use for nothing that touches another player is noted rather than punished. Declare it before it is found. A declaration made after somebody asks is not a declaration.

Proviso 1b. Two people in one household, on two accounts, are two people. Say so early, because the alternative is being investigated for it later. Staff may approve a temporary or permanent household exclusion from absence linking when the evidence supports separate players. A temporary exclusion may have a future start and expires at its recorded end. An exclusion does not permit alternate-account advantage, account sharing or penalty evasion. The Player Guide's *Going away* chapter explains the request and its limits.

Caveat. Anything gained through an undeclared account is reversed under P6. The account is banned permanently, and the main account answers for what it was used for.

I2. No alternate account used for advantage. Land, a realm's numbers, a poll, a coup, a rising, a market, a farm, or a second vote of any kind. This is the case rule I1 exists for and it is treated as Cheating.

I3. No evading a penalty. Another account, a borrowed account, a shared account, a different platform, or any method found for the purpose.

Caveat 3a. Evasion restarts the penalty being evaded and adds to it. Section 14 sets out what each attempt costs.

Caveat 3b. A player who lends an account to somebody serving a penalty takes the same penalty, under P5.

I4. Do not share access to your account, and do not sell one. Both accounts then carry both records, and neither person can later say which of them did the thing.

I5. Do not ask another player for their login. A password, a token, or the use of their account. There is no reason to need one, and staff will never ask you for one either.

Proviso. Asking climbs the ladder like anything else: a warning, then a mute. Somebody who asked idly and somebody working up to taking an account both open with the same sentence, and the ladder is what tells them apart.

Caveat 5a. Trying to take one is a different offence. A fake login page, a link that collects a password, or pretending to be staff in order to get an account is A3 and A4 together. That is permanent on the first instance, and it is not what this rule is about.

Caveat 5b. Getting into somebody else's account is permanent, and everything done from it is reversed under P6.

I6. Report a compromised account at once. Tell staff before the account is used, not after.

Proviso. A compromise reported promptly is treated as something that happened to you. Rule I1 makes you responsible for the account, and reporting quickly is how that responsibility is discharged rather than a way around it.

Caveat 6a. Report as soon as you discover or reasonably suspect the compromise. This does not require you to know about unauthorised access before it happens. Secure the account through its official recovery service; never put passwords or tokens in a report.

I7. Do not impersonate anybody, on any platform. Rule A3 is the rule. This is the reminder that an account name, a skin, a nickname and a profile picture are all ways of doing it.

12 Platforms

Section 3 applies throughout. These are the additional rules for each platform.

12.1 Discord

J1. Discord's own terms apply here as well as ours.

J2. Use your Minecraft name, in Latin characters and digits. Two names for one person is where impersonation starts, and it is the reason this is a rule rather than a courtesy.

J3. Your name, picture, banner, status and profile follow A2, A4 and A9. A profile is read by everybody who reads anything you post.

J4. Take a question to a Helper or a Moderator first. A ticket is for anything that can wait. Going straight to an Administrator is for the thing that cannot.

Proviso. Helpers and Moderators handle routine questions so senior staff remain available for urgent concerns and escalations.

J5. The staff role is mentionable on purpose. Use it when it cannot wait.

Caveat. It wakes people who are not needed. Abusing it loses you the ability to use it, which is a worse outcome for you than a warning.

J6. Channels are for their subject.

J7. Voice is shared. Do not talk over people. A staff member calling for quiet gets it, and gives it back.

12.2 The forum and the wiki

J8. One forum account per person, named for your Minecraft account.

J9. Wiki edits are made in good faith and are about the world. Vandalising a page is griefing on a different surface and is treated as griefing.

J10. Reports and appeals live on the forum. A decision that leaves no record cannot be reviewed, and review is the entire point of an appeal.

Caveat. A report or an appeal sent by private message is not one, and does not start any clock. Staff are not obliged to act on it and may simply point you here.

Caveat 10a. This describes formal case submission. Urgent concerns still use K3, and immediate safeguarding action must not wait for a completed forum form.

J11. Do not edit a page to win an argument that is happening elsewhere. The wiki records what the world is. It is not a position in a dispute.

12.3 The live map

J12. The map is public and reading it is allowed, in war and out of it. There is no moment when looking at it becomes an offence.

Proviso. The map does not show where players are. It shows the land without revealing live player positions to an attacker.

