

**1 WHAT TIME DO WE HOST LARP?**

SATURDAY AT 1 UNTIL SUNDAY AT DAWN

LIVE ACTION ROLE PLAY (LARP) IS AN INTERACTIVE ROLE-PLAYING GAME IN WHICH YOU PORTRAY A CHARACTER THROUGH PHYSICAL ACTION, IN COSTUME, AND WITH PROPS. PARK HILLS LIVE ACTION ROLE PLAYERS (PHLARP) IS A UNIQUE VERSION OF LARP THAT ORIGINATED IN THE TOWN OF PARK HILLS, MISSOURI IN 2012. WE ARE A MEDIEVAL FANTASY THEMED LARP WHERE YOU WILL ENGAGE IN UNSCRIPTED COMBAT AGAINST OTHER PHLARPERS USING FOAM COVERED LARP "WEAPONS". THE RULES OF COMBAT AND ENGAGEMENT ARE LAID OUT IN THE FOLLOWING CHAPTERS, BUT KEEP IN MIND OUR GAME IS DESIGNED TO BE PLAYED WITHOUT YOU EVER HAVING TO PHYSICALLY TOUCH OTHER PLAYERS WITH YOUR BODY, TO BE PLAYED WITHOUT YOU HAVING TO SPONTANEOUSLY DO VAST AMOUNTS OF MATH, AND ALSO TO CREATE A ENVIRONMENT THAT FACILITATES YOUR IMMERSION AS COMPLETELY AS POSSIBLE SO THAT REGARDLESS OF YOUR PAST EXPERIENCES WITH LARP YOU CAN PARTICIPATE AND HAVE A FUN AND MEMORABLE TIME. WE WANT YOU TO CREATE FRIENDSHIPS, RELATIONSHIPS, AND MEMORIES THAT WILL LAST A LIFE TIME. WE HOST LARP AT 1024 FLORENCE FREEWAY IN PARK HILLS, MO. EVERY SATURDAY STARTING AT 1 PM UNTIL SUNDAY AT DAWN.

**2 WHAT WILL HAPPEN IF YOU TRY TO USE AN ABILITY IN A WAY THAT ISN'T COVERED BY THE RULES?**

AT THE VERY LEAST, IT WILL NOT WORK, AND AT THE MOST, IT WILL KILL YOU

YOU CANNOT ATTEMPT TO DELIBERATELY MISINTERPRET RULES OR THE MECHANICS OF ABILITIES. IF YOU ARE UNCLEAR ON HOW AN ABILITY WORKS OR WHETHER AN ABILITY CAN BE USED IN A PARTICULAR WAY YOU MUST FIRST ASK A MARSHALL BEFORE ATTEMPTING TO TRY OR IT WILL NOT WORK AND IT MAY POSSIBLY KILL YOU.

**3 WHAT IS THE MINIMUM AGE LIMIT AT PHLARP?**

15

YOU MUST BE 15 YEARS OF AGE OR OLDER IN ORDER TO PARTICIPATE IN PHLARP. IF YOU ARE 18 YEARS OF AGE OR OLDER YOU MUST SIGN A WAIVER AND PRESENT AN ID. IF YOU ARE UNDER 18 YEARS OF AGE YOU MUST HAVE YOUR PARENT/GUARDIAN SIGN A WAIVER AND HAVE THEM PRESENT AN ID.

**4 N/A**

N/A

IN AN EFFORT TO REMAIN GRAMMATICALLY CONSISTENT OUR RULES AND ABILITIES COMMONLY USE THE PRONOUN "He", ALSO MANY EVENT NAMES AND VARIOUS OTHER LABELS WITHIN PHLARP HAVE GROWN TO HAVE MALE ORIENTED LABELS SUCH AS "MAN" OR "KING" IN THEM, HOWEVER, PHLARP IS NOT MEANT TO BE EXCLUSIVELY APPEALING TO ANY ONE GENDER SO PLEASE FORGIVE ANY SUBSEQUENT INSTANCES OF THIS SCENARIO AND WE HOPE THAT THIS NOT DETER YOU FROM ENJOYING OUR GAME.

**5 N/A**

N/A

IN AN EFFORT TO FACILITATE THE PROCESS OF OUR PLAYERS PROJECTING THEMSELVES INTO THE WORLD OF PHLARP OUR RULES AND ABILITIES DO NOT ALWAYS DIFFERENTIATE BETWEEN YOU, AS IN "YOU" THE PLAYER, OR YOU, AS IN "YOU" YOUR CHARACTER, HOWEVER, IF YOU NEED CLARIFICATION ABOUT A PARTICULAR RULE OR ABILITY PLEASE ASK A MARSHALL OR AN ORGANIZER.

**6** How should you react when a Marshall calls "Pause!"?

YOU MUST STOP MOVING AND DISENGAGE FROM ALL COMBAT UNTIL YOU HEAR A MARSHAL SHOUT "UNPAUSING IN 3, 2, 1, UN-PAUSE!" OR UNTIL YOU RECEIVE FURTHER INSTRUCTIONS FROM A MARSHAL

THE MARSHALLS WITHIN PHLARP ARE THE EQUIVALENT OF REFEREES. IF YOU HEAR A MARSHAL SHOUT "PAUSE!" THEN YOU MUST STOP MOVING AND DISENGAGE FROM ALL COMBAT UNTIL YOU HEAR A MARSHAL SHOUT "UNPAUSING IN 3, 2, 1, UN-PAUSE!" OR UNTIL YOU RECEIVE FURTHER INSTRUCTIONS FROM A MARSHAL.

**7** How should you react when you hear the call "EMERGENCY!"?

YOU MUST STOP MOVING AND DISENGAGE FROM ALL COMBAT AND ECHO THE CALL, UNTIL YOU, OR SOMEONE, ALERTS A MARSHAL OF THE EMERGENCY AND YOU HAVE RECEIVED FURTHER INSTRUCTIONS. IF YOU ARE NOT DIRECTLY INVOLVED IN AN EMERGENCY YOU MUST STAY WHERE YOU ARE UNTIL THE EMERGENCY IS RESOLVED, OR UNTIL YOU RECEIVE FURTHER INSTRUCTIONS FROM A MARSHAL

IF YOU SEE SOMEONE THAT APPEARS TO BE IN NEED OF MEDICAL ATTENTION OR YOU OBSERVE ANY POTENTIALLY DANGEROUS ASPECT (SUCH AS BROKEN GLASS LAYING ON THE BATTLEFIELD THAT SOMEONE MAY GET HURT BY) YOU MUST SHOUT "EMERGENCY!" AND IF YOU HEAR THIS SHOUTED YOU MUST STOP MOVING AND DISENGAGE FROM ALL COMBAT AND ECHO THE CALL, UNTIL YOU, OR SOMEONE, ALERTS A MARSHAL OF THE EMERGENCY AND YOU HAVE RECEIVED FURTHER INSTRUCTIONS. IF YOU ARE NOT DIRECTLY INVOLVED IN AN EMERGENCY YOU MUST STAY WHERE YOU ARE UNTIL THE EMERGENCY IS RESOLVED, OR UNTIL YOU RECEIVE FURTHER INSTRUCTIONS FROM A MARSHAL.

**8** How should you react when you receive damage?

YOU MUST CONSIDER WHATEVER LOCATION YOU WERE STRUCK IN AS "DAMAGED"

YOU MUST MEET CERTAIN UNIQUE CONDITIONS AND PREREQUISITES IN ORDER TO PERFORM ABILITIES AND TO TRIGGER CERTAIN GAME MECHANICS. YOU MUST ALSO REACT IN SPECIFIC WAYS WHEN YOU RECEIVE "DAMAGE", EFFECTS FROM ABILITIES, OR IF YOU MEET THE CRITERIA OF CERTAIN GAME MECHANICS. IF YOU FAIL TO REASONABLY DO SO THEN YOU WILL NOT BE CONSIDERED A PARTICIPATING PLAYER UNTIL YOUR FULL PARTICIPATION HAS BEEN CONFIRMED BY A MARSHAL AND SUCH AN INSTANCE MAY RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.

**9** If a player asks you if what you are saying is Babylonian, what does it mean?

IT MEANS THEY WANT YOU TO ENGAGE IN DIALOGUE WITH THEM "IN CHARACTER"

ONCE YOU LOG IN EVERYTHING THAT YOU SAY IS CONSIDERED TO BE FROM YOUR CHARACTER'S PERSPECTIVE UNLESS YOU PLACE YOUR MIDDLE AND YOUR INDEX FINGER TOGETHER ON YOUR CHEST OR TOGETHER IN THE AIR WHILE YOU SPEAK, ADDITIONALLY, IF YOUR CHARACTER HAS AN EASILY DISTINGUISHABLE ACCENT YOU CAN STOP PERFORMING YOUR ACCENT TO SPEAK OUT OF CHARACTER. IF IT IS OBVIOUS THAT YOU ARE SPEAKING OUT OF CHARACTER BECAUSE YOU ARE USING LANGUAGE THAT IS TOO MODERN OR OTHERWISE GENERALLY FOREIGN TO OUR CHARACTERS, INCLUDING MOST COMMONLY USED PROFANITY, THEN OTHER PLAYERS THAT ARE ATTEMPTING TO NOT BREAK CHARACTER WILL NOT UNDERSTAND YOU AND INSTEAD WILL PRETEND TO BELIEVE THAT YOU ARE SPEAKING BABYLONIAN. IF YOU ARE PROMPTED BY A PLAYER TO ENGAGE WITH YOU AS THEIR CHARACTER IN THIS WAY THEN YOU MUST COMPLY OR HE CAN IGNORE YOU, WITHIN REASON, AS YOU ARE NOT CONSIDERED TO BE A PARTICIPANT UNTIL YOUR FULL PARTICIPATION HAS BEEN CONFIRMED BY A MARSHAL AND SUCH AN INSTANCE MAY RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.

**10** IF YOUR CHARACTER IS MAKING USE OF KNOWLEDGE THAT YOU AS A PLAYER ARE AWARE OF BUT THAT YOUR CHARACTER IS NOT MEANT TO BE AWARE OF WHAT IS THIS CALLED? FOR EXAMPLE; SPEAKING WHEN YOU ARE DEAD.

**META-GAMING.**

YOU CANNOT META-GAME. META GAMING IS DEFINED AS AN OUT OF CHARACTER ACTION WHERE YOUR CHARACTER MAKES USE OF KNOWLEDGE THAT YOU ARE AWARE OF BUT THAT YOUR CHARACTER IS NOT MEANT TO BE AWARE OF.

**11** NAME THREE THINGS THAT COUNT TOWARDS THE MAXIMUM NUMBER OF THINGS THAT YOU CAN CARRY WITH YOUR HANDS/ARMS AT ONE TIME?

**WEAPON, SHIELD, PACKET, ARROW, ITEM, OR, RESOURCE**

YOU CANNOT CARRY MORE THAN ONE WEAPON, SHIELD, PACKET, ARROW, ITEM, RESOURCE, ETC. IN EACH ONE OF YOUR UNDAMAGED ARMS.

- 1** WHAT IS THE MINIMUM DEPTH OF FOAM THAT MUST BE ON ANY WEAPON TIP THAT YOU INTEND TO DELIVER DAMAGE WITH?

2"

ANY SURFACE OF YOUR MELEE WEAPON THAT YOU INTEND ON ATTEMPTING TO STRIKE AN ENEMY WITH MUST BE COVERED IN AT LEAST 1/2" OF FOAM AND ANY CORE TIP OF YOUR MELEE WEAPON THAT YOU INTEND ON ATTEMPTING TO STRIKE AN ENEMY WITH MUST BE COVERED IN AT LEAST 2" OF FOAM. WE RECOMMEND YOUR POMMELS OR HANDLES BE COVERED IN FOAM TOO, BUT YOU CANNOT DELIVER DAMAGE WITH THEM.

- 2** HOW DO YOU SAFELY CAP A CORE OF ANY KIND? OR, IF THEY HAVE A HOMEMADE WEAPON, THEN HOW HAS IT BEEN CAPPED?

WHATEVER THEY SAY JUDGE IF THEIR METHOD WOULD BE CONSIDERED PERMISSIBLE GIVEN THE ASSOCIATED RULE

THE CORE OF YOUR MELEE WEAPON MUST BE MADE OF PVC, ELECTRICAL CONDUIT, BAMBOO, OR A GRAPHITE GOLF CLUB (WITH THE HEAD CUT SMOOTHLY OFF) AND THE TIPS OF YOUR CORE MUST BE SAFELY CAPPED. IF THE CORE OF YOUR MELEE WEAPON IS MADE OF PVC OR CONDUIT, IT MUST HAVE AN APPROPRIATELY SIZED, FACTORY MADE CAP, SECURED ON EACH END OF IT. IF YOUR MELEE WEAPON IS MADE OF A BAMBOO OR GRAPHITE CORE IT MUST BE CAPPED WITH A RUBBER CHAIR LEG TIP AND IT MUST BE SECURED WITH A STRONG ADHESIVE SUCH AS GORILLA GLUE. IF YOUR MELEE WEAPON IS MADE OF A GRAPHITE CORE IT CAN ALSO BE CAPPED BY FIRST SLIDING 2" OF A 3" TIGHTLY FITTING RUBBER HOSE OVER THE END OF IT, THEN BY FILLING THE REMAINING HOSE WITH HOT GLUE, AND FINALLY BY WRAPPING A REINFORCING LAYER OF DUCK TAPE AROUND THE TUBE, AT THE POINT WHERE, INSIDE THE TUBE, THE END OF THE CORE MEETS THE HOT GLUE.

- 3** WHAT ARE THE THREE STEPS FOR IMPLEMENTING A NEW WEAPON CATEGORIZATION AT PHLARP.

YOU ROUGHLY EXPLAIN IT, CRAFT IT, WE TEST IT, THEN IMPLEMENTATION

IF YOU HAVE AN IDEA FOR CONSTRUCTING AN UNUSUAL WEAPON YOU MUST FIRST EXPLAIN YOUR IDEA TO THE BLACKSMITH IN ORDER TO BE RELATIVELY SURE IT WILL BE EVEN CONSIDERED FOR IMPLEMENTATION WITHIN PHLARP AND ALSO KEEP IN MIND THAT EVEN IF IT IS, IT MAY NOT BE WIELDABLE BY YOUR HERO'S CLASS, LINEAGE, OR LEVEL. NEXT, AFTER CRAFTING A PROTOTYPE OF YOUR WEAPON, YOU, THE BLACKSMITH, AND THE ORGANIZERS MUST TEST YOUR WEAPON EXTENSIVELY. FINALLY, AFTER ALL MODIFICATIONS AND CONSIDERATIONS HAVE BEEN MADE, THE GAME ORGANIZERS WILL DECIDE WHETHER OR NOT YOUR WEAPON WILL BE IMPLEMENTED AT ALL, AND HOW AND WHEN IT CAN BE IMPLEMENTED.

