

The Codex of Helianthus

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Intro

“Ignorance Is No Sanctuary Beneath the Sun”

This document outlines the laws, customs, and sacred doctrines of the Helianthus realm. All who step into this world are bound by its rules, whether they've read them or not.

Know this: ignorance will never be accepted as an excuse. Before you act, consult the Codex. Before you build, trade, steal, or strike... Ensure you walk within the bounds of law.

Rulebreakers, exploiters, and manipulators will find no mercy here. Helianthus is harsh, but fair. And those who dishonor the realm will be cast from its light.

Each banner you see flying. Adamant, Demeter, Theurgy, represents an oath, a code, and a burden. To claim membership is to submit to its constitution, to its customs, and to its cause. To oppose one is to oppose all that it defends.

The Codex you now read is no suggestion. It is an Order to follow.

General Conduct

"Let your actions cast no shadow of dishonor upon the realm."

No griefing or stealing. Don't enter, loot, or modify builds that aren't yours unless you've been given clear **permission**.

Zero tolerance for harassment, racism, homophobia or any other toxicity.

No hacks, cheats, or exploits... including X-ray, duping, map mods.

Killing other players is only allowed by agreement, war, paid assassination or RP event.

Do not use House or shared resources without permission.

If you're causing constant friction with others, even without 'breaking a rule', you may still be kicked.

Attempting to **ignore** the rules via technicalities, gaslighting, or **pretending ignorance** will be treated the **same** as **breaking them**!

Building & Construction

“Raise not monuments of madness, but temples of meaning.”

Buildings must match your House theme and terrain.
No floating messes or random spam structures.

You must build within the given Region, And near your House HQ.

'Large' House Projects can only be done with your Houses elected Leader's approval.

If you abandon a project, tell your House leader so it can be repurposed or removed.

Monopoly, Economy and Trade Rules

“He who controls the flow of goods, controls the fate of Houses.”

A **Hard Monopoly** grants absolute control. Only the owning House may gather, craft, or trade that good.

A **Soft Monopoly** allows others to engage, but only through the owner House, which must remain the primary source and gatekeeper.

To gather or produce resources under Hard Monopoly without explicit written permission is to invite consequence. Illegal goods shall be seized. Infrastructure shall be destroyed. Fines or raids may follow.

You may produce goods for your own use. But if your actions are crafted to undercut, bypass, or erode the monopoly, you are no longer a trader. You are a smuggler.

Those who defy the economic order, whether openly or covertly, shall face repercussions. These may take the form of House-sanctioned RP trials, formal punishment, or direct intervention by server staff.

Trade Deals

Every deal between individuals or Houses must be made in **good faith** and aim for **mutual benefit**.

If a deal is **clearly unfair** or made through **manipulation**, the injured party may **challenge** or **void** the agreement. In serious cases, it can be escalated to an official **grievance**.

- **Small-scale trades** must be done using **Coin**, the official currency of the server.
- **Large-scale trades** (e.g. bulk resources, property, tech) can be negotiated item-for-item, but **must be recorded in a written book** and stored in a secure location.
- If a trade impacts House politics or resource monopolies, it **must be disclosed** to House leadership.

Trade Taxation & Embargos

Houses may **impose taxes or embargoes** on other Houses as a form of political retaliation or punishment.

Trade Taxation

- A House may declare a **tax** on all trade involving another House (e.g. 5-20% surcharge on resource exchange).
- Taxes must be **publicly declared**, written in a book, and enforced through RP.

Embargoes

- An **embargo** is a full restriction of all trade with a targeted House or individual.
- Once declared, no member of the embargoing House may trade, sell, or provide goods or services to the target.
- Embargoes must:
 - Be **publicly announced** Include a **reason** (grievance, betrayal or war)
 - Be **enforced consistently**.
 - Breaking your own embargo is a major offense.
 - They can last for a **maximum of 5 days**.

Roleplay & Community Behavior

"The mask of character must not conceal the rot of cruelty."

Where fitting, act in character. You are a House member, a scholar, a farmer, a soldier. Let your words and deeds reflect the world we build together.

Disagreements in character are welcome. Betrayal, rivalry, and tension breathe life into the realm. But out-of-character malice, harassment, or emotional harm will never be tolerated.

