

BOOK OF RULES



PHILARP

PARK HILLS MO 573-516-3099

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- 1** 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 1PM UNTIL SUNDAY AT DAWN.
- 2** 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** 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** 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** 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** THE MARSHALLS WITHIN PHLARP ARE THE EQUIVALENT OF REFEREES. IF YOU HEAR A MARSHALL 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 MARSHALL.
- 7** 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 MARSHALL 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 MARSHALL.
- 8** 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 MARSHALL AND SUCH AN INSTANCE MAY RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.

- 9** 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 MARSHALL AND SUCH AN INSTANCE MAY RESULT IN DISCIPLINARY ACTION BEING TAKEN AGAINST YOU.
- 10** 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** YOU CANNOT CARRY MORE THAN ONE WEAPON, SHIELD, PACKET, ARROW, ITEM, RESOURCE, ETC. IN EACH ONE OF YOUR UNDAMAGED ARMS.

- 1** YOU BEGIN YOUR RETURN TO CONSCIOUSNESS WITH THE HARSH, SHRILL CALL OF GULLS INVADING THE BLANKNESS OF YOUR MIND. ACCOMPANYING THIS SYMPHONY OF DISCORD IS THE DISTANT SOUND OF WAVES LAPPING AGAINST A SHORELINE. YOU FEEL THE SUN BEATING DOWN ON YOU, SCORCHING YOUR EXPOSED BACK. YOU OPEN YOUR EYES AND SEE NOTHING BUT SAND. IT'S EVERYWHERE AROUND YOU, AS FAR AS YOUR EYES CAN SEE, INCLUDING WITHIN YOUR CLOTHES AND, UNFORTUNATELY, YOUR MOUTH.
- 2** YOU REALIZE THAT THE SOUNDS OF THE OCEAN THAT SEEMED SO DISTANT AREN'T DISTANT AT ALL, AS YOU FEEL THE WATER EBB AND FLOW AROUND YOUR FEET AND LEGS. YOU'RE LYING ON YOUR STOMACH. ON SOME SORT OF BEACH. HAS SOMETHING AFFECTED YOUR HEARING? YOU FORCE YOUR EARS TO POP, RELEASING THE PRESSURE BUILT UP AND OPENING YOUR SENSES TO THE WORLD AROUND YOU. YOU HAVE NO IDEA HOW LONG YOU'VE BEEN HERE. OR EVEN WHERE HERE IS.
AFTER DOING YOUR BEST TO CLEAR YOUR MOUTH OF THE SAND, YOU LICK YOUR DRY, CRACKED LIPS. BASED ON HOW BADLY THEY'RE FLAKING, AND HOW SORE THEY ARE, YOU ASSUME YOU'VE BEEN HERE FOR A WHILE. YOU ROLL OVER ONTO YOUR BACK, THROWING YOUR ARM ACROSS YOUR FACE IN AN ATTEMPT TO BLOCK OUT THE HARSH RAYS OF THE BRIGHT SUN, AND ATTEMPT TO GATHER YOUR THOUGHTS.