Caveat. Territory, borders and realm seats are public map information. Reading them before you travel is permitted.

Proviso. What you learn from the map is still out-of-character knowledge, so C4 governs what your character may do with it. Knowing a realm's border exists is not the same as your character having seen it.

13 Reporting

Use the forum's Cases page after signing in. Choose a player report, appeal or bug report, as appropriate, and keep the case reference. A case is different from an ordinary public forum thread: submit evidence through the case form.

Include the incident's time and timezone in your description even when the form also has a time field. If you do not know the exact time, give your best estimate and say that it is approximate.

K1. Report on the forum, with evidence. A report is worth what its evidence is worth.

Proviso 1a. Include the names involved, the date, the time, and **your timezone**. Logs are searched by time, so the time is the part that makes a report usable at all.

Proviso 1b. Include a screenshot or a clip where you have one. Take it at the time. Nothing is harder to evidence than something that stopped an hour ago.

Caveat 1c. Missing a screenshot does not prevent a report. Describe what you observed and identify any evidence staff could check. Submit private details or exploit steps only through the case route, not a public thread.

K2. Not in public chat. A public accusation is its own incident, nothing can be verified in a channel, and the person you named now has an audience whatever the outcome.

K3. Anything urgent goes to staff on Discord. Something happening right now, something that puts a person at risk, or something being actively exploited. Use the route in J5.

K4. Do not retaliate. Answering a rule break with one puts you on the ladder too, and it is no defence that they started it.

K5. A knowingly false report is itself a rule break, and a serious one. It costs somebody a reputation they then have to win back, and it costs the staff team the hours it spent.

Caveat. A report that turns out to be mistaken is not a false report. What is judged is whether you believed it when you sent it.

K6. Do not ask what the outcome was. What was done about another player is between staff and that player.

Proviso. You will be told that your report was received and closed. You will not be told what penalty was given, because publishing that would make every penalty a public humiliation on top of itself.

K7. Reporting a staff member follows the same route, and says so plainly. Mark it clearly in the report. It is then read by somebody above the person it concerns, and section 15 says who.

13.1 What staff will and will not do

Staff will	Staff will not
Review the evidence in a report	Settle an in-character dispute
Cite the rule a penalty was given under	Decide, reverse or referee a war
Review a penalty on appeal	Return items lost to another player
Remove a build that breaks a rule	Give out ranks, items, gold or land
Reverse what a rule break gained	Undo a defeat
Grant an absence, up to their rank's limit	Take a side in a rising
Stop a battle that has stopped being one	Rule on a price or a bargain

A staff member who plays is a player. Their realm gets nothing, their war is settled by the same systems as anybody's, and they never moderate anything they are part of.

14 Enforcement

Penalties are recorded with a reason and a rule citation. Timed penalties end; permanent penalties do not expire. Section 15 gives the appeal route, including the C9 exclusion and the separate owner review for a store chargeback.

Enforcement is not one of the world's systems

The player guide's core rule R2 says every penalty has a route back. That is about the *world*: a lapsed member does penance, a decayed site is reconsecrated, a defeated rebel is invited again.
Moderation is separate from those systems and R2 does not govern it. The tables below set out penalties, escalation and expiry. Eligible appeals receive independent review; the exceptions are stated in section 15.

14.1 What a penalty can be

Penalty	What it is
Verbal warning	A recorded warning delivered in chat; the lightest penalty
Recorded warning	A warning entered against your record
Kick	Removal from the server for the moment. Not a step on the ladder
Mute	You cannot speak. Timed, or permanent
Ban	You cannot connect. Timed, or permanent
Reversal	A gain is undone. Not a penalty, and it happens either way

A kick is a nudge, not a rung. It interrupts something and carries no weight on the ladder, because sometimes interrupting is the whole point. It is still recorded.

The ordinary ladder uses mutes for chat offences and bans for world offences. An offence in both categories can affect both. The specific tables and permanent-penalty rules below take precedence; for example, sexual conduct involving a minor is C9 regardless of the channel used.

14.2 The four classes

Class	What it is	Enters the ladder at
Nuisance	Noise, mess and carelessness	Step 1
Harm	Aimed at a player, a realm or the community	Step 2
Cheating	An unfair advantage, or evading a penalty	Step 4
Absolute	Real-world harm, or fraud	Permanent, at once

Each further offence of the same class or higher moves you one step along. The class is decided by what you did, not by how many times you have done it.