- 4** WHAT IS THE MINIMUM AND MAXIMUM WIDTH , DEPTH, AND HEIGHT OF A THROWN WEAPON?

4-14"

YOUR THROWN WEAPON MUST BE A MINIMUM OF 4" AND A MAXIMUM OF 14" IN HEIGHT, WIDTH, AND DEPTH, IT MUST BE CONSTRUCTED OUT OF ONLY FOAM AND TAPE, AND IT CAN BE WEIGHTED WITH ONLY BIRDSEED.

- 5** WHAT IS THE MINIMUM AND MAXIMUM WEIGHT OF A THROWN WEAPON?

.25LB - .5LB

YOUR THROWN WEAPON MUST WEIGH BETWEEN .25LB AND .5LB

**6 WHAT IS A REASONABLY SAFE WAY TO CONSTRUCT A SHIELD?**

WHATEVER THEY SAY JUDGE IF THEIR METHOD WOULD BE CONSIDERED PERMISSIBLE GIVEN THE ASSOCIATED RULE

YOUR SHIELD OR BUCKLER MUST BE CONSTRUCTED OUT OF REASONABLY SAFE MATERIALS ONLY, SUCH AS CARDBOARD, FOAM, TAPE, ETC.

**7 WHAT IS THE MAXIMUM SIZE OF A SHIELD?**

12.5' AROUND THE PERIMETER

YOUR SHIELD MUST NOT HAVE A PERIMETER LARGER THAN 12.5'.

**8 WHEN IS IT APPROPRIATE TO STRIKE ANOTHER PLAYER WITH YOUR SHIELD?**

NEVER

YOU CANNOT WIELD YOUR SHIELD AS A WEAPON OR CONTACT ANOTHER PLAYER'S BODY WITH IT.

**9 WHAT IS AN EXAMPLE OF A BOW THAT CAN BE USED AT PHLARP?**

WHATEVER THEY SAY JUDGE IF THEIR METHOD WOULD BE CONSIDERED PERMISSIBLE GIVEN THE ASSOCIATED RULE.

YOU CAN CREATE A INEXPENSIVE LARP BOW BY RUNNING A PIECE OF PARACORD THROUGH A 5' LENGTH OF 3/4" ELECTRICAL CONDUIT AND THEN TYING THE CORD TO ITSELF IN A TIGHT ENOUGH LOOP THAT IT CAUSES THE CONDUIT TO BOW.

**10 WHAT IS THE MINIMUM AND MAXIMUM LENGTH OF A WIZARD'S STAFF**

4-6'

IF YOU ARE A WIZARD AND YOU CHOOSE TO FIGHT WITH A STAFF THEN YOUR STAFF MUST BE 4-6' IN OVERALL LENGTH AND ANY PART OF IT THAT YOU INTEND ON ATTEMPTING TO STRIKE AN ENEMY WITH MUST BE COVERED IN AT LEAST 1/2" OF FOAM AND ANY CORE TIP THAT INTEND ON ATTEMPTING TO STRIKE AN ENEMY WITH MUST BE COVERED IN AT LEAST 2' OF FOAM.

**11 WHAT HAPPENS IF YOUR PACKET STRIKES AN OPPONENT BUT THE TAIL DOES NOT UNFURL?**

IT IS SPENT AND HAS NO EFFECT

ABILITY PACKETS MUST BE CONSTRUCTED USING A TENNIS BALL WRAPPED IN CLOTH THAT HAS A TAIL OF AT LEAST 10". THE TAIL CAN BE BALLED UP UPON THROWING A PACKET BUT IF THE TAIL DOES NOT UNFURL DURING FLIGHT THEN YOUR ABILITY IS SPENT AND HAS NO EFFECT.

**1** HOW ARE MELEE WEAPONS CATEGORIZED AT PHLARP?

BY THEIR OVERALL LENGTH

MELEE WEAPONS ARE CATEGORIZED BY THEIR OVERALL LENGTH.

**2** WHAT IS A MELEE WEAPON THAT IS 18" LONG CATEGORIZED AS?

A DAGGER

MELEE WEAPONS THAT ARE UNDER 20" LONG ARE CATEGORIZED AS DAGGER WEAPONS.

**3** WHAT IS A MELEE WEAPON THAT IS 27" LONG CATEGORIZED AS?

AN OFF HANDED WEAPON

MELEE WEAPONS THAT ARE 20-30" LONG ARE CATEGORIZED AS OFF-HANDED WEAPONS.

**4** WHAT IS A MELEE WEAPON THAT IS 35" LONG CATEGORIZED AS?

A ONE HANDED WEAPON

MELEE WEAPONS THAT ARE 31-40" LONG ARE CATEGORIZED AS ONE-HANDED WEAPONS.

**5** WHAT IS A MELEE WEAPON THAT IS 48" LONG CATEGORIZED AS?

A TWO HANDED WEAPON

MELEE WEAPONS THAT ARE 41-50" LONG ARE CATEGORIZED AS TWO-HANDED WEAPONS.

**6** WHAT IS A MELEE WEAPON THAT IS 8' LONG CATEGORIZED AS?

AN EXOTIC WEAPON

MELEE WEAPONS THAT ARE LONGER THAN 50" ARE CATEGORIZED AS EXOTIC WEAPON.

**7** WHEN IS IT ACCEPTABLE TO THROW A MELEE WEAPON?

NEVER

YOU CANNOT THROW MELEE WEAPONS.

**8** WHAT IS THE MAXIMUM LBS. THAT A BOW CAN BE?

25LBS

YOU CAN GENERALLY WIELD ANY BOW THAT YOU BUY AS LONG AS IT DOES NOT HAVE A DRAW WEIGHT OF OVER 25 LBS., ALTHOUGH IT STILL MUST BE APPROVED BY THE BLACKSMITH.

- 9** WHAT SHOULD YOU DO IF YOUR ARM BECOMES DAMAGED WHILE BOTH OF YOUR HANDS ARE GRASPING YOUR WEAPON?

YOU MUST TAKE THE HAND THAT WAS STRUCK OFF THE WEAPON BUT YOU DO NOT HAVE TO DROP IT

YOU CAN WIELD AN OFF-HANDED WEAPON OR A ONE-HANDED WEAPON WITH ONE OR BOTH OF YOUR HANDS GRASPING IT, HOWEVER IF YOU ARE GRASPING ANYTHING WITH ONLY ONE HAND AND YOU RECEIVE DAMAGE TO THAT ARM OR HAND THEN YOU MUST IMMEDIATELY DROP IT. IF YOU WISH TO CONTINUE TO WIELD OR CARRY A DROPPED OBJECT THEN YOU MUST RECOVER IT FROM THE GROUND WITH AN UNDAMAGED HAND.

- 10** HOW DO YOU CREATE ARROWS THAT YOU CAN USE AT PHLARP?

YOU CAN'T

YOU CAN ONLY USE PHLARP ARROWS WHICH CAN BE PURCHASED FOR 3-5\$ PER ARROW. YOU CANNOT CREATE YOUR OWN ARROWS BUT YOU CAN USE LARP ARROWS THAT YOU BUY FACTORY-MADE THAT ARE STATED AS SAFE FOR BOFFER LARPS, ALTHOUGH THEY STILL MUST BE APPROVED BY THE BLACKSMITH.

- 11** HOW CAN YOU IMPROVE YOUR CHANCES OF GETTING YOUR ARROWS BACK IF YOU LOSE THEM AT PHLARP?

MARK THEM IN A DISTINCT WAY

YOU SHOULD MARK YOUR ARROWS SO THAT YOU CAN IDENTIFY THEM, HOWEVER, ALL NORMAL ARROWS TIPS MUST REMAIN BLACK/GREY. IF YOU LOSE ARROWS AT PHLARP AND A MARSHALL RECOVERS THEM YOU MUST PAY A COPPER PER ARROW THAT YOU CLAIM.

- 12** CAN YOU DEFEND WITH A BOW?

NOT UNLESS IT HAS BEEN FOAMED AND APPROVED BY THE BLACKSMITH

YOU CANNOT DEFEND WITH A BOW UNTIL IT HAS BEEN PROPERLY FOAMED, AND APPROVED SPECIFICALLY FOR DEFENDING WITH, BY THE BLACKSMITH.

- 13** CAN WE GUARANTEE THAT IF YOU BUY A WEAPON THAT IS SUPPOSED TO BE USEABLE AT A LARP GAME, THAT IT WILL BE ALLOWED?

No

IF YOU BUY A WEAPON, EVEN IF IT IS SPECIFICALLY MADE FOR A COMBAT LARP, IT STILL MUST BE APPROVED BY THE BLACKSMITH.

**1 WHAT ARE THE 5 THINGS YOU NEED TO SURPASS SQUIRE?**

CHOOSE A CLASS AND VARIATION, LINEAGE, AND NAME, WRITE AN ORIGIN STORY FOR YOUR HERO AND READ IT ALOUD IN THE TAVERN AS YOUR HERO, AND COMPLETE THE REQUEST FOR RECRUITMENT QUEST

IF YOU ARE NEW TO PHLARP YOU ARE CONSIDERED A SQUIRE AND ONCE YOU SURPASS THE RANK OF SQUIRE BY CHOOSING A CLASS AND VARIATION, LINEAGE AND NAME, WRITING AN ORIGIN STORY FOR YOUR HERO AND READING IT ALOUD IN THE TAVERN AS YOUR HERO, AND COMPLETING THE REQUEST FOR RECRUITMENT QUEST, YOU CAN NEVER BE SQUIRE AGAIN.

**2 WHAT ARE THE LIMITATIONS OF YOUR HERO'S ORIGIN STORY?**

YOUR HERO MUST LOSE CONSCIOUSNESS WHILE ON A BOAT AT THE END OF THEIR ORIGIN STORY AND THEY MUST COME FROM A MEDIEVAL FANTASY SETTING

THE SETTING OF YOUR HERO'S ORIGIN STORY MUST BE FICTIONAL, YOUR HERO'S ORIGIN STORY MUST BE FAIRLY ORIGINAL, YOUR HERO MUST HAVE AN ORIGINAL NAME, THEY MUST COME FROM A MEDIAEVAL FANTASY SETTING, AND YOUR HERO MUST LOSE CONSCIOUSNESS WHILE ON A BOAT AT THE END OF THEIR ORIGIN STORY. ALL OF THE HEROES WHO ARE IN PHLARP SHARE THIS SAME EXPERIENCE AT THE END OF THEIR ORIGIN STORIES (READ CHAPTER 2 FOR MORE INFO).

**3 WHAT DOES AN ANCIENT CROWN OF MAGIC NULLIFICATION DO WHEN WORN?**

WHILE WORN, IT WILL ALLOW YOU TO BECOME IMMUNE TO ALL ABILITIES THAT ARE ABOVE 1ST LEVEL

AS A SQUIRE YOU WILL RECEIVE AN ANCIENT CROWN OF MAGICAL NULLIFICATION WHICH, WHILE WORN, WILL ALLOW YOU TO BECOME IMMUNE TO ALL ABILITIES THAT ARE ABOVE 1ST LEVEL.

**4 IF YOU HAVE PASSED THE RANK OF SQUIRE WHEN CAN YOU WEAR THE ANCIENT CROWN OF MAGIC NULLIFICATION AGAIN?**

NEVER

ONCE YOU ACHIEVE 2ND LEVEL EVEN IF YOU HAVE NOT PASSED THE RANK OF SQUIRE YOU CANNOT WEAR YOUR ANCIENT CROWN OF MAGICAL NULLIFICATION ANY LONGER AND YOU WILL NO LONGER RECEIVE XP.

**5 WHEN CAN A SQUIRE WIELD A THROWN WEAPON IN CONJUNCTION WITH A SHIELD?**

NEVER

AS A SQUIRE YOU CAN WIELD ANY ONE OF THE FOLLOWING WEAPON COMBINATIONS; ANY ONE WEAPON OF UNLIMITED LENGTH, UP TO A ONE-HANDED (40") LENGTH WEAPON IN CONJUNCTION WITH A SHIELD, UP TO A ONE-HANDED (40") AND AN OFFHANDED (30") WEAPON SIMULTANEOUSLY, UP TO A ONE-HANDED (40") WEAPON IN CONJUNCTION WITH THROWN WEAPONS, OR A BOW AND ARROWS.

**6 WHEN CAN A SQUIRE JOIN A CLAN?**

NEVER

AS A SQUIRE YOU CANNOT JOIN A CLAN OR LOOT.



**1** HOW MANY SECONDS MUST PASS BEFORE YOU CAN DAMAGE THE SAME AREA TWICE WITH THE SAME WEAPON?

1 SECOND

YOU CANNOT DELIVER ADDITIONAL DAMAGE WITH THE SAME WEAPON TO AN AREA UNTIL 1 SECOND HAS PASSED IN BETWEEN YOUR STRIKES.

**2** WHAT IS THE CLOSEST YOU SHOULD EVER GET TO THOSE YOU ARE ENGAGING IN COMBAT WITH?

WITHIN ARM'S REACH OF EACH OTHER

YOU CANNOT BE WITHIN ARM'S REACH OF PLAYERS THAT YOU ARE ENGAGED IN COMBAT WITH.

**3** WHICH OF THE FOLLOWING ARE ALLOWED AT PHLARP; POWER SWINGS, BASEBALL SWINGS, WIND-UP SWINGS, WHIRLWIND SWINGS, OR STEPPING INTO YOUR SWINGS?

NONE

YOU CANNOT POWER SWING, BASEBALL SWING, WIND-UP SWING, WHIRLWIND SWING, OR STEP INTO YOUR SWINGS. WE ARE HERE TO HAVE FUN NOT TO HURT EACH OTHER! AGGRESSIVE OR DANGEROUS BEHAVIOR WILL RESULT IN DISCIPLINARY ACTIONS BEING TAKEN AGAINST YOU.