THE BOAT. YOU REMEMBER THAT YOU WERE ON A BOAT. MAYBE IT CAPSIZED, OR IT RAN AGROUND ON SOME SANDBAR OR WAS DASHED AGAINST JAGGED ROCKS HIDING JUST BENEATH THE FROTHY WAVES. DID YOU FALL OVERBOARD? OR WERE YOU THROWN FROM THE DECK OF THE BOAT WHEN IT HIT SOMETHING? OR, EVEN WORSE, WERE YOU PUSHED?
- 3** YOU HEAR THE SOFT SOUND OF DEBRIS BEING PUSHED AND PULLED ACROSS THE SAND BY THE FLOWING TIDES. THE SHIP MUST HAVE CAPSIZED. I'VE BEEN MAROONED. YOU SLOWLY SIT UP AND LOOK BACK TO SEE WITH EYES THAT ARE STILL STRAINING AGAINST THE BRIGHTNESS OF THE SUN AND THE GRITTIENESS OF THE SAND THAT STILL CLINGS TO YOUR SKIN. IN THE DISTANCE, OUT OVER THE WATER, IS AN EPIC STORM. IT IS A CHAOS THE LIKES OF WHICH YOU'VE NEVER IMAGINED BEFORE, AND YOU RUB YOUR EYES FRANTICALLY TO MAKE SURE YOU'RE SEEING WHAT YOU THINK YOU'RE SEEING.
- 4** IT'S A FUNNEL CLOUD THAT EXTENDS AS FAR AS YOU CAN SEE IN EITHER DIRECTION ACROSS THE HORIZON. THE SWIRLING CLOUDS ARE A MASS OF GREYS, BLACKS, AND ANGRY DARK PURPLES. HALFWAY UP, THE FUNNEL NARROWS BEFORE SWELLING BACK UP AND EXTENDING INTO THE HEAVENS. EVEN AT ITS NARROWEST, YOU SURMISE THAT IT'S STILL HUNDREDS OF MILES ACROSS.
- 5** THE CLOUDS RIPPLE WITH LIGHT AS SMALL EXPLOSIONS ILLUMINATE THE AIR UNDER THE INKY SURFACE OF THE STORM. THE LIGHTS SHINE ONLY FOR AN INSTANT BEFORE BEING WHIPPED AWAY BY THE GALE FORCE WINDS YOU'RE CERTAIN ARE BLOWING LIKE THE BREATH OF AN ANGRY GOD. ALSO, OCCASIONALLY, YOU SEE BLINDING LIGHTNING FORK ACROSS THE FUNNEL IN ALL DIFFERENT COLORS. SOME OF THE FLASHES OF LIGHTNING SEEM UNNATURALLY LONG, BURSTING AND TWISTING ACROSS THE SURFACE OF THE STORM WITH A WICKED INTELLIGENCE. ALMOST AS IF THE STORM HAS BECOME SELF-AWARE, ACTIVELY SEARCHING FOR STRUCTURES, OBJECTS, AND EVEN PEOPLE TO STRIKE.
- 6** THERE IS A LOW, CONSTANT RUMBLING AND BOOMING THAT SOUNDS LIKE THE HOOFBEATS OF A THOUSAND HORSES EMANATING FROM THE MAELSTROM. THE STORM PULSES AND MOVES AS IF IT IS ALIVE. THE CLOUDS ARE DRAWN IN WITH EVERY PULSE OF THE STORM, AS IF THERE IS SOME ORDER TO THE CHAOS. ITS SIZE AND POWER ARE INCOMPREHENSIBLE, SO YOU DECIDE NOT TO DWELL ON HOW YOU MADE IT THROUGH ALIVE. MUCH LESS RELATIVELY UNSCATHED.
- 7** CONSIDERING YOU REMEMBER, AT LEAST PARTIALLY, HOW YOU CAME TO BE HERE, YOU INSTEAD TRY AND ANSWER THE BURNING QUESTION OF WHERE HERE IS. YOUR EYES, NOW ADJUSTED TO THE LIGHT REFLECTING OFF THE SAND BEFORE YOU, SCAN THE BEACH TO EITHER SIDE OF YOU AND SEE NOTHING BUT THE SHORELINE AND THE DEBRIS OF THE BOAT YOU WERE ON. THERE ARE FRAYED BITS OF ROPE, AND WOODEN CARGO CONTAINERS THAT HAVE BUSTED AND SPLINTERED FROM BEING DASHED AGAINST THE SHORE.