14.3 The ladder

Step	A chat offence	A world offence
1	Verbal warning	Verbal warning
2	Recorded warning	Recorded warning
3	Mute, 12 hours	Ban, 1 day
4	Mute, 3 days	Ban, 7 days
5	Mute, 14 days	Ban, 30 days
6	Permanent mute	Permanent ban

The offence tables below take precedence over the general ladder. In those tables, *Warning* means a recorded warning, *Perm* means permanent, and h, d, w and mo mean hours, days, weeks and months. A duration in a world-offence row denotes a ban unless stated otherwise.

14.4 How long an offence counts

"Second" in the tables below means second within the window. A penalty stops counting toward the ladder once its window has passed, and the next offence of that kind starts again at first.

Class	Counts for	So a repeat after that is
Nuisance	90 days	A first offence again
Harm	90 days	A first offence again
Cheating	12 months	A first offence again
Absolute	–	Permanent. There is no second

Proviso. The window runs from the date the penalty was issued, not from the date it ended. A 30-day ban issued in March has stopped counting by July, not by August.

Caveat. A higher class counts against a lower one. Somebody warned for spam who then cheats does not get a clean slate, and somebody banned for cheating who later spams is on their second offence, not their first.

Caveat. Expiring is not deleting. The penalty stays on the record permanently and only its weight goes. A pattern across three years is still visible to whoever is deciding the fourth case, and it is allowed to inform them.

14.5 Chat and conduct

Offence	First	Second	Third	Fourth or more
Spam	Verbal warning	Warning	12h mute	Discretion
Vulgarity	Verbal warning	Warning	3h mute	Discretion
Not in English	Verbal warning	Warning	3h mute	Discretion
Begging	Verbal warning	Warning	3h mute	Discretion
Mini-modding	Verbal warning	Warning	3h mute	Discretion
Trolling	Warning	12h mute	2d mute	Discretion
Disrespect	Warning	12h mute	5d mute	Discretion
Encouraging a breach	Warning	1d mute	1w mute	Perm mute
Advertising, accidental	Verbal warning	Warning	12h mute	Discretion
Advertising, deliberate	Warning	1d mute	1w mute	Perm mute
Erotic roleplay	Warning	7d mute	30d ban	Permanent
NSFW or gore	Warning	6h mute	3d mute	Perm mute
Discrimination, casual	Warning	3d mute	2w mute	Perm mute
Asking for a login	Warning	1d mute	1w mute	Discretion
Bullying	1w mute	Perm mute	–	–
Discrimination, targeted	Perm mute	–	–	–

Sexual conduct involving a minor is C9, not the adult erotic-roleplay row. C9 carries an immediate permanent ban and no appeal. The presence of a minor in an unrelated incident does not, by itself, make that incident Absolute.

14.6 Conduct in the world

Offence	First	Second	Third	Fourth or more
Name or skin	Kick	3h ban	1d ban	Discretion
Building breach	Warning, fix it	Warning	Removal	Discretion
Vulgar build	Removal, warning	Removal, 1d	Removal, 1w	Discretion
Powergaming, godmodding	Verbal warning	Warning	1d ban	Discretion
Claim abuse	Warning, undone	1d ban	1w ban	Discretion
Metagaming	Warning, undone	1d ban	1w ban	Discretion
Griefing unclaimed land	Warning	1d ban	1w ban	Discretion
Inescapable trap	Warning, removed	1d ban	1w ban	Discretion
Combat logging	Warning	1d ban	1w ban	Discretion
Toxicity, hounding	Warning	3d ban	2w ban	Perm ban

14.7 Cheating

Offence	First	Second	Third	Fourth or more
Bug or glitch abuse	3d ban	10d ban	3w ban	Perm ban
Automation, macro, anti-AFK	1w ban	2w ban	1mo ban	Perm ban
Combat assistance	1w ban	2w ban	1mo ban	Perm ban
Flight or movement	1w ban	2w ban	1mo ban	Perm ban
Unlisted method	1w ban	2w ban	1mo ban	Perm ban
Real-money trading	2w ban	1mo ban	Perm ban	–
Ore locator	2w ban, undone	1mo ban, undone	Perm ban	–
Hacked client	3w ban	2mo ban	Perm ban	–
Alt for advantage	Alt perm, 1mo	Alt perm, main perm	–	–
Duplication	Perm ban	–	–	–

Undone means the gain is reversed under P6, including anything already spent or passed on. Ore that was never mined honestly is not property, and reversing it is not confiscation.