**4** IF YOU PERFORM 3 CONSECUTIVE SWINGS THAT ARE COMPLETELY UNCALCULATED IN THEIR TRAJECTORY, HOW LONG MUST YOU WAIT BEFORE ATTACKING AGAIN?

3 SECONDS

IF YOU PERFORM 3 CONSECUTIVE SWINGS THAT ARE COMPLETELY UNCALCULATED IN THEIR TRAJECTORY YOU MUST LET 3 SECONDS PASS BEFORE SWINGING AGAIN.

**5** IF YOU CALL CAUTION HOW MUST YOU RE-ENTER BATTLE?

THROUGH THE PORTAL OF PANDOOM

YOU SHOULD LOUDLY YELL, "CAUTION!" IF YOU BECOME HURT AND YOU NEED A MOMENT TO RECOVER. IF YOU DO CALL CAUTION YOU MUST GO TO THE EDGE OF THE BATTLEFIELD TO RECOVER FOR AT LEAST 100 SECONDS. IF YOU NEED ANY ADDITIONAL TIME BEYOND 300 SECONDS YOU MUST FORFEIT THE EVENT. IF YOU ARE ATTACKING A PLAYER AND HE YELLS "CAUTION!" YOU MUST STOP ATTACKING HIM, HELP HIM IF YOU CAN OR AT THE VERY LEAST LEAVE HIM ALONE WHILE HE RECOVERS. IF YOU CALL CAUTION YOU MUST RE-ENTER THE BATTLE AT THE PORTAL OF PANDOOM. MISUSE OF THIS CALL WILL RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.

**6** IF A PLAYER LOSES THEIR GLASSES, WHEN CAN YOU START ATTACKING THAT PLAYER AGAIN?

ONCE THEY VERBALLY STATE THAT THEY ARE READY TO ENGAGE IN COMBAT (WITHIN REASON)

IF YOUR GLASSES GET KNOCKED OFF YOU SHOULD YELL LOUDLY "GLASSES!" AND EVERYONE AROUND YOU MUST STOP MOVING AND FIGHTING, AND HELP YOU TO AT LEAST LOCATE YOUR GLASSES AND GET THEM BACK IN YOUR POSSESSION. AS SOON AS YOU HAVE YOUR GLASSES BACK IN YOUR HANDS ALL OF THE OTHER PLAYERS AROUND YOU CAN CONTINUE BATTLING, WITHIN REASON, BUT THEY CANNOT ATTACK YOU UNTIL YOU VERBALIZE LOUDLY THAT YOU ARE READY. MISUSE OF THIS CALL WILL RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.

**7** WHEN CAN YOU FULL DRAW A BOW TO INTIMIDATE OTHER PLAYERS?

NEVER

YOU CANNOT THROW A THROWN WEAPON ANY HARDER, OR DRAW A BOW BACK ANY FURTHER, THAN IS NECESSARY IN ORDER FOR YOUR PROJECTILE TO REACH YOUR TARGET.

**8** WHEN CAN YOU ATTACK WITH ONLY ONE HAND ON YOUR TWO-HANDED WEAPON, EXOTIC LENGTH WEAPON, OR STAFF?

ONLY IF YOU HAVE ONE UNDAMAGED HAND.

YOU CANNOT ATTACK WITH A TWO-HANDED WEAPON, AN EXOTIC LENGTH WEAPON, OR A STAFF IF YOU ONLY HAVE ONE HAND HOLDING ON TO IT UNLESS YOU HAVE A DAMAGED ARM.

**9** HOW LONG CAN YOU WAIT AFTER RECEIVING A HEAD OR NECK STRIKE BEFORE INDICATING VERBALLY, OR OTHERWISE, THAT YOUR HEAD OR NECK WAS STRUCK?

AS SOON AS POSSIBLE

YOU CAN IGNORE EFFECTS AND STRIKES THAT ARE DELIVERED TO YOUR HEAD OR NECK IF YOU SHOUT "HEAD" OR "NECK" AS YOU RECEIVE THEM.

**10** IF A WEAPON HITS YOUR SHIELD, BENDS AROUND IT, AND THEN STRIKES YOUR ARM, WHAT ARE YOUR TWO OPTIONS?

TAKE THE DAMAGE OR IGNORE IT BY SAYING "GRAZE!"

YOU CAN IGNORE STRIKES THAT FIRST CONTACT YOUR WEAPON OR SHIELD AND THEN YOU, INCLUDING YOUR HAND, AS LONG AS THE STRIKES MAINTAIN CONTACT WITH YOUR WEAPON OR SHIELD AND YOU YELL "GRAZE!" AS THEY ARE HAPPENING.

**11** WHAT HAPPENS IF YOUR DAMAGED ARM RECEIVES AN ADDITIONAL STRIKE?

THE STRIKE BECOMES FATAL

YOUR ARM AREA CONSISTS OF YOUR ARM AND HAND, STOPPING AT YOUR ARM PITS. IF YOU RECEIVE A STRIKE ON YOUR ARM AREA AND YOU ARE HOLDING ANYTHING WITH ONLY THAT HAND, THEN YOU MUST IMMEDIATELY DROP IT. IF YOU WISH TO CONTINUE TO CARRY OR WIELD IT, YOU MUST RECOVER IT FROM THE GROUND WITH YOUR UNDAMAGED HAND. IF YOUR DAMAGED ARM RECEIVES AN ADDITIONAL STRIKE, THEN THE STRIKE BECOMES FATAL.

**12** WHAT HAPPENS IF BOTH OF YOUR BUTT CHEEKS RECEIVE DAMAGE AT THE SAME TIME?

BOTH OF YOUR LEGS BECOME DAMAGED

YOUR LEG AREA CONSISTS OF ANYTHING BELOW YOUR BELT, EXCEPT YOUR GENITALS. IF YOU RECEIVE A STRIKE ON YOUR LEG AREA YOUR LEG RECEIVES DAMAGE AND YOU MUST HOP, GO DOWN ON THE KNEE OF THE STRUCK LEG, OR FAVOR IT. IF YOU ARE STRUCK IN AN ALREADY DAMAGED LEG AND YOU HAVE AN UNDAMAGED LEG THEN YOUR UNDAMAGED LEG BECOMES DAMAGED TOO AND YOU MUST KNEEL, SIT, OR CRAWL. IF YOU RECEIVE A STRIKE ON YOUR BUTT YOUR LEG ON THAT SIDE RECEIVES DAMAGE AND IF YOU RECEIVE A STRIKE ACROSS YOUR ENTIRE BUTT THEN BOTH OF YOUR LEGS RECEIVE DAMAGE. IF YOU ARE STRUCK IN AN ALREADY DAMAGED LEG AND YOU DO NOT HAVE ANY UNDAMAGED LEGS LEFT THEN THE STRIKE BECOMES FATAL.

**13** HOW LONG MUST YOU WAIT BEFORE YOU CAN BEGIN BLEEDING OUT IF YOU LOSE ALL OF YOUR LIMBS?

5 SECONDS

IF ALL OF YOUR LIMBS BECOME DAMAGED YOU MAY BEGIN BLEEDING OUT AFTER 5 SECONDS.

**14 IF YOU ARE STRUCK IN YOUR GENITALS WHAT ARE YOUR TWO POSSIBLE OPTIONS?**

BEGIN BLEEDING OUT OR RECEIVE DAMAGE TO A LEG OF YOUR CHOICE BY VERBALLY STATING WHICH LEG

IF YOU ARE STRUCK IN YOUR GENITALS AND YOU DO NOT NEED A MOMENT TO RECOVER YOU CAN CHOOSE WHICH ONE OF YOUR LEGS WILL RECEIVE THE DAMAGE IF YOU VERBALLY COMMUNICATE THIS CHOICE SO THAT YOUR ATTACKER UNDERSTANDS WHAT IS HAPPENING. IF YOU DO NEED A MOMENT TO RECOVER, THEN THE STRIKE BECOMES FATAL. THIS RULE EXISTS ONLY TO ADDRESS AND SIMPLIFY THIS TYPE OF SITUATION, PLEASE DO NOT AIM FOR ANYONE'S GENITALS.

**15 WHAT IS A STRIKE TO YOUR COLLAR BONE CONSIDERED.**

YOUR TORSO

YOUR TORSO AREA CONSISTS OF YOUR BACK, STOMACH, AND CHEST. IF YOU RECEIVE A STRIKE TO ANY OF THESE AREAS IT IS CONSIDERED A FATAL STRIKE.

**16 WHAT ARE THE 3 POSSIBLE EFFECTS THAT A STAFF CAN CAUSE?**

A DISARM IF YOU ARE STRUCK IN THE ARMS, A KNEE TOUCH TO THE GROUND IF YOU ARE STRUCK IN THE LEGS, AND A 3 SECOND STUN IF YOU ARE STRUCK IN THE TORSO

YOU CANNOT DELIVER DAMAGE WITH A STAFF. INSTEAD, IF YOU DELIVER A STRIKE TO AN ENEMY'S ARM AREA THEN HIS ARM IS DISARMED, A STRIKE TO HIS LEG AREA CAUSES HIM TO TOUCH THE KNEE OF HIS STRUCK LEG TO THE GROUND, AND A STRIKE TO HIS TORSO AREA CAUSES HIM TO BECOME STUNNED FOR 3 SECONDS.

**17 WHAT HAPPENS IF YOUR ARM IS STRUCK AS YOU FATALLY STRIKE SOMEONE?**

YOUR STRIKE IS CONSIDERED FATAL AND YOUR ARM STILL RECEIVES DAMAGE

IF YOU DELIVER A FATAL STRIKE AT THE SAME TIME THAT YOU RECEIVE A FATAL STRIKE THEN BOTH STRIKES COUNT. ALTERNATIVELY, IF YOU DELIVER A FATAL STRIKE TO AN ENEMY AS THEY DELIVER DAMAGE TO YOUR ARM, THEN YOUR STRIKE IS CONSIDERED FATAL, BUT YOUR ARM STILL RECEIVES DAMAGE.

**18 ROLE PLAYING YOUR DEATH CAUSES YOUR BLEED OUT TO BE REDUCED BY WHAT PERCENTAGE?**

50%

IF YOU RECEIVE A FATAL STRIKE YOU MUST BEGIN BLEEDING OUT BY KNEELING WITH YOUR WEAPONS OR HANDS ON YOUR HEAD FOR A MINIMUM OF 10 SECONDS OR BY ACTING OUT YOUR DEATH FOR A MINIMUM OF 5 SECONDS. YOU CAN BLEED OUT FOR UP TO A MAXIMUM OF 10 SECONDS FOR EVERY TRUE LEVEL YOU HAVE ACHIEVED. YOU CANNOT NOT MOVE OR SPEAK IN ANY INTELLIGIBLE WAY WHILE YOU ARE BLEEDING OUT. IF ANOTHER PLAYER BEGINS CASTING AN ABILITY ON YOU WHILE YOU ARE BLEEDING OUT YOU MUST ALLOW THEM TO ATTEMPT TO COMPLETE THE ABILITY EVEN IF YOU ARE BEYOND YOUR MINIMUM BLEED OUT TIME.

**19 HOW DO YOU BROADCAST THAT YOU ARE A GHOST?**

BY PUTTING YOUR WEAPONS ON TOP OF YOUR HEAD, VERBALLY, OR BY ACTIVATING A WHITE HEADLAMP IF IT IS AFTER SUNSET

ONCE YOU HAVE FINISHED BLEEDING OUT YOU MUST MOVE OFF OF THE BATTLEFIELD OR TO THE PORTAL OF PANDOOM IF POSSIBLE AND YOU CAN PICK UP YOUR WEAPONS IN THE IMMEDIATE AREA OF ROUGHLY 30'. WHILE YOU ARE DOING THIS, YOU ARE CONSIDERED A GHOST AND YOU MUST KEEP YOUR WEAPONS AND/OR HANDS ON YOUR HEAD TO VISUALLY BROADCAST THE FACT THAT YOU ARE A GHOST TO OTHERS. IF IT IS AFTER SUNSET, THEN YOU CAN ACTIVATE A WHITE HEADLAMP TO SHOW THAT YOU ARE A GHOST AND IT IS ALSO HELPFUL TO VERBALLY COMMUNICATE THAT YOU ARE A GHOST.

**20** WHAT HAPPENS IF YOU ARE STRUCK IN YOUR GARB?

YOU BECOME DAMAGED IN THE AREA UNLESS YOUR OPPONENT STATES, UNPROMPTED, THAT YOU DO NOT HAVE TO

A STRIKE TO YOUR GARB OR COSTUME CAUSES YOU TO RECEIVE DAMAGE UNLESS THE ATTACKER WHO DELIVERED IT EXPLICITLY STATES, WITHOUT INQUIRY, THAT YOU DO NOT HAVE TO.

**21** WHAT HAPPENS IF A THROWN WEAPON DELIVERS A FATAL STRIKE TO AN ALLY AND THEN BOUNCES INTO YOU, STRIKING YOU IN THE TORSO?

THE ALLY DIES BUT YOU DO NOT

A THROWN WEAPON CAN ONLY DELIVER DAMAGE TO THE FIRST THING IT CONTACTS ONCE THROWN.

**1 WHAT CONDITIONS MUST BE MET IN ORDER FOR YOU TO MERCY KILL AN ALLY?**

THEY MUST VERBALLY ASK YOU TO OR AGREE TO IT

YOU CAN MERCY KILL AN ALLY THAT HAS VERBALLY COMMUNICATED HIS DESIRE TO BE SLAIN IN THIS MANNER. YOU CANNOT HOWEVER, MERCY KILL A SHACKLED PLAYER UNLESS YOU STRIKE HIM WITH FATAL ABILITY DAMAGE.

**2 HOW MANY SUMMONED CREATURES CAN YOU HAVE SUMMONED AT ONE TIME?**

1

YOU CAN ONLY HAVE ONE OF YOUR SUMMONED CREATURES SUMMONED AT A TIME.