- 8** YOU PIVOT AND CHECK BEHIND YOU, SEEING A FOREST THAT RUNS PARALLEL TO THE SHORELINE AS FAR AS YOU CAN SEE. THE TREES ARE MASSIVE, UNUSUAL, AND QUITE POSSIBLY OTHERWORLDLY. NOW THAT YOU'VE HAD THE CHANCE TO CHECK YOUR IMMEDIATE SURROUNDINGS, YOU TAKE A MOMENT TO INVESTIGATE YOUR BODY AND BELONGINGS. YOU NOTICE FIRST THAT YOUR CLOTHES ARE VERY RAGGED, EVEN TORN IN SOME PLACES. THIS EXPLAINS THE SORENESS IN YOUR BACK, EXPOSED TO THE HARSH RAYS OF THE SUN. MOST OF THE THINGS YOU'RE SURE YOU BROUGHT WITH YOU ARE GONE, WHICH YOU NOTICE INCLUDES YOUR SHOES. YOU BEGIN PICKING YOUR WAY DOWN THE SHORELINE TO INVESTIGATE SOME OF THE BUSTED CRATES FOR SUPPLIES.
- 9** AS YOU RIFLE THROUGH THE SPLINTERED WOOD, YOU REALIZE THAT ANYTHING THESE CRATES MAY HAVE CARRIED WAS LIKELY WASHED BACK OUT TO SEA, AND YOU FIND YOURSELF DESPAIRING AS YOU THINK OF YOUR LACK OF RESOURCES. AS YOU FRET, YOU ALMOST TRIP OVER THE BODY. LIKELY AN UNFORTUNATE SHIPMATE, YOU FIND THEM HALF BURIED UNDER ONE OF THE CRATES YOU'VE TRIED TO LOOT. IT'S A MAN, LAYING ON HIS BACK. YOU'RE SPARED THE SIGHT OF HIS SURELY BLOATED, ROTTING FACE BY A LARGE STRAW HAT THAT COVERS HIS HEAD. YOU NOTICE HE'S WEARING A WELL WORN PAIR OF SHOES. NOT LIKE HE'S GOING TO NEED THEM ANYMORE, YOU JUSTIFY.
- 10** YOU MUTTER A WEAK APOLOGY AS YOU BEGIN TO UNTIE THE DEAD MAN'S SHOES. YOU'RE SO FOCUSED ON YOUR TASK THAT WHEN HE SITS BOLT UPRIGHT AND BEGINS SCREAMING, YOU SCREAM TOO.
- 11** "BANDITS! USURPERS, AND THIEVES! MILK THE COWS, AND SET THE ROOFTOPS ABLAZE! SOMEONE BRING ME MY LUCKY HAMMER!" YOU'RE SHOCKED BY HIS HEALTHY CONDITION. MOSTLY BECAUSE OF HOW STARKLY CONTRASTED IT IS BY HIS APPEARANCE. HIS TEETH ARE STRAIGHT, WITH NO CRACKS YOU CAN SEE, EVEN IF IT LOOKS LIKE HE'S EATEN A HEAPING HELPING OF THE SAME SAND YOU SPAT OUT BEFORE. HIS BEARD AND HAIR ARE JET BLACK, WITH NARY A GRAY HAIR TO BE FOUND. HIS FACE IS TANNED AND DIRTY, BUT MARRED BY BARELY HALF OF THE WRINKLES IT SHOULD HAVE.
- 12** HE LOOKS DOWN AT HIS HANDS, DIRTY AND UNKEMPT BUT WITH NO CALLUSES OR SCARS, AND SPEAKS SOFTLY. "EVERY TIME I BEGIN TO DREAM A NEW DREAM, THIS OLD ONE COMES KNOCKING...EVERY TIME..." HE SEES YOU FOR THE FIRST TIME. HIS EYES LIGHT UP AND HE SHOUTS OUT WITH A RENEWED VIGOR. "I KNEW YOU'D COME! KNEW IT! THEY TELL ME 'JUMP UP AND DOWN LONG ENOUGH, YOU'LL STIR SOMETHING UP,' BUT HONESTLY I PREFER SLEEPING TILL THE JOB IS DONE! FOLLOW ME, AND WE'LL BE POSITIVELY READY TO...WAIT...WHO ARE YOU AGAIN?"
- 13** YOU LAUGH A LITTLE, NOT BECAUSE ANYTHING IS FUNNY BUT BECAUSE OF HOW EXTREMELY UNCOMFORTABLE YOU ARE, AND STATE YOUR NAME. YOU BEGIN TELLING HIM OF YOUR LIFE BEFORE YOUR DOOMED BOAT RIDE, AND WHEN YOU FINISH HE SNORTS WITH A START. HE APOLOGIZES FOR FALLING ASLEEP DURING YOUR "RIVETING" RECOLLECTION OF EVENTS AND ASKS YOU TO START OVER.
- 14** YOU LAUGH THAT UNCOMFORTABLE LAUGH AGAIN, ASSUMING BEFORE YOU STARTED YOUR STORY THAT THIS MAN WAS NOT NEARLY CLOSE TO STABLE, AND BEGIN TO TELL YOUR STORY AGAIN. AS SOON AS YOU BEGIN, HIS HAND SHOOTS OUT AND HIS INDEX FINGER IS PRESSED TO YOUR LIPS. "SHH-SHH-SHH! I'VE GOT NO ROOM FOR YOUR FURNITURE IN MY ATTIC! SEE, MY ATTIC IS FULL OF MY OWN BROKEN FURNITURE. AND CLOCKS! LOTS OF CLOCKS THAT JUST WON'T STOP TICK-TICK-TICKING! IF I HAD MY JOURNAL, MAYBE I COULD BEAT OUT THE COBWEBS AND...REBUILD."
- WITH SUDDEN ENTHUSIASM HE LEAPS TO HIS FEET, GIVES YOU A WIDE SMILE, AND DONS THE LARGE STRAW HAT INSIDE OUT ON TOP OF HIS HEAD. "IF YOU DON'T BELIEVE, JUST FOLLOW ME AND I'LL SHOW YOU! YOU'LL SEE. YOU'LL UNDERSTAND." AND HE DARTS OFF, GESTURING WILDLY FOR YOU TO FOLLOW.