Grievance System

We expect players to engage in meaningful roleplay with some structure. Maintaining good relations with other Houses should benefit you, and bad relations should come with consequences.

If a House is misled, betrayed through an unfair deal, or attacked, they have the right to file **grievances** against the aggressor. These grievances can lead to:

- **Public shaming and denouncement**
- **Breaking of existing deals**
- **Imposing trade taxes or embargoes** (*see Trade Rules for more*)

Let your reputation matter. Actions should have lasting social and political consequences.

Regions, Claims & Wars

"Borders mark the soil, but honor marks the warrior."

Regions

You are **not allowed** to gather loot or harvest resources from regions your House does **not** own, **except** below Y-level -10, which is a **free-for-all** zone.

At server launch, a world border will restrict players to the currently available regions. After one week, the border will expand by **500 blocks every 5 days**.

These new lands are **unmarked, unclaimable**, and open for **expeditions**, you may gather resources from them freely.

Regional Wars/Raids

Each Region has a name and Coin price. *See **Region Prices in 'Lore'** page on the website.*

Only Houses (not individuals) can bid on unclaimed Regions.

The highest bidder wins and must have the Coin at the time of bidding.

The first Region a House wins becomes their Official Region, which cannot be stolen. (Each House has only ONE Official Region, everything else can be stolen)

Stealing Regions

Claimed Regions (excluding Official Regions) can be stolen by other Houses.

Each Region has a Tower with a colored flag representing the current owner.

To steal a Region:

- The House Ruler must initiate the raid.
- At least 6 House members must participate.
- For a Raid you can only use limited explosives to not cause unneeded griefing: 5 TNT (or TNT carts or other equal or more powerful explosives that able to break blocks), 8 Silver Bombs, 16 explosive arrows or bullets, 2 diamond mining arrows (or 8 iron mining arrows)
- You need to inform Admins and a public announcement must be made 1 hour before a raid starts.

During the raid, change the flag to your House color and hold it for 3 real-time hours.

The flag must remain intact and not be recaptured during this time. The Region

If there is no flag on the tower by the 3-hour mark, the House that Owned the Region keeps it.

You can build and fortify the Tower as you wish.

Combat is only allowed within 30 blocks of the Tower during the raid.

Stealing Cooldowns & Timing

Each House may only attempt one steal per 7 days. If the Region has been Raided already it cannot be Raided again until 3 days have passed.

Marriage and its Benefits

“Bonds of heart and contract are forged alike beneath the ever-watchful sun.”

Marriage

Base Rules

Marriage costs 25 gold coins, and must be officiated by a Church official or admin. Must be announced **publicly** in server chat, no secret marriages.

Can only be dissolved via **divorce (10 gold)**.

You may **only marry once every 2 weeks** (IRL), to prevent spam-alliance exploitation.

Political Benefits

These are optional **RP levers** that *can* happen through marriage, but only if both Houses agree **in writing (Book of Vows)**:

- **Shared region rights**, one specific region may be designated as a “*shared estate*”. Must be declared and admin-marked.
- **Trade deals**. Married Houses may form **exclusive trade pacts** (e.g. lower taxes and resource guarantees). Must be formalized in RP.
- **Treaties**, two Houses can stop a war or dissolve grievances with a marriage deal.

Hard Limitations (Anti-Exploit)

No auto-resource sharing. No merging stashes, no smuggling gear between Houses.

No region hopping. Marriage doesn’t give you access to enemy territory.

No free land. Land changes due to marriage must be *approved and witnessed*.

No Fake marriages. Marrying for profiting reasons only = instant ban from the Temple and public shaming.

Automatic Farms Permits

“Even granted dominion requires the seal of consent.”

While each House holds exclusive monopolies over its domain, the right to operate automatic farms must be formally granted. **(For Server Performance reasons)**

Even the owning House must obtain a Farm Permit before constructing or selling automatic farms within its territory.

“Farm Permits” (see *in the rules page on the website*) document governs the sale, transfer, and regulation of automatic farming rights, ensuring order and fairness across Helianthus.

Unauthorized automatic farming breaches monopoly laws and will invite consequences both within roleplay and in administrative enforcement. Penalties may include fines, confiscation of goods or infrastructure, and revocation of farming privileges.