**3 DOES DEFENDING YOURSELF OR DELIVERING DAMAGE INTERRUPT YOUR ATTEMPT TO LOOT?**

NO, YOU CAN DO BOTH OF THESE THINGS WITHOUT INTERRUPTING YOUR LOOTING SO LONG AS YOU DO NOT MOVE YOUR FEET OR TAKE DAMAGE

YOU CAN LOOT A BLEEDING OUT PLAYER IF YOU SHOUT "LOOTING 1, LOOTING 2, LOOTING 3, LOOTING 4, LOOTING 5, SUCCESS" AS YOU EXTEND ONE OF YOUR OPEN HANDS OUT OVER THEM. YOU MUST NOT MOVE YOUR FEET, TAKE ANY DAMAGE, OR RECEIVE ANY EFFECTS OR YOUR LOOTING IS CONSIDERED INTERRUPTED AND YOU MUST RESTART YOUR COUNT. IF THEY HAVE A LOOTABLE ITEM ON THEM THEY MUST GIVE IT TO YOU UPON THEM BEING SUCCESSFULLY LOOTED. IF THEY HAVE MORE THAN ONE LOOTABLE ITEM ON THEM THEN THEY CAN CHOOSE WHICH ITEM TO GIVE TO YOU. LOOTABLE ITEMS INCLUDE BUT ARE NOT LIMITED TO COPPER AND MAGICAL ITEMS. IF THEY DO NOT HAVE ANY LOOTABLE ITEMS ON THEM THEY MUST SAY "YOU FIND NOTHING" AFTER A SUCCESSFUL LOOT.

**4 IF SOMEONE REQUEST LOOTS SOMETHING FROM YOU DO YOU HAVE TO GIVE IT TO THEM?**

NO, YOU CAN INFINITELY DENY A REQUEST LOOT AND THEY MUST RETURN THE OBJECT TO YOU ANYTIME YOU ASK FOR IT

YOU CAN ATTEMPT TO LOOT ANYTHING THAT YOU SEE FROM ANY OTHER PLAYER (A PIECE OF GARB, THEIR WEAPON, AN ITEM, ETC.) IF YOU SHOUT "LOOTING 1, LOOTING 2, LOOTING 3, LOOTING 4, LOOTING 5, SUCCESS, CAN I HAVE [WHATEVER YOU ARE ATTEMPTING TO LOOT]?!" AS YOU EXTEND ONE OF YOUR HANDS OUT OVER THEM. YOU MUST NOT MOVE YOUR FEET, TAKE ANY DAMAGE, OR RECEIVE ANY EFFECTS OR YOUR LOOTING IS CONSIDERED INTERRUPTED AND YOU MUST RESTART YOUR COUNT. THE BLEEDING OUT PLAYER CAN CHOOSE TO INFINITELY DENY YOUR REQUEST. IF THE PLAYER ASKS YOU DIRECTLY FOR THEIR ITEM BACK IN AN OUT OF GAME MANNER THEN YOU MUST ALSO GIVE IT TO THEM.

**5 WHEN CAN YOU STORE A PHLARP ISSUED ITEM WITHIN YOUR KEEP OR IN THE TAVERN?**

NEVER

PHLARP ISSUED ITEMS MUST BE KEPT ON YOU AT ALL TIMES.

**6 CAN YOU GET UP IF BEGIN TO GET LOOTED ONE SECOND BEFORE YOUR MAXIMUM OR MINIMUM BLEED OUT TIME?**

NO, YOU MUST REMAIN BLEEDING OUT UNTIL THEY SUCCEED OR FAIL IN THEIR ATTEMPT TO LOOT YOU

IF YOU ARE BLEEDING OUT, AND A PLAYER ATTEMPTS TO LOOT YOU, YOUR MINIMUM AND MAXIMUM BLEED OUT TIME CAN BE EXTENDED BUT ONLY LONG ENOUGH TO FACILITATE THEIR ATTEMPT TO LOOT YOU. ONCE THEIR ATTEMPT HAS BEEN MADE, IF YOUR TOTAL TIME BLEEDING OUT WAS BEYOND OR EQUAL TO YOUR MINIMUM OR MAXIMUM BLEED OUT TIME THEN YOU CAN IMMEDIATELY BECOME A GHOST.

**7 IF YOU RECEIVE DAMAGE WHILE PERFORMING AN ABILITY IT IS INTERRUPTED BUT IS IT SPENT?**

**YES, UNLESS STATED OTHERWISE**

IF YOU ARE PERFORMING AN ABILITY ON, OR WITH, AN ALLY AND EITHER OF YOU RECEIVE DAMAGE OR MOVE YOUR FEET THEN YOUR ABILITY HAS NO EFFECT, IT IS CONSIDERED INTERRUPTED, AND IT IS STILL SPENT.

**8 IF YOU MOVE YOUR FEET WHILE PERFORMING AN ABILITY THAT HAS A TIED COMPONENT IT IS INTERRUPTED BUT IS IT SPENT?**

**YES**

IF YOU BEGIN PERFORMING AN ABILITY THAT HAS A TIED COMPONENT AND YOU RECEIVE DAMAGE OR MOVE YOUR FEET BEFORE YOU REMOVE YOUR HANDS FROM THE BAND, EVEN IF YOU HAVE ALREADY TIED IT, THEN YOUR ABILITY HAS NO EFFECT, IT IS CONSIDERED INTERRUPTED, AND IT IS STILL SPENT.

**9 CAN YOU LEAVE PHLARP WITH SOMEONE ELSE'S BAND?**

**No**

IF A PLAYER PERFORMS AN ABILITY ON YOU THAT HAS A COMPONENT THAT YOU MUST TO KEEP UNTIL AFTER THE EVENT HAS ENDED PLEASE, BE SURE TO REMEMBER TO RETURN IT TO THEM.

**10 HOW DO YOU PERFORM A PACKET ABILITY ON YOURSELF?**

**BY THROWING IT AT THE GROUND INSTEAD OF A PERSON**

IF AN ABILITY WITH A PACKET COMPONENT STATES THAT YOU CAN BE A POSSIBLE TARGET YOU MUST STRIKE THE GROUND WITH THE PACKET INSTEAD OF A PLAYER TO PERFORM THE ABILITY ON YOURSELF.

**11 IF SOMEONE STRIKES YOU WITH AN ABILITY THAT SLOWS YOU FOR 10 SECONDS HOW SHOULD YOU VERBALIZE THE COUNT?**

**"SLOW , SLOW 2, SLOW 3, SLOW 4, SLOW 5, SLOW 6, SLOW 7, SLOW 8, SLOW 9, SLOW 10!"**

WHILE YOU ARE SHOUTING VERBALS AND DURATIONS THAT ARE BENEFICIAL TO YOU, SUCH AS CASTING AN ABILITY OR SUMMONING A CREATURE, YOU MUST ALTERNATE BETWEEN SHOUTING THE CURRENT NUMBER OF YOUR COUNT AND A SHORTENED VERSION OF THE NAME OF THE ABILITY THAT YOU ARE CASTING. WHILE YOU ARE COUNTING DURATIONS THAT ARE UNBENEFICIAL TO YOU, SUCH AS RECEIVING A MOVEMENT IMPAIRING EFFECT, YOU MUST ALTERNATE BETWEEN THE CURRENT NUMBER OF YOUR COUNT AND EITHER, THE EFFECT OF THE ABILITY, OR A SHORTENED VERSION OF THE NAME OF THE ABILITY.

**12 HOW CLOSE SHOULD YOU BE FROM SOMEONE BEFORE THEY SHOULD, HYPOTHETICALLY, BEGIN TO HEAR YOU SHOUTING A VERBAL?**

**50'**

YOU MUST SHOUT VERBALS AND DURATIONS LOUD ENOUGH SO THAT ANYONE THAT IS WITHIN 50' OF YOU CAN HEAR THEM.

**13 HOW LONG MUST YOU WAIT BEFORE TAKING A STEP IF YOU ARE SLOWED?**

**1 SECOND**

IF YOU BECOME SLOWED, YOU CANNOT TAKE MORE THAN ONE STEP A SECOND.

**14 CAN YOU PIVOT OR USE YOUR ARMS WHILE ROOTED?**

YES

IF YOU BECOME ROOTED, YOU MUST KEEP ONE OF YOUR FEET (SOMETIMES IT IS A SPECIFIC FOOT) IN THE SAME EXACT GEOGRAPHICAL LOCATION ON THE GROUND FOR THE DURATION OF THE ROOT EFFECT. YOU MAY PIVOT ON YOUR ROOTED FOOT AND CONTINUE TO USE YOUR UNDAMAGED ARMS.

**15 WHAT SHOULD YOU DO IF YOU ARE STUNNED**

YOU MUST LOWER ALL OF YOUR WEAPONS AND SHIELD AND REMAIN STILL FOR THE DURATION OF THE STUN EFFECT

IF YOU BECOME STUNNED, YOU MUST LOWER ALL OF YOUR WEAPONS AND SHIELD AND REMAIN STILL FOR THE DURATION OF THE STUN EFFECT.

**16 CAN YOU KILL A SHACKLED PLAYER?**

ONLY WITH AN ABILITY

IF YOU RECEIVE AN EFFECT THAT CAUSES YOU TO BE SHACKLED YOU MUST STOP MOVING, DROP ALL OF THE WEAPONS, ITEMS, ARROWS, ETC. THAT YOU ARE HOLDING AND WAIT TO BE "SHACKLED". ONCE YOU ARE PUT IN THE SHACKLE COMPONENT YOU CANNOT HOLD ANYTHING AND YOU CANNOT MOVE UNLESS A PLAYER IS HOLDING THE OTHER END OF THE SHACKLE AND PROMPTING YOU TO DO SO. THERE ARE ABILITIES THAT REMOVE THIS EFFECT AND YOU CAN STILL BE SHACKLED EVEN IF YOU HAVE DAMAGED LIMBS. IF YOU ARE SHACKLED YOU CANNOT BE DAMAGED BY ANYTHING OTHER THAN ABILITY DAMAGE.

**17 IF YOUR WEAPON BECOMES BROKEN HOW LONG MUST YOU WAIT UNTIL IT IS REPAIRED NATURALLY?**

AFTER THE CURRENT EVENT IF WITHIN AN EVENT AND, IF WITHIN THE WILDERNESS, THEN AT THE END OF THE NEXT EVENT

IF YOUR WEAPON OR SHIELD RECEIVES AN EFFECT THAT CAUSES IT TO BECOME "BROKEN" NO ONE CAN WIELD IT UNTIL IT BECOMES REPAIRED VIA AN ABILITY, OR, IF YOU ARE PLAYING AN EVENT, UNTIL THE EVENT ENDS.

**18 CAN YOU BE RESURRECTED IF YOU BECOME MUTILATED?**

No

IF YOU BECOME MUTILATED YOU MUST BEGIN (OR CONTINUE) BLEEDING OUT AND YOU CANNOT RECEIVE BENEFICIAL ABILITY EFFECTS (SUCH AS RESURRECTION, REBIRTH, CREEPY CRAWLER, ETC.) AND YOU MUST BLEED OUT FOR YOUR FULL MINIMUM BLEED OUT TIME.

**19 HOW LONG CAN YOU PIN A WEAPON TO THE GROUND?**

YOU CAN'T

YOU CANNOT PIN A WEAPON, SHIELD, OR ITEM. PINNING IS DEFINED AS IMMOBILIZING A WEAPON, SHIELD, OR ITEM IN A WAY THAT ANOTHER PLAYER CANNOT FREE IT BY SIMPLY PULLING IT BACK. YOU CANNOT STEP ON OR PHYSICALLY HOLD DOWN A WEAPON OR ANY OTHER ITEM TO PREVENT SOMEONE FROM GRABBING IT.

**20** HOW MANY POTIONS CAN CARRY AT A TIME

3

YOU CAN ONLY CARRY THREE POTIONS ON YOU AT ONE TIME AND YOU MAY USE POTIONS WHILE MOVING AND WITH DAMAGED ARMS.



5

YOU CAN PURCHASE PLATINUM LEVEL MEMBERSHIP FOR A MONTH FOR 60\$, OR A YEAR FOR \$650. IF YOU ARE A GOLD LEVEL MEMBER YOU WILL RECEIVE 20 XP PER HOUR THAT YOU ARE LOGGED IN AND 20 XP PER EVENT THAT YOU PARTICIPATE IN, 2 INSTANCES OF DONATION XP PER WEEKEND, EVEN WHEN YOU ARE NOT PRESENT, AND HALF PRICE SCROLLS OF REBIRTH.

**1 WHAT IS YOUR XP RATE BASED ON?****YOUR MEMBERSHIP LEVEL**

PARTICIPATING IN PHLARP WILL GRANT YOU XP FOR YOUR HERO WHICH WILL ACCUMULATE TOWARDS LEVELS WHICH WILL GRANT YOU ABILITY POINTS THAT YOU CAN SPEND ON ABILITIES SIMILAR TO A TABLETOP OR VIDEO GAME RPG. YOUR XP RATE IS BASED ON YOUR MEMBERSHIP LEVEL AND EVERYONE GETS 30 DAYS OF FREE GOLD MEMBERSHIP WHEN THEY FIRST BEGIN PLAYING.

**2 HOW MUCH XP DOES A COPPER LEVEL MEMBER RECEIVE FOR PLAYING IN AN EVENT AND PER HOUR? (THEY ARE THE SAME)****5**

THE BASE LEVEL OF MEMBERSHIP IS COPPER AND AT THAT LEVEL YOU WILL RECEIVE 5 XP PER HOUR THAT YOU ARE LOGGED IN AND 5 XP PER EVENT THAT YOU PARTICIPATE IN. COPPER LEVEL MEMBERSHIP IS FREE.

**3 HOW MUCH XP DOES A SILVER LEVEL MEMBER RECEIVE FOR PLAYING IN AN EVENT AND PER HOUR? (THEY ARE THE SAME)****10**

YOU CAN PURCHASE SILVER LEVEL MEMBERSHIP FOR A MONTH FOR 15\$, OR A YEAR FOR \$150. IF YOU ARE A SILVER LEVEL MEMBER YOU WILL RECEIVE 10 XP PER HOUR THAT YOU ARE LOGGED IN AND 10 XP PER EVENT THAT YOU PARTICIPATE IN.

**4 HOW MUCH XP DOES A GOLD LEVEL MEMBER RECEIVE FOR PLAYING IN AN EVENT AND PER HOUR? (THEY ARE THE SAME)****20**

YOU CAN PURCHASE GOLD LEVEL MEMBERSHIP FOR A MONTH FOR 25\$, OR A YEAR FOR \$250. IF YOU ARE A GOLD LEVEL MEMBER YOU WILL RECEIVE 20 XP PER HOUR THAT YOU ARE LOGGED IN AND 20 XP PER EVENT THAT YOU PARTICIPATE IN.