SHIPWRECK**CHAPTER 2**

- 15** AFTER A LONG, EXHAUSTING TREK, FULL OF YOU TRIPPING OVER UNFAMILIAR GROUND AND TRYING TO KEEP UP, YOU COME UPON WHAT USED TO BE A GIANT PORT CITY. IT'S A SHELL OF ITS FORMER GLORY, COMPLETELY BURNT THROUGH. THE DIRTY MAN SITS AT THE ENTRANCE AND WEEPS. HE LOOKS AT YOU THROUGH BLOODSHOT EYES.
 "I WAS TOO LATE..." HE SAYS, SNIFFLING. HE STANDS AGAIN AND ATTEMPTS TO STEEL HIMSELF. "BUT A PROMISE IS A PROMISE, AND MY OATH IS MORE IMPORTANT THAN SANITY. OR DEATH." WITH THAT OMINOUS STATEMENT, HE STARTS MOVING THROUGH THE TOWN. "COME, HERO! I SHALL SHOW YOU THE WAY, AS I HAVE FOR ALL THE OTHERS! STEP INTO THE ONCE BEAUTIFUL PORT PHATE, AND SEE WHAT IT HAS IN STORE FOR YOU..."
- 16** THE TOUR LASTS ABOUT AS LONG AS IT TAKES TO GET TO THE MOUTH OF A LARGE RIVER, FLOWING OUT TO SEA AT PORT PHATE. AT ONE TIME THIS RIVER LIKELY PROVIDED MANY TRADING OPPORTUNITIES, BUT NOT NOW. NOW YOU DON'T SEE ANYONE OR ANYTHING ASIDE FROM YOU AND THE DIRTY MAN. HE DIRECTS YOU TO A SMALL FERRY TIED AT THE RIVER'S EDGE, STEPS ABOARD, AND DIPS INTO A LOW BOW WITH HAT IN HAND.
- 17** "WELCOME, HERO! I AM THE FERRYMAN! CLIMB ABOARD, AND WE'LL SET SAIL FOR MORE...INVITING LANDS." AFTER A MOMENT'S HESITATION, YOU STEP ONTO THE FERRY. AFTER ALL, WHAT DO YOU HAVE TO LOSE? THE FERRYMAN UNTIES THE FERRY AND TAKES UP A LONG POLE HE USES TO NAVIGATE THE GLORIFIED RAFT UP THE RIVER. AFTER SOME TIME, BETWEEN VARIOUS RAMBLINGS THAT DON'T MAKE MUCH SENSE TO YOU, THE FERRYMAN BEGINS MAKING STRANGE NOISES.
 "Riiiiiiiiing! Riiiiiiiiiiiiiiiiiiiiing!" HE TAKES OFF A SHOE AND BRINGS IT TO HIS EAR. "WHAT?! I'M BUSY. I'M DOING THAT THING. YOU KNOW, THE THING. HOLD, PLEASE." HE THRUSTS THE SHOE TOWARD YOU AND SAYS, "IT'S THE MAYOR." YOU TAKE THE SHOE HESITANTLY, HUMORING THE FERRYMAN. AFTER "LISTENING" FOR A MOMENT YOU SHRUG AND HOLD THE SHOE BACK TO HIM. "WELL O' COURSE HE'S NOT THERE," HE LAUGHS AS HE THROWS THE SHOE INTO THE WATER BEHIND HIM, "HE'S DEAD!"
- 18** "BESIDES," HE SAYS, "THAT'S NOT THE MAYOR. IT WAS JUST A SHOE. YOU'RE NOT..." HE COCKS HIS HEAD AND STARES THOUGHTFULLY AT YOU FOR A MOMENT, "CRAZY, ARE YOU?" YOUR TRAVELS CONTINUE CALMLY AND QUIETLY, AND AFTER ABOUT A DAY'S TIME YOU COME UPON A CLEARLY LARGE SETTLEMENT. YOU NOTICE FARM HOUSES WITH FRIENDLY OCCUPANTS WHO WAVE JOVIALY TO YOU.
- 19** YOU COME TO A FORTRESS WALL MADE OF LOGS THAT RUNS PARALLEL TO THE LEFT RIVERBANK. IT'S 30 FEET HIGH, AND THE CONSTRUCTION IS CRUDE. BUT YOU CAN TELL IT'S EFFICIENT. THE FERRYMAN DOCKS HIS RAFT AT A SMALL DOCK THAT APPEARS TO BE THE ONLY WAY INTO THE TOWN FROM THE RIVER. HE MOTIONS YOU OFF THE BOAT AND SAYS, "WELCOME TO EVERMORE! THE ONLY DAMN PLACE EVEN RELATIVELY-" HE'S INTERRUPTED BY A FEW LOUD BOOMS IN QUICK SUCCESSION, SOUNDING TOO CLOSE FOR COMFORT, "-SAFE." HE FINISHES LAMELY.
- 20** WHATEVER HE WAS ABOUT TO SAY NEXT WAS DROWNED OUT BY THE OVERWHELMING BELLOW OF SOME GREAT MONSTER. AS THE ECHOES OF THE YELL DIE DOWN A LOUD THUDDING SHAKES THE GROUND, CAUSING YOU AND YOUR STRANGE COMPANION TO STRUGGLE TO KEEP BALANCE. THE FERRYMAN'S EYES DART WILDLY AS HIS VOICE STRUGGLES TO STAY CONVERSATIONAL.
- 21** "WELL...GOOD LUCK! AND FAREWELL!" HE CALLS AS HE HURRIEDLY CLAMBERS ONTO HIS RAFT AND PUSHES OFF. "MY SHOE! CAN YOU BELIEVE IT?" YOU HEAR HIM MUTTER AS HE STARTS FLOATING DOWN THE RIVER. YOU CAST YOUR EYES BACK ONTO THE ENTRANCE TO THE TOWN, TAKING IN THE PEOPLE AND THE STOREFRONTS, AND BEGIN TO TAKE YOUR FIRST STEPS INTO AN ADVENTURE OF UNLIMITED POSSIBILITIES.
- 22** WELCOME TO PHLARP!