14.8 Evading a penalty

What was done	What follows
Talking round a mute	The mute becomes a ban of the same length, and restarts
Ban evasion, first time	The ban restarts with 14 days added. The alt is permanent
Ban evasion, again	The ban restarts with 3 months added. The alt is permanent
Ban evasion, persistently	Permanent, on every account
Lending an account	The lender takes the same penalty, under P5

14.9 No ladder

These are permanent from the first instance. There is no first-offence allowance, because the harm they do is not undone by the person stopping.

Offence	Note
Anything sexual involving a minor	Permanent. No appeal exists for this one
Real-world threats, or doxxing	Permanent
Attacking the server or a player's connection	Permanent
Malware, or collecting credentials	Permanent
Phishing for a login, or using somebody's account	Permanent. Asking is not this
Impersonating a staff member	Permanent
Duplication	Permanent
A store chargeback	Permanent. Only an owner may lift it

14.10 Why the weight expires and the record does not

Those are two different things and both are deliberate.

A player who has behaved for a year should not stand one step from a permanent ban over something from two years ago, which is what the window is for. But a record that could be deleted could not show a pattern, and a pattern is the only thing that distinguishes a bad night from a habit.

14.11 Discretion

The tables are the default and not a formula. A staff member may enter the ladder higher, move more than one step, or stop below it entirely.

Proviso. Whatever is done, the reason is recorded with the penalty. Discretion that is not written down is indistinguishable from inconsistency, and it is the second thing an appeal looks at.

Caveat. What a staff member may do is also bounded by their rank. Section 15 sets out the limits, and a penalty beyond a rank's limit is escalated rather than issued.

14.12 What a penalty does not touch

What you hold	A timed ban	A permanent ban
Items, land, gold, buildings	Nothing	Nothing
Standing and favour	Nothing	Nothing
Membership of a faith	Nothing	Nothing
A fief	No direct transfer	Follow the realm's transfer rules
Headship of a realm	No direct transfer	Follow its succession procedure
A rising or a coup against you	Runs normally	Runs normally

This table describes the direct moderation consequence. It does not suspend ordinary inactivity, decay or political processes, and a ban alone is not confirmation that an office has transferred. Any required transfer or succession must be checked through the relevant realm system.

A ban is not a declared absence, and it never becomes one. An absence is something a player declares. If a ban granted the protection an absence grants, a ban would be worth having.

Caveat. Time spent banned is time not played, and the world counts playtime. A coup against a ruler who has been silent long enough is possible whether that silence was chosen or not. This is not an extra penalty. It is the ordinary rule, applied.

15 Appeals

An eligible appeal is reviewed by somebody who did not issue the penalty. C9 excludes an appeal for sexual conduct involving a minor. Store chargebacks use owner review under E3 rather than the ordinary route. A review may uphold, reduce, increase or reverse a penalty. Any correction must follow the published rules and the reviewer's authority; appealing is not itself misconduct.

15.1 How to appeal

Question	Answer
Where	The forum's Cases page; sign in and choose an appeal
When	Any time, for a timed penalty. After 30 days, for a permanent one
How many	One per penalty; see the further-review exceptions below
Who reads it	An independent, qualified reviewer of equal or higher rank
Meanwhile	The penalty stands

Submit the appeal as a case. A private message does not register an appeal. Include your penalty reference, the rule cited, what you believe was wrong and any supporting evidence. Keep your case reference so that replies remain attached to the same record.

15.2 What an appeal is

An appeal reviews whether the rule was broken and whether the penalty fit the conduct. Either point can justify changing the decision.

Proviso. Say which rule you were penalised under and why you think one of those two answers is no. A penalty cites its rule, so you always have the handle to point at.

Caveat 1a. An appeal is not a second attempt at the argument, an apology, or a promise not to do it again. None of those changes whether the rule was broken.

Caveat 1b. Losing something in the world is not grounds. Principle P1 puts wars, risings and successions outside this route entirely, and no appeal reaches them.