**6 HOW MUCH OF YOUR TOTAL VISIBLE GARB MUST CONSIST OF COSTUME IN ORDER FOR YOU TO RECEIVE BONUS XP?****60%**

EACH WEEKEND THAT YOU WEAR 60% OF A COSTUME YOU WILL RECEIVE 5 XP IF YOU ARE A COPPER LEVEL MEMBER, 10 XP IF YOU ARE A SILVER LEVEL MEMBER, OR 20 XP IF YOU ARE A GOLD LEVEL MEMBER.

**7 WHAT IS ONE OF THE TWO POSSIBLE WAYS TO RECEIVE XP FOR DONATING TO PHLARP?****DONATING A STILL USEABLE PIECE OF LARP EQUIPMENT OR 5\$**

DONATION XP IS REWARDED UP TO TWICE A WEEK FOR TWO OF THE FOLLOWING, INCLUDING TWO OF THE SAME TYPE OF DONATION; DONATING A STILL USEABLE PIECE OF LARP EQUIPMENT (DEPENDING ON THE QUALITY YOU MAY BE ABLE TO GET MORE THAN ONE INSTANCE OF DONATION XP OUT OF ONE ITEM BUT NEVER MORE THAN TWO TOTAL REDEEMED EACH WEEKEND) , OR 5\$ (HALF OF WHICH GOES TO A CHARITY AT THE END OF THE MONTH) THE AMOUNT OF XP AWARDED IS BASED ON YOUR MEMBERSHIP LEVEL AND IS THE EQUIVALENT OF PLAYING IN AN EVENT FOR EACH INSTANCE OF DONATION.

**8** How much XP do you get if you refer someone to PHLARP?

100 XP

YOU WILL RECEIVE 100 XP FOR EACH PLAYER THAT YOU REFER TO PHLARP THAT PARTICIPATES IN AT LEAST ONE PATROL WHILE YOU ARE PRESENT.

**1 CAN YOU CHANGE YOUR HERO'S NAME?**

NO

ONCE YOU CHOOSE YOUR HERO'S NAME AND DEVELOP HIS ORIGIN STORY YOU CANNOT CHANGE IT.

**2 WHAT ARE THE 6 DIFFERENT CLASSES AVAILABLE?**

WARRIOR, PRIEST, RANGER, PALADIN, ROGUE, AND WIZARD

AT 1ST LEVEL YOU MUST CHOOSE A CLASS FOR YOU HERO AND THEN UNTIL YOU ACHIEVE 6TH LEVEL THE WEAPONS THAT YOU ARE ALLOWED TO WIELD AND THE POOL OF ABILITIES THAT ARE AVAILABLE TO YOU TO ALLOCATE YOUR ABILITY POINTS INTO IS BASED ON YOUR CLASS AND YOUR LEVEL. YOU CAN CHOOSE FROM 6 DIFFERENT CLASSES; ROGUE, PRIEST, WIZARD, WARRIOR, PALADIN, AND RANGER.

**3 WHAT HAPPENS IF YOU DEFEND WITH A WEAPON THAT YOU DO NOT HAVE THE TRAINING TO WIELD?**

THE DAMAGE PASSES THROUGH THE WEAPON AND DAMAGES YOU

YOU CAN ONLY WIELD CERTAIN WEAPONS DEPENDING ON WHICH CLASS YOU CHOOSE. IF YOU ARE HOLDING A WEAPON THAT YOU DO NOT HAVE THE TRAINING TO WIELD THEN YOU CANNOT DELIVER DAMAGE WITH IT AND ANY STRIKES THAT ARE DELIVERED TO IT PASS THROUGH IT AND DAMAGE YOUR ARM.

**4 HOW MANY ABILITY POINTS TOTAL DOES A NON- HUMAN HAVE AT THIRD LEVEL?**

6

YOU WILL RECEIVE ABILITY POINTS (AP) EQUAL TO EACH LEVEL YOU ACHIEVE UP TO 9TH LEVEL. FOR EXAMPLE: 1ST LEVEL = 1 AP, 2ND LEVEL = 2 AP, 3RD LEVEL = 3 AP ETC.

**5 HOW MANY TIMES TOTAL CAN YOU PURCHASE AN ABILITY BELOW 9TH LEVEL? (THAT ISN'T PASSIVE)**

3

YOU CAN PURCHASE ABILITIES, UP TO 9TH LEVEL, WHICH ARE NOT PASSIVE A MAXIMUM OF THREE TIMES AND EACH ABILITY COSTS ITS LEVEL IN AP. GENERALLY, ABILITIES THAT ARE NOT PASSIVE CAN BE PERFORMED ONCE PER EVENT PER PURCHASE.

**6 CAN YOU SAVE YOUR ABILITY POINTS?**

YES

YOU CAN SAVE YOUR AP OR ALLOCATE THEM WITHIN YOUR AVAILABLE CLASS ABILITIES HOWEVER YOU CHOOSE, UP TO 10TH LEVEL.

**7 WHAT ARE THE 2 DIFFERENCES BETWEEN ABILITIES BELOW 10TH LEVEL AND ABILITIES 10TH LEVEL AND ABOVE?**

YOU GET YOUR ABILITIES AT THEIR RESPECTIVE LEVEL AND HAVE NO CHOICE OR ABILITY POINTS AWARDED AND YOU CAN ONLY USE THEM ONCE PER EVENT AS THEY ARE NOT PASSIVE

ABILITIES THAT ARE 10TH LEVEL AND ABOVE ARE GRANTED AT THEIR RESPECTIVE LEVELS INSTEAD OF AP AND CAN ONLY BE USED ONCE PER EVENT.

**8** HOW MUCH DOES IT COST TO REALLOCATE YOUR ABILITY POINTS WITHIN YOUR CLASS IF YOU ARE 2ND LEVEL?

TWO SILVER, OR TWENTY COPPER

YOU CAN RE-ALLOCATE YOUR AP WITHIN YOUR CLASS FOR A SILVER PER LEVEL.

**9** ARE ALL OF THE ABILITIES OF EACH VARIANT EXCLUSIVE TO ONLY THAT VARIANT?

No

MOST OF THE CLASSES WITHIN PHLARP EACH HAVE TWO MAIN VARIANTS AND THERE ARE ALSO ABILITIES THAT ARE SHARED BETWEEN BOTH VARIANTS. ONCE YOU CHOOSE AN ABILITY THAT IS EXCLUSIVE TO EITHER VARIANT THEN YOU CANNOT CHOOSE ABILITIES THAT ARE EXCLUSIVE TO THE OTHER VARIANT.

**10** HOW MANY VARIANTS OF WIZARD ARE THERE?

4

THE VARIANTS OF THE WIZARD CLASS DIFFER FROM THE OTHERS IN THAT THERE ARE FOUR TOTAL VARIANTS OF WIZARDS. INSTRUCTION IS THE OPPOSITE OF CONSTRUCTION AND DESTRUCTION IS THE OPPOSITE OF OBSTRUCTION. ONCE YOU CHOOSE AN ABILITY THEN YOU HAVE CHOSEN THAT ABILITY'S VARIANT AS YOUR MAIN VARIANT AND YOU MUST THEN ALWAYS HAVE MORE AP SPENT IN YOUR MAIN VARIANT THAN ANY OTHER. YOU CANNOT CHOOSE FROM YOUR OPPOSITE VARIANT, ALTHOUGH YOU CAN CHOOSE FROM THE OTHER TWO. FOR EXAMPLE: IF YOU INITIALLY CHOOSE THE ABILITY SLOW THEN YOUR MAIN VARIANT WOULD BE INSTRUCTION AND YOU WOULD ALWAYS HAVE TO HAVE MORE AP SPENT IN TOTAL ON ABILITIES OF THE INSTRUCTION VARIANT AND YOU CAN NEVER CHOOSE ABILITIES OF THE CONSTRUCTION VARIANT. ADDITIONALLY, IF YOU ARE A WIZARD YOU WILL START WITH THE ABILITY MAGIC STONE OR DAGGER TRAINING REGARDLESS OF THE VARIANT YOU CHOOSE AND IT DOES NOT COST YOU ANY AP.

**11** ARE THE CLASSES THAT ARE IN THE GAME NOW THE ONLY CLASSES THAT WILL EVER EXIST?

NO

SOME CLASSES ARE LOCKED UNTIL FURTHER CAMPAIGN ADVANCEMENT.

**12** HOW LONG DO YOU HAVE TO REQUEST A REFUND OF ABILITY POINTS THAT YOU HAVE SPENT ON AN ABILITY THAT BECOMES ALTERED?

30 DAYS

IF YOU PURCHASE AN ABILITY AND ITS MECHANICS BECOME ALTERED YOU CAN HAVE THE AP YOU SPENT ON THAT ABILITY REFUNDED FOR UP TO ONE MONTH AFTER IT HAS BEEN ALTERED.

**13** **HOW LONG DO YOU HAVE TO REQUEST A SHUFFLING OF YOUR ABILITY POINTS TO PURCHASE A NEW ABILITY AFTER THE RELEASE OF IT, ASSUMING IT IS WITHIN YOUR VARIATION AND LEVEL?**

**30 DAYS**

IF A NEW ABILITY IS INTRODUCED FOR YOUR CLASS AND VARIANT, AND IT IS EQUAL TO OR LESS THAN YOUR LEVEL, YOU CAN RETROACTIVELY PURCHASE IT BY SACRIFICING AN ABILITY OR COMBINATION OF ABILITIES OF EQUAL VALUE IN AP FOR THE NEW ABILITY. IF YOU SACRIFICE MULTIPLE ABILITIES THEY CANNOT BE OF GREATER VALUE THAN NECESSARY WHEN EFFICIENTLY COMBINED. FOR EXAMPLE: IF THE ABILITY DEKU NUT GETS INTRODUCED INTO PHLARP AT LEVEL 6 (PROVIDED IT MEETS ALL THE PREVIOUSLY STATED CRITERIA) YOU CAN SACRIFICE A LEVEL 5 ABILITY AND ANY OTHER ABILITY UP TO 5TH LEVEL, BECAUSE IF EITHER ONE OF THE ABILITIES SACRIFICED WAS 6TH LEVEL OR HIGHER YOU WOULDN'T NEED TO SACRIFICE ANY MORE ABILITIES TO PURCHASE DEKU NUT. YOU CAN DO THIS EVERY TIME A NEW ABILITY IS INTRODUCED FOR UP TO A MONTH AFTER IT HAS BEEN RELEASED.

**14** **HOW WILL YOU RECEIVE ABILITIES AS A NON-HUMAN?**

**AT THE FANTASY RACIAL ABILITY'S RESPECTIVE LEVEL**

AT 1ST LEVEL YOU MUST CHOOSE A LINEAGE FOR YOU HERO. DEPENDING ON YOUR CHOICE, YOU WILL RECEIVE ABILITIES AT VARIOUS LEVELS AND YOU MUST ADHERE TO VARIOUS LIMITATIONS THAT ARE INHERIT TO YOUR HERO'S LINEAGE. THESE LIMITATIONS COMMONLY INVOLVE RESTRICTING VARIOUS LINEAGES FROM LEARNING LEVELS IN VARIOUS CLASSES OR AT A REDUCED RATE. YOU CAN CHOOSE FROM 3 DIFFERENT LINEAGES; HUMAN, DWARF, AND WOOD ELF.

**15** **WHAT ARE THE PROS AND CONS OF WEARING OR NOT WEARING YOUR RACIAL IDENTIFIER?**

**YOU CAN ONLY USE YOUR LINEAGE ABILITIES IF YOU ARE WEARING YOUR LINEAGE IDENTIFIER BUT YOU MUST ADHERE TO THE CONS REGARDLESS**

YOU MUST WEAR THE PHYSICAL IDENTIFIER OF YOUR HERO'S LINEAGE IN ORDER TO PERFORM YOUR RACIAL ABILITIES, HOWEVER, YOU MUST ADHERE TO YOUR RACIAL LIMITATIONS REGARDLESS OF WHETHER YOU ARE WEARING YOUR RACIAL IDENTIFIER OR NOT.

**16** **ARE THE LINEAGES THAT ARE IN THE GAME NOW THE ONLY LINEAGES THAT WILL EVER EXIST?**

**No**

**SOME LINEAGES ARE LOCKED UNTIL FURTHER DEVELOPMENT.**

**1** WHAT IS THE MAXIMUM AND MINIMUM NUMBER OF PLAYERS THAT A CLAN CAN HAVE IN IT?

6

YOU AND 2 OTHER PLAYERS CAN CREATE A “CLAN” (A TEAM) THAT WILL GET PICKED AND FIGHT TOGETHER WHENEVER POSSIBLE DEPENDING ON THE EVENT BEING PLAYED. THE MAXIMUM NUMBER OF CLANSMEN THAT YOU CAN HAVE IN YOUR CLAN, INCLUDING YOURSELF, IS 6.

**2** HOW MANY LORDS CAN A CLAN HAVE?

1

YOUR CLAN MUST HAVE ONLY ONE LEADER AND THAT LEADER IS THE LORD OF YOUR CLAN.

**3** WHAT IS THE MAXIMUM NUMBER OF PLAYERS THAT CAN WIN BONUS XP AS MEMBER OF YOUR CLAN IN AN EVENT?

6

YOUR CLAN CAN EMPLOY MERCENARIES AS YOUR CLAN WISHES, BUT ONLY A MAXIMUM OF 6 MEMBERS, INCLUDING MERCENARIES, CAN ENTER EACH EVENT AS A REPRESENTATIVE OF YOUR CLAN EVEN IF THE MAXIMUM NUMBER OF CLANS EXCEEDS 6.

**4** WHAT ARE THE THREE TYPES OF COLORS THAT A CLAN MUST CHOOSE AS THEIR CLAN'S COLORS?

PRIMARY, SECONDARY, AND ACCENT

YOUR CLAN MUST HAVE 1 PRIMARY, 1 SECONDARY, AND 1 ACCENT COLOR. YOUR CLANSMEN MUST ALL WEAR SOME ARTICLE OF CLOTHING THAT IS YOUR CLAN'S PRIMARY COLOR.