WEAPON CONSTRUCTION**CHAPTER 3**

- 1** 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** 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** 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** 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** YOUR THROWN WEAPON MUST WEIGH BETWEEN .25LB AND .5LB
- 6** YOUR SHIELD OR BUCKLER MUST BE CONSTRUCTED OUT OF REASONABLY SAFE MATERIALS ONLY, SUCH AS CARDBOARD, FOAM, TAPE, ETC.
- 7** YOUR SHIELD MUST NOT HAVE A PERIMETER LARGER THAN 12.5'.
- 8** YOU CANNOT WIELD YOUR SHIELD AS A WEAPON OR CONTACT ANOTHER PLAYER'S BODY WITH IT.
- 9** 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** 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** 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.

WEAPONS**CHAPTER 4**

- 1** MELEE WEAPONS ARE CATEGORIZED BY THEIR OVERALL LENGTH.
- 2** MELEE WEAPONS THAT ARE UNDER 20" LONG ARE CATEGORIZED AS DAGGER WEAPONS.
- 3** MELEE WEAPONS THAT ARE 20-30" LONG ARE CATEGORIZED AS OFF-HANDED WEAPONS.
- 4** MELEE WEAPONS THAT ARE 31-40" LONG ARE CATEGORIZED AS ONE-HANDED WEAPONS.
- 5** MELEE WEAPONS THAT ARE 41-50" LONG ARE CATEGORIZED AS TWO-HANDED WEAPONS.
- 6** MELEE WEAPONS THAT ARE LONGER THAN 50" ARE CATEGORIZED AS EXOTIC WEAPON.
- 7** YOU CANNOT THROW MELEE WEAPONS.
- 8** 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** 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** 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** 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** YOU CANNOT DEFEND WITH A BOW UNTIL IT HAS BEEN PROPERLY FOAMED, AND APPROVED SPECIFICALLY FOR DEFENDING WITH, BY THE BLACKSMITH.
- 13** IF YOU BUY A WEAPON, EVEN IF IT IS SPECIFICALLY MADE FOR A COMBAT LARP, IT STILL MUST BE APPROVED BY THE BLACKSMITH.

SQUIRE**CHAPTER 5**

- 1** 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** 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** 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** 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** 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** AS A SQUIRE YOU CANNOT JOIN A CLAN OR LOOT.