15.3 Who decides

Nobody reviews their own decision. The reviewer must be independent of the penalty and any decision being reviewed, hold an equal or higher rank than its issuer, and have the authority to issue the full punishment under review. The reviewer must also be authorised for any corrected outcome. A shorter remaining term does not lower these requirements.

Issued by	Decided by
Helper	Another Helper or above
Moderator	Another Moderator or above
Administrator	Another Administrator or above
Senior Administrator	Another Senior Administrator or above
Manager	Another Manager or an owner
Owner	Another owner

Proviso. An appeal goes up until it reaches somebody who can actually check it. A rank cannot decide an appeal that turns on an investigation that rank cannot carry out. This applies even when the duration fits the reviewer's limit. A rank without the necessary evidence access or specialist remit cannot settle the case through another person's assurance.

Proviso. Equal rank is a minimum, not sufficient authority for every outcome. A Moderator may review another Moderator's case within both their remit and limits. If the appropriate repeat-offence penalty exceeds the Moderator ceiling, an authorised higher rank handles it. A Helper cannot review a Moderator's decision merely because its duration fits the Helper cap.

Caveat 3a. An appeal that alleges a staff member abused what they were given goes to a Manager or an owner, whoever is not involved. Say so plainly and prominently in the appeal; it is then taken out of that person's hands entirely.

Caveat 3b. A store chargeback is lifted by an owner or by nobody.

Exception. There is no appeal for anything sexual involving a minor. It is the only rule in this document with no route back.

15.4 What a rank may issue

Published so that you can tell when a penalty exceeded the authority of whoever gave it. That is an error, and it is exactly the kind an appeal exists to catch.

Rank	Longest mute	Longest ban
Architect	None	None
Helper	7 days	6 hours
Moderator	14 days	3 weeks
Administrator	30 days	6 months
Senior Administrator	Permanent	Permanent
Manager	Permanent	Permanent
Owner	Permanent	Permanent

Architects hold no moderation powers at all. They build. A build-team rank is not a moderation rank, and being asked to act on a report is not part of it.

These ceilings do not transfer investigation, safeguarding or appeal responsibilities to another rank. A case outside a staff member's role still goes to somebody authorised to handle it.

Proviso. Where an offence calls for more than a rank may give, it is escalated rather than rounded down. A week-long ban is not reduced to a Helper's six-hour ceiling to call it done.

Caveat. A permanent penalty needs a Senior Administrator or above, whatever the tables in section 14 say the offence is worth. A decision that cannot be walked back should need a second pair of hands.

Proviso. Where waiting would cause immediate harm, a staff member may use the shortest necessary interim action within their existing powers and limits. It is recorded as interim and escalated immediately. It does not settle the final penalty; the reviewer records how time already served is accounted for. Interim actions are not repeated or stacked to exceed the issuing rank's ceiling.

15.5 The outcome

An appeal ends in one of four ways.

Outcome	What happens
Upheld	The penalty stands and runs its course
Reduced	The penalty is shortened or moved down a class
Increased	An under-issued penalty is corrected within the reviewer's authority
Reversed	The penalty ends, and its weight comes off your ladder

A penalty given in error is recorded as reversed, never deleted. A reversal that vanishes teaches nobody anything, and the staff member who made the call is entitled to have the correction on the record as much as the player is.

Correction. An increase requires a supported error in the original finding, class, occurrence or duration under the published rules. The reviewer records the reason, corrected total and expiry, and credits time already served. It is not a penalty for appealing, disagreeing with staff or asking for an explanation.

Further review. A materially increased or replaced penalty can be challenged on the changed finding or duration through a linked appeal. This does not reopen unchanged grounds indefinitely. Review must be independent of the correcting issuer and meet the rank and authority requirements for the corrected penalty.

Caveat. A reversal removes the penalty. It does not undo a reversal made under P6: an item that should not exist does not start existing again because a ban was lifted.

15.6 While you wait

Follow the case for replies and supply any requested information there. No response deadline is promised by this document. Chasing a decision in public chat or asking another staff member to redecide it does not replace the recorded appeal route.

If the answer is no

A repeat is closed when the evidence, finding, grounds and duration are unchanged. One further appeal is available if new evidence appears; identify what is new and include the earlier case reference. A linked challenge to a materially increased or replaced penalty does not require new evidence about the conduct. The eligibility exceptions at the start of this section still apply.