**5** HOW MANY COLORS IN TOTAL IS A CLAN ALLOWED TO HAVE WITHIN THEIR INSIGNIA?

3

YOUR CLAN MUST HAVE A INSIGNIA OR SYMBOL OF YOUR OWN DESIGN AND IT CANNOT CONSIST OF ANY OTHER COLORS THAN YOUR CLAN'S COLORS.

**6** IF YOU SHARE AN ORIGIN STORY WITH ANOTHER HERO OR CLANSMEN CAN YOU HAVE TRAVELED HERE TOGETHER THE ENTIRE TRIP?

NO, YOU WOULD PART WAYS AFTER LOSING CONSCIOUSNESS ON A BOAT AND THEN REUNITE AT THE EVERMORE.

YOUR CLAN MUST HAVE A NAME, A DEVELOPED ORIGIN STORY, AND BE ABLE TO SHARE SOME SMALL INSIGHT INTO YOUR CLAN'S CULTURE OR POLITICAL DYNAMICS. HEROES CAN SHARE EXPERIENCES AND EVEN FALL UNCONSCIOUS ON A BOAT TOGETHER AT A POINT WITHIN THEIR ORIGIN STORY BUT THEY CANNOT HAVE REUNITED UNTIL THEY HAVE REACHED THE EVERMORE.

**7** CAN YOU HAVE A SEXUAL PUN AS A CLAN NAME?

No

YOUR CLAN'S SYMBOL OR INSIGNIA, AND NAME, MUST BE APPROVED. THIS IS ONLY TO DETERMINE THAT NO FOUL LANGUAGE, IMAGES, OR DUPLICATES ARE BEING SUBMITTED. YOUR CLAN'S INFORMATION WILL ALSO BE USED IN PHLARP ADVERTISEMENTS SO ANYTHING INAPPROPRIATE WILL NOT BE APPROVED.

**8** IN A CLAN BASED EVENT CAN YOU BE HIRED AS A MERCENARY IF YOU ARE IN A CLAN AND ANOTHER CLANSMEN IS ALSO PRESENT?

No

IF YOU ARE THE ONLY ONE OF YOUR CLANSMEN PRESENT, THEN YOU CAN BE CONSIDERED A MERCENARY, OTHERWISE, YOU MUST REPRESENT YOUR CLAN.

**9** WHAT IS THE FINAL STEP OF BEING RECOGNIZED AS A LORD?

TAKING THE LORD'S OATH

THE LORD OF YOUR CLAN MUST TAKE THE LORD'S OATH BEFORE YOUR CLAN WILL BE RECOGNIZED.



## 1 WHAT IS A MERCENARY?

ANYONE WHO IS NOT IN A CLAN

IF YOU ARE NOT IN A CLAN THEN YOU ARE CONSIDERED A MERCENARY.

## 2 IF YOU ARE A MERCENARY WHAT ARE THE CONDITIONS THAT WILL GET YOU HIRED BY A CLAN?

THAT'S UP TO YOU AND THE HIRING PARTY

AS A MERCENARY THE TERMS OF YOU BEING HIRED IS UP TO YOU AND WHOEVER IS HIRING YOU.

## 3 IF YOU ARE A MERCENARY CAN YOU KILL ALLIES DURING A CLAN BASED EVENT?

YES, BUT IT MAKES YOU NO LONGER AN ALLY ONCE YOU DO, SO YOU CANNOT WIN XP WITH THAT CLAN

AS A MERCENARY YOU CAN KILL ANYONE DURING CLAN BASED EVENTS AND CLANS CAN HIRE YOU TO INCREASE THEIR NUMBERS.

## 4 WITHOUT A LORD WHO IS RESPONSIBLE FOR MERCENARY'S STAYING UP TO DATE ON RULE CHANGES OR UPDATES?

THEY ARE PERSONALLY RESPONSIBLE

AS A MERCENARY YOU MUST KEEP YOURSELF INFORMED OF ALL INFORMATION CONCERNING RULES, RULE CHANGES, GAME TIMES, AND HOW TO CONTACT SOMEONE THAT DOES KNOW ANYTHING THAT YOU ARE NOT SURE ABOUT AS YOU DO NOT HAVE A LORD.

**1** WHAT HAPPENS IF YOU WIN THE BATTLE FOR THE CROWN?

YOUR CLAN WILL ASCEND ONE POSITION WITHIN THE HIERARCHY OF THE WAR COUNCIL AND YOUR LORD MUST BECOME KING

IF YOUR CLAN WINS THE BATTLE FOR THE CROWN, THEN YOUR CLAN WILL ASCEND ONE POSITION WITHIN THE HIERARCHY OF THE WAR COUNCIL AND YOUR LORD BE CROWNED KING. IF YOUR CLAN IS NOT ON THE WAR COUNCIL AND THE WAR COUNCIL IS FULL THEN YOU CAN CHOOSE TO REPLACE THE CLAN ON THE WAR COUNCIL THAT IS RANKED LOWEST AND YOU WILL ALSO CAPTURE THEIR TERRITORY, LOOT CHEST, AND THEIR RESOURCES.

**2** AS KING, HOW MANY CLAN MEMBERS CAN ACCOMPANY YOUR CLAN WHILE COMPETING IN ANY CLAN-BASED EVENTS.

7

THE KING CAN HAVE AN ADDITIONAL CLAN MEMBER ACCOMPANY THEIR CLAN WHILE COMPETING IN ANY CLAN-BASED WAR GAMES.

**3** AS KING HOW MANY TIMES CAN YOU CHOOSE FIRST DURING ANY EVENT THAT PLAYERS ARE OFFERED A CHOICE?

YOU CAN DO SO INFINITELY

THE KING CAN CHOOSE FIRST DURING ANY EVENT THAT PLAYERS ARE OFFERED A CHOICE.

**4** HOW MANY TIMES CAN THE EVENT DEFEND HONOR BE CALLED PER WEEKEND?

1

THE KING CAN CALL THE EVENT DEFEND HONOR ONCE PER WEEKEND.

**5** AS KING, HOW MANY TIMES CAN YOU VETO AND CHANGE AN EVENT PER WEEKEND?

1

THE KING CAN VETO ANY EVENT BEING CALLED AND CHOOSE A DIFFERENT EVENT ONCE PER WEEKEND.

**6** AS KING, WHAT IS THE BENEFIT OF MOVING YOUR LOOT CHEST INTO THE CASTLE DURING YOUR REIGN.

IT IS MUCH MORE DIFFICULT TO LOOT

IF THE KING HAS A LOOT CHEST IT CAN BE MOVED INTO THE CASTLE WHERE IT CANNOT BE EASILY LOOTED.

**7** CAN YOU LOSE YOUR TERRITORY WHILE YOU ARE KING?

NO

IF THE KING HAS TERRITORY THEY CANNOT LOSE IT DURING THEIR REIGN.

**8** HOW MANY VOTES DOES THE KING GET DURING WAR COUNCIL VOTING?

2

THE KINGS VOTE ON THE WAR COUNCIL COUNTS AS TWO AND THEY BREAK ANY TIES.

**9** AS KING, WHAT PERCENTAGE OF YOUR RESOURCES ARE DEPOSITED DIRECTLY INTO YOUR LOOT CHEST?

100%

IF THE KING HAS A TERRITORY THEN THEIR RESOURCES WILL BE DEPOSITED DIRECTLY INTO THEIR LOOT CHEST.

**11** WHAT DOES IT MEAN IF YOU GET EXILED?

THAT FOR THE REST OF THE DAY TOWN IS NO LONGER SAFE FOR YOU AS YOU CAN RECEIVE DAMAGE IN TOWN BUT OTHERS STILL DO NOT

THE KING CAN EXILE ONE HERO EACH WEEKEND FOR THE ENTIRE WEEKEND OR THEY CAN PARDON A BOUNTY (NULLIFYING THEIR MINIMUM PUNISHMENT). EXILING A HERO MAKES IT SO THAT HE IS ABLE TO RECEIVE DAMAGE WHILE HE IS INSIDE OF THE TOWN YET HE STILL CANNOT DELIVER DAMAGE. THE KING MUST CHOOSE TO DO ONE OR THE OTHER.

**12**

THE KING CAN PROPOSE USING THE KING'S COFFER IN ANYWAY THEY SEE FIT, HOWEVER, SUCH A PROPOSITION MUST PASS A MAJORITY VOTE WITHIN THE WAR COUNCIL.

**2** WHEN YOU SIGN UP AS A MONSTER WHAT IS THE MINIMUM AMOUNT OF TIME YOU MUST PLAY AS IT?

ONE HOUR

YOU CAN SIGN UP WITH THE MONSTER HUNTER TO BE A MONSTER FOR ONE OR TWO HOURS AND WHILE YOU ARE A MONSTER ANY OTHER HEROES THAT ENCOUNTER YOU CAN ENGAGE WITH YOU IN ANY WAY THAT THEY CHOOSE.

**3** WHAT IS ONE OF THE TWO TYPES OF PLAYERS THAT CANNOT LOOT YOU WHILE YOU ARE A MONSTER?

SQUIRES OR OTHER MONSTERS

AS A MONSTER, YOU CANNOT BE LOOTED BY SQUIRES OR OTHER MONSTERS.

**4** WHAT IS THE ONLY THING MONSTERS CAN LOOT OFF OF HEROES?

MONSTER TOKENS

AS A MONSTER, YOU CAN LOOT MONSTER TOKENS FROM HEROES

**5** WHAT ARE TWO THING THAT MAY CHANGE DEPENDING ON WHAT MONSTER YOU PLAY?

ABILITIES, STRENGTHS, WEAKNESSES, IDENTIFYING ASPECTS, LOOT, BLEED OUT TIMES, OR WEAPON RESTRICTIONS

AS A MONSTER YOU MAY RECEIVE VARYING ABILITIES, STRENGTHS, WEAKNESSES, IDENTIFYING ASPECTS, LOOT, BLEED OUT TIMES, WEAPON RESTRICTIONS, PATROL PATTERNS, AND/OR GOALS THAT YOU MUST ADHERE TO. MONSTERS CAN BE LOOTED MULTIPLE TIMES.

**6** HOW MANY MORE MONSTER POINTS DO YOU GET FOR PLAYING A "STRONGER" MONSTER?

IT IS THE SAME REGARDLESS OF THE MONSTER YOU PLAY

AFTER YOU HAVE PLAYED A MONSTER FOR ONE HOUR, REGARDLESS OF THE MONSTER YOU PLAYED, YOU WILL RECEIVE 1 MONSTER POINT (MP) AND IF YOU PLAY FOR TWO CONSECUTIVE HOURS YOU WILL RECEIVE 3 MP. THE LESS YOU DIE DURING YOUR TIME AS A MONSTER THE MORE BONUS XP YOU WILL RECEIVE.

**7** HOW MANY OF YOUR CLAN MEMBERS CAN SIGN UP AS MONSTERS WITH YOU

ALL OF THEM, AND THEY HAVE NO CHOICE

IF YOU SIGN UP AS A MONSTER AND YOU ARE IN A CLAN EVERYONE IN YOUR CLAN MUST SIGN UP WITH YOU.

**8** HOW MANY MONSTER POINTS DO YOU NEED TO PLAY A NORMAL DIFFICULTY, LEVEL 2 MONSTER?

30, BECAUSE (LEVEL=2(x10))+(10 FOR EACH DIFFICULTY TIER BEYOND EASY) = MP NEEDED

WHEN YOU SIGN UP AS A MONSTER YOU WILL BE INFORMED OF YOUR CURRENT MP AND THE MONSTERS THAT YOU CAN PLAY. THE TWO RELEVANT ASPECTS THAT DICTATES THE STRENGTH OF THE MONSTER THAT YOU CAN PLAY, AND THUS THE AMOUNT OF MP REQUIRED TO PLAY THAT MONSTER, ARE THE MONSTER'S DIFFICULTY RATING (EASY, NORMAL, HARD, ETC.) AND THE MONSTER'S LEVEL (1, 2, 3,). A 1ST LEVEL, EASY DIFFICULTY MONSTER REQUIRES 0 MPs TO PLAY AND A 2ND LEVEL EASY DIFFICULTY MONSTER REQUIRES THE SAME AMOUNT AS A 1ST LEVEL NORMAL DIFFICULTY MONSTER: 10 MPs.

**9** WHAT IS THE LEVEL CAP FOR MONSTERS?

3

MONSTERS HAVE A LEVEL CAP OF 3.

**10** WHEN YOU SIGN UP AS A MONSTER HOW MANY MP ARE SPENT?

NONE, THEY ACCUMULATE

ONCE YOU ACQUIRE ENOUGH MP TO PLAY EACH SPECIFIC MONSTER YOU NO LONGER NEED TO PLAY THE LESSER STRENGTH OR LEVEL MONSTER EVER AGAIN AS MP ARE ACCUMULATIVE AND NOT ACTUALLY SPENT.

**11** N/A

N/A

OCCASIONALLY, WHEN YOU SIGN UP AS A MONSTER, ORGANIZERS MAY ASK YOU TO PLAY A CERTAIN MONSTER THAT DOES NOT EXIST WITHIN THE CURRENT LIST OF PLAYABLE MONSTERS.

**12** N/A

N/A

IF YOU ARE SIGNING UP TO BE A MONSTER AND YOU ARE NEEDED FOR A SPECIFIC MONSTER YOU DO NOT HAVE A CHOICE.

**1 How do you resurrect should you become a ghost in The Wilderness?**

VIA THE PORTAL OF PANDOOM IN TOWN OR AT YOUR KEEP IF YOU ARE IN A CLAN THAT HAS ONE.

OUTSIDE OF THE TOWN IS KNOWN AS THE WILDERNESS. IF YOU BECOME A GHOST WHILE YOU ARE IN THE WILDERNESS, YOU MUST HEAD TO THE PORTAL OF PANDOOM THAT IS WITHIN THE TOWN, TO RESURRECT, OR IF YOUR CLAN HAS KEEP THEN YOU CAN GO TO YOUR CLAN'S PORTAL OF PANDOOM TO RESURRECT.