COMBAT**CHAPTER 6**

- 1** YOU CANNOT DELIVER ADDITIONAL DAMAGE WITH THE SAME WEAPON TO AN AREA UNTIL 1 SECOND HAS PASSED IN BETWEEN YOUR STRIKES.
- 2** YOU CANNOT BE WITHIN ARM'S REACH OF PLAYERS THAT YOU ARE ENGAGED IN COMBAT WITH.
- 3** 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 YOU MUST LET 3 SECONDS PASS BEFORE SWINGING AGAIN.
- 5** 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 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** 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** 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** 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** 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** 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** 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** IF ALL OF YOUR LIMBS BECOME DAMAGED YOU MAY BEGIN BLEEDING OUT AFTER 5 SECONDS.
- 14** 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** 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** 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** 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** 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** 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** 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** A THROWN WEAPON CAN ONLY DELIVER DAMAGE TO THE FIRST THING IT CONTACTS ONCE THROWN.

ADVANCED COMBAT**CHAPTER 7**

- 1** 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** YOU CAN ONLY HAVE ONE OF YOUR SUMMONED CREATURES SUMMONED AT A TIME.
- 3** 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** 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** PHLARP ISSUED ITEMS MUST BE KEPT ON YOU AT ALL TIMES.
- 6** 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 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 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** 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** 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** 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** YOU MUST SHOUT VERBALS AND DURATIONS LOUD ENOUGH SO THAT ANYONE THAT IS WITHIN 50' OF YOU CAN HEAR THEM.
- 13** IF YOU BECOME SLOWED, YOU CANNOT TAKE MORE THAN ONE STEP A SECOND.
- 14** 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.

ADVANCED COMBAT**CHAPTER 7**

- 15** IF YOU BECOME STUNNED, YOU MUST LOWER ALL OF YOUR WEAPONS AND SHIELD AND REMAIN STILL FOR THE DURATION OF THE STUN EFFECT.
- 16** 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 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** 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** 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** 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** 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** 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** 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** 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** 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** 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** YOU WILL RECEIVE 100 XP FOR EACH PLAYER THAT YOU REFER TO PHLARP THAT PARTICIPATES IN AT LEAST ONE PATROL WHILE YOU ARE PRESENT.

HERO DEVELOPMENT**CHAPTER 9**

- 1** ONCE YOU CHOOSE YOUR HERO'S NAME AND DEVELOP HIS ORIGIN STORY YOU CANNOT CHANGE IT.
- 2** 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** 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** 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** 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** YOU CAN SAVE YOUR AP OR ALLOCATE THEM WITHIN YOUR AVAILABLE CLASS ABILITIES HOWEVER YOU CHOOSE, UP TO 10TH LEVEL.
- 7** 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** YOU CAN RE-ALLOCATE YOUR AP WITHIN YOUR CLASS FOR A SILVER PER LEVEL.
- 9** 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** 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** SOME CLASSES ARE LOCKED UNTIL FURTHER CAMPAIGN ADVANCEMENT.
- 12** 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** 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.

HERO DEVELOPMENT**CHAPTER 9**

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

CLANS**CHAPTER - 10**

- 1** 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** YOUR CLAN MUST HAVE ONLY ONE LEADER AND THAT LEADER IS THE LORD OF YOUR CLAN.
- 3** 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** 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** 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** 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** 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** IF YOU ARE THE ONLY ONE OF YOUR CLANSMEN PRESENT, THEN YOU CAN BE CONSIDERED A MERCENARY, OTHERWISE, YOU MUST REPRESENT YOUR CLAN.
- 9** THE LORD OF YOUR CLAN MUST TAKE THE LORD'S OATH BEFORE YOUR CLAN WILL BE RECOGNIZED.

MERCENARIES

CHAPTER - 11

- 1 IF YOU ARE NOT IN A CLAN THEN YOU ARE CONSIDERED A MERCENARY.
- 2 AS A MERCENARY THE TERMS OF YOU BEING HIRED IS UP TO YOU AND WHOEVER IS HIRING YOU.
- 3 AS A MERCENARY YOU CAN KILL ANYONE DURING CLAN BASED EVENTS AND CLANS CAN HIRE YOU TO INCREASE THEIR NUMBERS.
- 4 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.

THE CROWN**CHAPTER - 12**

- 1** 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** THE KING CAN HAVE AN ADDITIONAL CLAN MEMBER ACCOMPANY THEIR CLAN WHILE COMPETING IN ANY CLAN-BASED WAR GAMES.
- 3** THE KING CAN CHOOSE FIRST DURING ANY EVENT THAT PLAYERS ARE OFFERED A CHOICE.
- 4** THE KING CAN CALL THE EVENT DEFEND HONOR ONCE PER WEEKEND.
- 5** THE KING CAN VETO ANY EVENT BEING CALLED AND CHOOSE A DIFFERENT EVENT ONCE PER WEEKEND.
- 6** IF THE KING HAS A LOOT CHEST IT CAN BE MOVED INTO THE CASTLE WHERE IT CANNOT BE EASILY LOOTED.
- 7** IF THE KING HAS TERRITORY THEY CANNOT LOSE IT DURING THEIR REIGN.
- 8** THE KINGS VOTE ON THE WAR COUNCIL COUNTS AS TWO AND THEY BREAK ANY TIES.
- 9** IF THE KING HAS A TERRITORY THEN THEIR RESOURCES WILL BE DEPOSITED DIRECTLY INTO THEIR LOOT CHEST.
- 11** 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.

WANDERING MONSTERS**CHAPTER 13**

- 2** 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** AS A MONSTER, YOU CANNOT BE LOOTED BY SQUIRES OR OTHER MONSTERS.
- 4** AS A MONSTER, YOU CAN LOOT MONSTER TOKENS FROM HEROES
- 5** 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** 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** IF YOU SIGN UP AS A MONSTER AND YOU ARE IN A CLAN EVERYONE IN YOUR CLAN MUST SIGN UP WITH YOU.
- 8** 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** MONSTERS HAVE A LEVEL CAP OF 3.
- 10** 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** 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** IF YOU ARE SIGNING UP TO BE A MONSTER AND YOU ARE NEEDED FOR A SPECIFIC MONSTER YOU DO NOT HAVE A CHOICE.

THE WILDERNESS**CHAPTER - 14**

- 1** 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** 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** 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.

LIGHTS

- 1** 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** 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** IF YOU ARE A MARSHALL YOU MUST USE A GREEN LIGHT AND YOU CAN DO SO INFINITELY.
- 4** 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** IF YOU HAVE THE INFRAVISION ABILITY YOU MAY USE A RED LIGHT INFINITELY.

COINAGE**CHAPTER - 16**

- 1** 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** (PENDING) COINS YOU OBTAIN CAN BE USED TO PURCHASE VARIOUS THINGS INCLUDING WEAPON ENCHANTMENTS, MAGICAL ITEMS, POTIONS AND MORE AT THE GENERAL STORE.
- 3** COINS YOU OBTAIN CAN BE USED TO BARTER FOR ITEMS WITH OTHER PLAYERS, (PENDING) PLACE BOUNTIES, HIRE MERCENARIES, ETC.
- 4** 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.