**2 How long would it take to heal 3 limbs via the Portal of Pandoom**

3 REVOLUTIONS OF THE RESURRECTION SOUND OR ABOUT 45 SECONDS

YOU CAN RESURRECT WITH THE TOWN'S PORTAL OF PANDOOM IF YOU STAND WITHIN IT AND WAIT UNTIL THE MOTION ACTIVATED SOUND DEVICE PLAYS THE RESURRECTION SOUND ENTIRELY. YOU MAY ALSO RECEIVE A LIMB HEAL BY TOUCHING THE PORTAL OF PANDOOM AND WAITING UNTIL THE MOTION ACTIVATED SOUND DEVICE PLAYS THE RESURRECTION SOUND ENTIRELY. IN ORDER TO NOT PREVENT OTHER PLAYERS FROM RESURRECTING, YOU CANNOT STAND WITHIN THE CIRCLE WHILE YOU ARE RECEIVING YOUR LIMB HEAL.

**3 When can heroes deliver damage to each other with The Town?**

ONLY DURING SPECIAL CIRCUMSTANCES (10 MINUTES RECESSION, EXILING A HERO, IF THE TOWN GATES BECOME COMPROMISED)

MONSTERS ARE THE ONLY TYPE OF PLAYER THAT CAN DELIVER DAMAGE OR ABILITIES TO HEROES INSIDE OF THE TOWN, HOWEVER, THERE ARE SOME EXCEPTIONS TO THIS RULE. SUCH AS THE 10 MINUTE RECESSION EVENT WHICH REMOVES THAT SAFETY OF THE TOWN BORDERS FOR 10 MINUTES CAUSING ALL OF THE TOWN TO BECOME THE WILDERNESS HENCE ALLOWING HEROES TO DELIVER DAMAGE OR ABILITIES ON EACH OTHER WITHIN THE TOWN.

**1** WHAT TYPE OF LIGHT CAN YOU USE IN TOWN OR WITHIN YOUR KEEP?

ANY TYPE

IF YOU ARE WITHIN THE TOWN YOU MAY USE ANY TYPE OF ELECTRONIC WHITE LIGHT SUCH AS HEADLAMP OR A FLASHLIGHT, HOWEVER, TRY TO KEEP FROM SHINING LIGHTS DIRECTLY AT PLAYERS OR INTO THE WILDERNESS.

**2** HOW MUCH DOES IT COST TO RENT A LANTERN THE FIRST TIME?

5 SILVER, 4 FOR THE "INSURANCE" AND ONE FOR THE ACTUAL RENTAL

IF YOU ARE OUTSIDE OF THE TOWN YOU MUST PURCHASE A LANTERN FROM THE GENERAL STORE FOR LIGHT WHILE YOU ARE ALIVE. YOU CAN RENT ONE A LANTERN THAT WE'LL SWITCH OUT FOR YOU IF THE BATTERY SHOULD DIE FOR 1 COPPER PER NIGHT.

**3** WHAT COLOR LIGHTS DO MARSHALLS WEAR?

GREEN

IF YOU ARE A MARSHALL YOU MUST USE A GREEN LIGHT AND YOU CAN DO SO INFINITELY.

**4** WHEN CAN YOU USE A WHITE HEADLAMP OR FLASHLIGHT IN THE WILDERNESS?

ONLY WHEN YOU ARE A GHOST

IF YOU BECOME A GHOST YOU CAN USE A WHITE HEADLAMP, OR A FLASHLIGHT, BUT ONLY WHILE YOU ARE A GHOST. YOU SHOULD BE ATTEMPTING TO POINT YOUR HEADLAMP DOWN IN FRONT OF YOU SO AS TO FACILITATE YOUR SAFE JOURNEY TO THE PORTAL OF PANDOOM; BE CAREFUL NOT TO REVEAL LIVING PLAYERS, OR TO BLIND THEM WITH YOUR HEADLAMP.

**5** WHEN CAN YOU USE A RED HEADLAMP?

ONLY IF YOU HAVE THE ABILITY INFRAVISION

IF YOU HAVE THE INFRAVISION ABILITY YOU MAY USE A RED LIGHT INFINITELY.

**1** HOW MUCH IS IT TO BUY COINS?

.25 CENTS A COPPER

IN-GAME CURRENCY IS CALLED COINS AND THEY COME IN THE FOLLOWING DENOMINATIONS: A COPPER (WORTH 1 UNIT OF CURRENCY), A SILVER (WORTH 10 COPPER), AND A GOLD (WORTH 10 SILVER COINS OR 100 COPPER COINS). THEY CAN BE BOUGHT FOR MONEY FOR .25 PER COPPER. TO PURCHASE OR LOOT COINS YOU MUST HAVE A COIN POUCH TO CARRY THEM IN, THEY MUST BE STORED IN YOUR COIN POUCH, YOUR POUCH MUST HAVE AT LEAST 1 COPPER IN IT AND YOUR COIN POUCH MUST REMAIN ON YOU AND ACCESSIBLE WHILE YOU ARE AT PHLARP.

**2** NAME ONE THING YOU CAN PURCHASE AT THE GENERAL STORE?

WEAPON ENCHANTMENTS, MAGICAL ITEMS, OR POTIONS

(PENDING) COINS YOU OBTAIN CAN BE USED TO PURCHASE VARIOUS THINGS INCLUDING WEAPON ENCHANTMENTS, MAGICAL ITEMS, POTIONS AND MORE AT THE GENERAL STORE.

**3** NAME SOMETHING YOU CAN USE COINS FOR?

BARTER FOR ITEMS WITH OTHER PLAYERS, (PENDING) PLACE BOUNTIES, OR HIRE MERCENARIES

COINS YOU OBTAIN CAN BE USED TO BARTER FOR ITEMS WITH OTHER PLAYERS, (PENDING) PLACE BOUNTIES, HIRE MERCENARIES, ETC.

**4** NAME TWO WAYS TO OBTAIN COINS?

FINISHING QUESTS, KILLING AND LOOTING MONSTERS OR OTHER PLAYERS, WORKING OR PERFORMING TASKS FOR OTHER PLAYERS, PLAYING IN EVENTS, WINNING EVENTS, OR THEY CAN BE BOUGHT WITH REAL MONEY

YOU CAN OBTAIN COINS BY FINISHING QUESTS, KILLING AND LOOTING MONSTERS OR OTHER PLAYERS, WORKING OR PERFORMING TASKS FOR OTHER PLAYERS, PLAYING IN EVENTS, WINNING EVENTS, OR THEY CAN BE BOUGHT WITH REAL MONEY.



9

IF A PLAYER'S BOUNTY REACHES OR EXCEEDS 5 SILVER THEY MAY BE SLAIN IN TOWN.

**1 THE WAR COUNCIL IS COMPRISED OF WHICH LORDS?**

ALL LORD'S WHO HAVE A KEEP OR ARE WAR LORDS

THE LORDS OF THE 5 HIGHEST RANKING CLANS ARE CONSIDERED WARLORDS AND THEY FORM THE WAR COUNCIL.

**2 WHAT DOES THE MAJORITY OF THE DECISIONS MADE BY THE WAR COUNCIL PERTAIN TO?**

THE ADVANCEMENT OF THE HEROES, AS A WHOLE, WITHIN CAMPAIGN

THE WAR COUNCIL CONVENES, DISCUSSES, AND VOTES ON ALL DECISIONS REGARDING ADVANCEMENT WITHIN CAMPAIGN.

**3 WHAT IS "REGION" WITHIN THE CONTEXT OF CAMPAIGN?**

EACH INDIVIDUAL AREA OF LAND ON THE WORLD MAP WHICH USUALLY SHARES A SIMILAR CLIMATE, NATURAL RESOURCES, AND INHABITANTS.

A REGION IS DEFINED AS EACH INDIVIDUAL AREA OF LAND ON THE WORLD MAP WHICH USUALLY SHARES A SIMILAR CLIMATE, NATURAL RESOURCES, AND INHABITANTS.

**4 WHAT IS THE MAIN GOAL OF ADVANCING CAMPAIGN?**

ESTABLISHING SAFE TRADE AND TRAVEL ROUTES THROUGH EACH REGION

THE OVERALL GOAL FOR THE HEROES IS TO CONQUER EACH REGION BY OVERCOMING ALL OF THE OBSTACLES WITHIN THE REGION THAT WOULD PREVENT SAFE TRAVEL BACK AND FORTH THROUGH IT.

**5 WHICH DIRECTION CAN THE WAR COUNCIL SEND A SCOUTING PARTY TO?**

TYPICALLY, ANY REGION THAT IS ADJACENT TO ANY PREVIOUSLY CONQUERED REGION

ONCE A REGION HAS BEEN CONQUERED ANY PASSAGES THAT CAN BE TRAVERSED THAT LEAD INTO THE NEXT ADJACENT REGION CAN BE SCOUTED. THE REGIONS ARE ARRANGED IN A GRAPH PATTERN SO THAT ANY PASSAGES THAT LEAD OUT OF EACH REGION WILL EITHER BE DIRECTLY NORTH, SOUTH, EAST, AND/OR WEST. THERE ARE NATURAL BARRIERS ON THE EDGES OF SOME REGIONS WHICH WILL PREVENT ALL TRAVEL IN THAT DIRECTION AND SOME AREAS REQUIRE CERTAIN UNIQUE CONDITIONS TO BE MET BEFORE THE HEROES CAN SCOUT, OR MOVE THE ENCAMPMENT AS A WHOLE, IN CERTAIN DIRECTIONS EVEN AFTER A REGION HAS BEEN CONQUERED.

**6 WHO IS RESPONSIBLE FOR COMING UP WITH THE GOLD FOR SCOUTING PARTIES?**

THE WAR COUNCIL

A SCOUTING PARTY IS DEFINED AS A CONTINGENT OF 100 ABLE-BODIED TOWNSFOLK THAT WILL SCOUT ANY REGION THAT IS ADJACENT TO ANY PREVIOUSLY CONQUERED REGION IN ORDER TO REVEAL THE MONSTERS, SIGNS OF CIVILIZATION, AND DIFFICULTY OF THE STORY RELATED OBSTACLES THAT ARE WITHIN THE UNCONQUERED REGION. THE MORE MEMBERS OF THE SCOUTING PARTY SURVIVE THE EASIER IT WILL BE FOR HEROES TO SURVIVE IN THAT REGION. IF 25 MEMBERS OF THE SCOUTING PARTY RETURN, THEN MANY OF THE MONSTERS AND OBSTACLES IN THE SCOUTED REGION WOULD BE PROVE TO BE DEADLY FOR ROUGHLY 75% OF THE HEROES, HOWEVER, IF 80 MEMBERS OF THE SCOUTING PARTY RETURN, THEN MANY OF THE MONSTERS AND OBSTACLES IN THAT REGION WOULD BE PROVE TO BE DEADLY FOR ONLY 20% OF THE HEROES AND THEREFORE WOULD BE LESS DIFFICULT. IT COSTS THE WAR COUNCIL A GOLD TO SCOUT A REGION.

**7 WHEN CAN SQUIRES PARTICIPATE IN A BOSS FIGHT?**

NEVER

THE STORYLINES OF MOST REGIONS WILL TYPICALLY CULMINATE IN A BOSS FIGHT. THERE MUST BE A PROGRESSIVELY LARGER MINIMUM NUMBER OF PLAYERS THAT ARE NOT SQUIRES PRESENT IN ORDER TO ENGAGE IN A BOSS FIGHT.

**8 N/A**

N/A

ONCE A REGION HAS BEEN CONQUERED, TYPICALLY THE HEROES WILL NOT HAVE TO REVISIT THE REGION.

**9 NAME TWO THINGS YOU CAN UNLOCK BY CONQUERING A REGION**

LINEAGES, CLASSES, MONSTERS, ITEMS IN THE GENERAL STORE, MAGICAL WEAPONS, MAGICAL ITEMS, OR ABILITIES

SOME OF THE POTENTIAL UNLOCKABLE ELEMENTS WITHIN EACH REGION ARE; LINEAGES, CLASSES, MONSTERS, ITEMS IN THE GENERAL STORE, MAGICAL WEAPONS, MAGICAL ITEMS, AND ABILITIES.

- 1** WHAT TWO THINGS DICTATE THE NUMBER OF RESOURCES THAT WILL BE DISTRIBUTED ON TO YOUR CLAN'S TERRITORY?

PREVIOUS MONTHS ATTENDANCE OF YOUR CLAN AND YOUR POSITION WITHIN THE HIERARCHY

IF YOUR CLAN OWNS A KEEP, THEN THE TERRITORY THAT IT IS ON IT WILL PRODUCE A NUMBER OF RESOURCES AT THE BEGINNING OF EACH MONTH. THIS NUMBER WILL BE CALCULATED USING YOUR CLAN'S POSITION WITHIN THE HIERARCHY OF THE WAR COUNCIL AND THE TOTAL NUMBER OF YOUR CLAN MEMBERS THAT HAVE ATTENDED DURING THE PREVIOUS MONTH.

- 2** IF YOU LEAVE A CLAN AND THEN JOIN ANOTHER WHEN DOES YOUR ATTENDANCE BEGIN TO EFFECT THE AMOUNT OF RESOURCES THAT YOUR NEW CLAN WILL PRODUCE?

ON THE FIRST DAY OF THE NEXT MONTH

IF YOU LEAVE A CLAN AND THEN DECIDE TO JOIN TO A DIFFERENT CLAN THEN YOUR NEW CLAN'S TERRITORY WILL NOT PRODUCE ANY RESOURCES FROM YOUR ATTENDANCE UNTIL THE FIRST DAY OF THE NEXT MONTH AFTER YOU LEFT YOUR PREVIOUS CLAN.

- 3** IN WHAT WAY ARE YOU HINDERED IF YOU ARE CARRYING TWO RESOURCES?

YOU ARE SLOWED

THE RESOURCES YOUR TERRITORY PRODUCES WILL BE DISTRIBUTED WITHIN 50' OF YOUR CLAN'S KEEP WALL IN THE FORM OF A RESOURCE TOKEN. A RESOURCE MUST BE PICKED UP AND CARRIED WITH A FREE UNDAMAGED HAND AND IT MUST BE HELD ABOVE YOUR HEAD. YOU CAN CARRY TWO, WITH TWO FREE UNDAMAGED HANDS, BUT YOU BECOME SLOWED WHILE YOU ARE DOING SO.