BOUNTY HUNTING**CHAPTER - 17**

- 1** YOU MAY PLACE A BOUNTY ON ANYONE FOR A MINIMUM OF 2 SILVER. IF SOMEONE HAS A BOUNTY THEM YOU MAY ADD TO IT BY A MINIMUM OF 1 SILVER.
- 2** YOU CAN PURCHASE A BODY BAG AT THE TAVERN OR THE GENERAL STORE. A BODY BAG COSTS TEN COPPER AND YOU CAN ONLY CARRY ONE AT A TIME, BUT IT CAN BE REUSED INFINITELY.
- 3** A BODY BAG HAS A 10 SECOND CAST TIME AND YOU CAN ONLY CAST IT ON A BLEEDING OUT PLAYER WITH A FREE HAND HELD OUT OVER THEM WHILE SHOUTING THE VERBAL; "CASTING BODY BAG 1, BODY BAG 2, BODY BAG 3,...CASTING BODY BAG 10, SUCCESS!". IF YOU SUCCESSFULLY CAST THE BODY BAG THE BLEEDING OUT PLAYER MUST WEAR THE BODY BAG COMPONENT AND FOLLOW YOU. IF YOU HAVE A PLAYER IN A BODY BAG AND YOU RELEASE THE COMPONENT FOR ANY REASON HE MUST START HIS BLEED OUT TIME AGAIN FROM 0 AND IF HE REACHES HIS ORIGINAL MINIMUM BLEED OUT TIME THEN HE MAY REMOVE THE BODY BAG, PLACE AT HIS FEET, AND BECOME A GHOST. ADDITIONALLY, BODY BAGS CANNOT BE USED IN THE COLISEUM OR ON THOSE WHO DO NOT HAVE A BOUNTY ON THEM.
- 4** ANYONE CAN COLLECT A BOUNTY (OTHER THAN THEIR CLANSMEN) IF THEY CAPTURE AND DELIVER THE BOUNTY WITHIN A BODY BAG TO THE PORTAL OF PANDOOM WHICH ALLOWS THE BOUNTY TO RESURRECT AND TEMPORARILY ALLOWS FOR THE BODY BAG TO FUNCTION AS A SHACKLE. YOU MUST THEN DELIVER THE BOUNTY TO THE CASTLE. THE BODY BAG WILL ONLY HOLD ONCE IT BECOMES A SHACKLE FOR YOUR MAXIMUM BLEED OUT TIME OR IT CAN BE SLIPPED OUT OF.
- 5** IF YOU BRING IN A BOUNTY TO THE CASTLE THEY WILL BE PUNISHED AND YOU WILL HAVE THE CHOICE TO RECEIVE 20% OF THE BOUNTY TOWARDS IN STORE CREDIT OR 10% OF THE BOUNTY IN COPPER.
- 6** IF YOU HAVE A BOUNTY ON YOU AND YOU GET TURNED IN TO THE CASTLE YOU WILL BE PUNISHED FOR A MINIMUM OF 2 SILVERS WORTH OF TIME (UNLESS YOU HAPPEN TO HAVE ONLY A 1 SILVER BOUNTY). YOU CAN CHOOSE YOUR FORM OF PUNISHMENT; CRUCIFIXION (5 MIN PER SILVER), THROWN IN THE STOCKADE (5 MIN PER SILVER), CAGED (10 MIN PER SILVER), CHAINED (10 MIN PER SILVER), SUFFER A PULVERIZED LIMB (1 HR PER SILVER), OR HAVE YOUR TONGUE CUT OUT (2 HR PER SILVER). YOU CAN CHOOSE TO BECOME PUNISHED FOR UP TO YOUR MAXIMUM SILVERS WORTH OF TIME ANY TIME YOU ARE TURNED IN.
- 7** A PLAYER CAN ONLY BE TURNED IN ONCE PER WEEKEND UNLESS THEIR BOUNTY BECOMES EQUAL TO OR ABOVE 1 GOLD AND THEN THEY MAY BE TURNED IN TWICE.
- 8** WHEN A BOUNTY IS TURNED IN THE REMAINING AMOUNT OF THE BOUNTY GOES INTO THE KING'S COFFER.
- 9** YOU CAN REQUEST YOUR BODY BAG BACK OFF OF A PLAYER THAT IS IN YOUR BODY BAG IF YOU ARE ALIVE. IF SOMEONE IS ESCORTING A CAPTURED PLAYER YOU CAN STEAL THE BOUNTY IF YOU CAN ELIMINATE THE OTHER BOUNTY HUNTER, GRAB THE BODY BAG COMPONENT, AND THEN ESCORT THE BOUNTY YOURSELF. ADDITIONALLY, IF YOU DO TURN IN A BOUNTY AND YOU DO NOT WANT THE BODY BAG, OR YOU ALREADY HAVE ONE, THEN YOU CAN SELL IT TO THE GENERAL STORE FOR 5 COPPER.

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

- 1** THE LORDS OF THE 5 HIGHEST RANKING CLANS ARE CONSIDERED WARLORDS AND THEY FORM THE WAR COUNCIL.
- 2** THE WAR COUNCIL CONVENES, DISCUSSES, AND VOTES ON ALL DECISIONS REGARDING ADVANCEMENT WITHIN CAMPAIGN.
- 3** 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** 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** 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** 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** 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** ONCE A REGION HAS BEEN CONQUERED, TYPICALLY THE HEROES WILL NOT HAVE TO REVISIT THE REGION.
- 9** SOME OF THE POTENTIAL UNLOCKABLE ELEMENTS WITHIN EACH REGION ARE; LINEAGES, CLASSES, MONSTERS, ITEMS IN THE GENERAL STORE, MAGICAL WEAPONS, MAGICAL ITEMS, AND ABILITIES.

CLAN WARFARE**CHAPTER 19**

- 1** 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 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** 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** 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** 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** YOU CAN GATHER RESOURCES FROM ANY TERRITORY WHILE CAMPAIGN IS ACTIVE.
- 7** THE SAFEST PLACE TO KEEP RESOURCES IS IN YOUR LOOT CHEST.
- 8** 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** 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** 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.

- 1 1** 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.

DISCIPLINARY ACTIONS**CHAPTER - 20**

- 1** 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** 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** 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** 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** 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** 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** 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** 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** 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.