- 4** WHAT PERCENTAGE OF THE RESOURCES SOLD AT THE GENERAL STORE ROLLS OVER TO THE NEXT MONTH

0

EACH MONTH THE GENERAL STORE SELLS (FOR 1 SILVER EACH) ANY POTENTIAL RESOURCES THAT CLANS FAILED TO PRODUCE AND DISTRIBUTE, DUE TO THEIR MEMBERS NOT ATTENDING DURING THE PREVIOUS MONTH, HOWEVER, THESE RESOURCES DO NOT ACCUMULATE AT THE GENERAL STORE SO THEIR AVAILABILITY CHANGES EACH MONTH.

- 5** WHAT IS THE MINIMUM AMOUNT OF TIME YOU MUST BE LOGGED IN TO RECEIVE RESOURCES FOR YOUR ATTENDANCE?

1 HOUR

IN ORDER TO FOR YOU TO PRODUCE RESOURCES YOU MUST ATTEND FOR AT LEAST ONE HOUR AND YOU CANNOT PLAY AS ANY OTHER HERO FOR MORE TIME THEN YOUR RESOURCE PRODUCING HERO.

- 6** CAN YOU STEAL RESOURCES FROM OTHER CLAN'S TERRITORIES?

YES

YOU CAN GATHER RESOURCES FROM ANY TERRITORY WHILE CAMPAIGN IS ACTIVE.

- 7** WHERE IS THE SAFEST PLACE TO STORE RESOURCES?

IN YOUR LOOT CHEST

THE SAFEST PLACE TO KEEP RESOURCES IS IN YOUR LOOT CHEST.

**8 CAN YOU RESURRECT AT SOMEONE ELSE'S PORTAL OF PANDOOM?**

No

YOU CAN RESURRECT AT YOUR CLAN'S PORTAL OF PANDOOM INSIDE OF YOUR CLAN'S KEEP, YOU MAY ALSO RECEIVE A LIMB HEAL BY TOUCHING YOUR PORTAL OF PANDOOM FOR 10 SECONDS, IN ORDER TO NOT PREVENT OTHER CLANSMEN FROM RESURRECTING, YOU CANNOT STAND WITHIN THE CIRCLE WHILE YOU ARE RECEIVING YOUR LIMB HEAL.

**9 HOW MANY PEOPLE CAN BE WITHIN YOUR KEEP WALLS AT ONE TIME?**

10

THE MOST BASIC OBSTACLE YOUR CLAN WILL CONSTRUCT TO DEFEND YOUR LOOT CHEST WILL BE YOUR CLAN'S STONE WALL. YOUR CLAN'S STONE WALL WILL BE REPRESENTED BY A 100 FOOT WHITE ROPE AND IT MUST ENCOMPASS YOUR CLAN'S KEEP, LOOT CHEST, AND PORTAL OF PANDOOM. YOU CANNOT CROSS ANY STONE WALL BUT YOUR CLAN'S WITHOUT THE APPROPRIATE SIEGE EQUIPMENT. WHEN CONSTRUCTING YOUR STONE WALL YOU WILL HAVE TO LEAVE 3' TO 5' GAP IN YOUR STONE WALL WHICH WILL BE THE PHYSICAL REPRESENTATION OF THE PORTCULLIS IN YOUR STONE WALL. YOU CAN BE INVITED INTO ANY STONE WALL BY A MEMBER OF ITS RESPECTIVE CLAN IF HE REMAINS INSIDE OF IT WITH YOU, HOWEVER YOU MUST ENTER AND EXIT OUT OF THE PORTCULLIS OF THE STONE WALL. YOU CAN IGNORE ALL RANGED ATTACKS AND YOU CAN ACTIVATE A WHITE HEADLAMP OR FLASHLIGHT INFINITELY WHILE YOU ARE WITHIN YOUR STONE WALL. YOUR CLAN'S STONE WALL HAS A MAXIMUM OCCUPANCY OF TEN PLAYERS.

**10 HOW COULD YOU GUARANTEE THAT YOU DO NOT LOSE YOUR KEEP EVEN IF YOU HAD NO OBSTACLES (WALLS) AROUND YOUR KEEP?**

HAVE MORE SILVER IN YOUR LOOT CHEST THAN THERE ARE TOTAL PLAYERS ATTENDING THAT WEEKEND

YOU CANNOT STORE ANY LOOTABLE ITEMS INSIDE OF YOUR KEEP AND YOU CAN BUILD YOUR KEEP, HOWEVER, IF YOU DO YOU MUST HAVE ALL OF YOUR PLANS TO BUILD CLEARLY ILLUSTRATED AND APPROVED BY AN ORGANIZER AND YOU MUST ALSO KEEP IN MIND THAT YOU CAN LOSE YOUR KEEP WHICH WOULD REQUIRE THAT YOU VACATE YOUR KEEP WITH ONLY ONE WEEK TO REMOVE ANYTHING THAT IS NOT PART OF YOUR CONSTRUCTION PLANS. IF YOU HAVE ENOUGH SILVER COINS IN YOUR CHEST TO ACCOUNT FOR THE TOTAL NUMBER OF PLAYERS FOR ANY GIVEN WEEKEND, THEN, EVEN IF YOU DON'T HAVE ANY DEFENSIVE OBSTACLES AROUND YOUR KEEP, YOU CANNOT LOSE YOUR KEEP AS EACH PLAYER CAN ONLY LOOT YOUR CHEST ONCE EACH WEEKEND. ADDITIONALLY, THE ORGANIZERS WILL EVENTUALLY BUILD A KEEP FOR EACH TERRITORY.

**11 WHAT HAPPENS TO YOUR CLAN IF A NOMADIC CLAN LOOTS YOUR TERRITORY DEED?**

YOU LOSE YOUR KEEP, YOUR CLAN BECOMES NOMADIC, AND YOU NO LONGER HAVE A SEAT ON THE WAR COUNCIL

YOUR CLAN WILL RECEIVE A LOOT CHEST AND IT WILL HAVE YOUR TERRITORY DEED INSIDE OF IT. IF YOU USE THE APPROPRIATE SIEGE EQUIPMENT YOU CAN ENTER A STONE WALL AND LOOT AN ENEMIES LOOT CHEST IF YOU OPEN IT AND THEN HOLD A FREE HAND OVER THE LOOT CHEST AND SHOUT "LOOTING 1, LOOTING 2, LOOTING 3, ...LOOTING 10, SUCCESS!". WHEN YOU LOOT A LOOT CHEST YOU CAN CHOOSE 1 SILVER COIN OR 1 RESOURCE OF YOUR CHOOSING, HOWEVER YOU CANNOT LOOT THE TERRITORY DEED UNLESS THERE IS NO OTHER LOOT IN THE LOOT CHEST. YOU CAN DEPOSIT RESOURCES AND A SILVER OR GOLD COINS INSIDE OF YOUR LOOT CHEST IN ORDER TO PREVENT YOUR TERRITORY DEED FROM BEING LOOTED. YOU CAN ONLY LOOT EACH LOOT CHEST ONCE A WEEKEND. IF YOUR TERRITORY DEED IS LOOTED YOUR CLAN DROPS TO THE BOTTOM OF THE HIERARCHY AND YOU MUST SWITCH KEEPS WITH THE CLAN WHO LOOTED YOUR DEED OR BECOME NOMADIC IF THEY DO NOT HAVE A KEEP.

- 1** WHAT IS THE APPROPRIATE RESPONSE IF THERE ARE MULTIPLE INSTANCES OF YOU ASKING A PLAYER IF YOU STRUCK THEM AND THEY SEEM TO NOT BE HONORING STRIKES?

ANONYMOUSLY REPORT THIS TO THE ORGANIZERS BY WRITING DOWN THE OFFENSE ALONG WITH HIS NAME IN THE SUGGESTION BOX

IF YOU OBSERVE SOMEONE BREAKING ANY OF THESE RULES, PLEASE ANONYMOUSLY REPORT THIS TO THE ORGANIZERS BY WRITING DOWN THE OFFENSE AND ALONG WITH HIS NAME IN THE SUGGESTION BOX. IF YOU REPORT A PLAYER AND YOU DO WANT BE DISCREETLY INFORMED ONCE THE PLAYER YOU ARE REPORTING IS ADDRESSED BY THE ORGANIZERS PLEASE INCLUDE YOUR NAME. THE PLAYER YOU ARE REPORTING WILL NEVER KNOW YOUR IDENTITY. INCLUDING YOUR NAME IS ONLY TO ENSURE THAT THE ORGANIZERS CAN FOLLOW UP WITH YOU ABOUT THE RESULTS OF YOUR REPORT.

- 2** WHAT DISCIPLINARY ACTION DOES THE FIRST OFFENSE OF A RULE GENERALLY MERIT?

A VERBAL NOTIFICATION

FIRST OFFENSE = VERBAL NOTIFICATION. AN ORGANIZER, MARSHALL, OR YOUR LORD WILL DISCUSS WITH YOU THE RULE YOU BROKE AND THE REASONING BEHIND WHY THE RULE EXISTS. IT IS POSSIBLE TO RECEIVE AN XP LOSS ON YOUR FIRST OFFENSE. AMOUNT OF XP LOSS WILL DEPEND ON YOUR OFFENSE AND YOUR HISTORY AS A PLAYER.

- 3** WHAT DISCIPLINARY ACTION DOES THE SECOND OFFENSE OF A RULE GENERALLY MERIT?

A WRITTEN NOTIFICATION

SECOND OFFENSE = WRITTEN NOTIFICATION. AN ORGANIZER, MARSHALL, OR YOUR LORD WILL AGAIN DISCUSS WITH YOU THE RULE YOU BROKE AND THE REASONING BEHIND WHY THE RULE EXISTS.

- 4** WHAT DISCIPLINARY ACTION DOES THE THIRD OFFENSE OF A RULE GENERALLY MERIT?

A "D-DAY" MEANING AN ORGANIZER, MARSHALL, OR YOUR LORD WILL ASK THAT YOU SIT OUT FOR AN ENTIRE DAY TO DECIDE YOUR FUTURE WITH PHLARP.

THIRD OFFENSE = A DAY OF DECISION (D-DAY). AN ORGANIZER, MARSHALL, OR YOUR LORD WILL ASK THAT YOU SIT OUT FOR AN ENTIRE DAY TO DECIDE YOUR FUTURE WITH PHLARP. YOU MUST ATTEND FOR THE DAY BUT ARE EXCLUDED FROM PARTICIPATION SO THAT YOU CAN TAKE TIME TO DECIDE IF YOU WANT TO CONTINUE PLAYING WITH US. YOU CAN STILL GET EXPERIENCE FOR ATTENDANCE FOR THE DAY, COSTUME, ETC.... XP YOU ARE EXCLUDED FROM IS PARTICIPATION ONLY.

- 5** WHAT DISCIPLINARY ACTION DOES THE FOURTH OFFENSE OF A RULE GENERALLY MERIT?

A 30 DAY SUSPENSION

FOURTH OFFENSE = SUSPENSION. A MODERATOR, MARSHALL, OR YOUR LORD WILL ENACT A SUSPENSION THAT WILL BE EFFECTIVE IMMEDIATELY AND CAN BE FROM THE REST OF A WEEKEND OR UP TO 30 DAYS (4 WEEKS). IF YOUR ACTIONS HAVE ELICITED A SUSPENSION, FURTHER DISCIPLINARY ACTION MAY BE TAKEN ON A CASE-BY-CASE BASIS.

- 6** WHAT DISCIPLINARY ACTION DOES THE FIFTH OFFENSE OF A RULE GENERALLY MERIT?

SOME FORM OF BANISHMENT, COULD BE 6 OR 12 MONTHS OR FOREVER

FIFTH OFFENSE = FROM 6 TO 12 MONTHS UP, OR EVEN UP TO A LIFETIME OF BANISHMENT. IF YOU ATTACK SOMEONE AFTER YOU HAVE BEEN BANISHED THE POLICE WILL BE CALLED TO ESCORT YOU AWAY.

**7** WHAT HAPPENS IF PHLARP DISCOVERS YOU HAVE FALSELY ACCUSED SOMEONE USING THE REPORTING SYSTEM?

**THEN YOU WILL BE DISCIPLINED**

EVERY REPORT WILL BE INVESTIGATED AND RESOLVED TO THE BEST OF THE ORGANIZERS ABILITY TO ENSURE THAT WE HAVE A SAFE GAME FOR EVERYONE, HOWEVER IF AN INVESTIGATION PROVES THE CLAIM TO BE PURPOSEFULLY ERRONEOUS IN AN ATTEMPT TO ABUSE THIS SYSTEM AND HARM AN INNOCENT PLAYER THE ACCUSER MAY FACE DISCIPLINARY ACTIONS HIMSELF.

**8** IS EVERY PLAYER NECESSARILY AFFORDED EACH STEP WITHIN THE DISCIPLINARY PROCESS?

**NOPE**

ANY AGGRESSIVE BEHAVIOR, EMOTIONAL OUTBURSTS, OR HARMFUL ACTIONS WILL MERIT QUICKER PUNISHMENTS UP TO AND INCLUDING BANISHMENT AS A FIRST OFFENSE PENALTY. FOR EXAMPLE: IF TWO PARTICIPANTS GET INTO A FIST FIGHT THIS COULD LEAD TO A D-DAY OR BANISHMENT AT THE FIRST OFFENSE. (THIS WOULD CAUSE YOU TO BE BANISHED INSTANTLY CONSIDERING WE HAVE NEVER HAD THIS HAPPEN!)

**9** DOES VERBAL ABUSE MERIT THE USE OF THE REPORTING SYSTEM?

**YES**

IF YOU ARE BEING VERBALLY ABUSED OR YOU THINK SOMEONE IS SWINGING TOO HARD OR TRYING TO ABUSE YOU IN SOME WAY PLEASE REPORT THIS TO THE ORGANIZERS BY WRITING DOWN THE OFFENSE AND ALONG WITH HIS NAME IN THE SUGGESTION BOX. IF YOU REPORT A PLAYER AND YOU DO WANT BE DISCREETLY INFORMED ONCE THE PLAYER YOU ARE REPORTING IS ADDRESSED BY THE ORGANIZERS PLEASE INCLUDE YOUR NAME. THE PLAYER YOU ARE REPORTING WILL NEVER KNOW YOUR IDENTITY. INCLUDING YOUR NAME IS ONLY TO ENSURE THAT THE ORGANIZERS CAN FOLLOW UP WITH YOU ABOUT THE RESULTS OF YOUR REPORT.