



Solstice is a social and political PVP (*player vs player*) Parlour LARP, set in a nondescript fantasy world where the lines between the natural and supernatural blur, inviting brave envoys to meet to earn favours and boons for their respective loyalties.

Solstice is a high accessibility, high RP (role-play) focused game that relies on a small and simple rule set that gives grounds for players' RP choices.

What is the Solstice?

One year ago during a time of great turmoil and instability, after wild magics had ripped through the world and its inhabitants locked in a cycle of brutal warfare, The Divines decided to enact "*The Day of Never Ending*", where the sun rose high and scorched the sky never to descend again. To avoid total collapse, heroes were sent out to find a solution to this curse, and due to the varying realms and their magical borders being weakened, several envoys from various loyalties met at what was dubbed the first '*Solstice*'.

Why are we here?

Now it is one year on, and another "*Day of Never Ending*" has come again. It is time for envoys to embark on another journey to *The Solstice* and work out new terms for the coming years'... Feyfolk, Wyldfolk, and Layfolk envoys will come together to further the agendas of their chosen loyalties and avert sending the world back into unsanctioned chaos.

LOYALTIES

Feyfolk

Often called the Feyfolk or Ancients, these supernatural beings are from times and realms older than recorded history. Born and raised by ancient traditions and magics, these folk are often seen as stubborn and unyielding towards evolution and progress. The old ways worked then and work now, so why the need to change them?

They are a people who thrive on order and rules. They are empowered when things are kept within the status quo and often clash when upstarts try to shake the current order.

One can often identify Fey by their incorporations of the many shades of purple.

Examples of Feyfolk vibes in other fantasies:

High Elves of Tolkien

Mythological (Arthurian-esq) Fey Beings

Time Lords from Dr. Who

Designer Note: My idea for the Feyfolk is that they are stubborn traditionalists. If the old laws were working for the last thousand years, now is just a speedbump and the quicker we go back to normality and have the other loyalties see reason then all the better. Time is not a concept that the Feyfolk truly understand and can come across as rather cold to those who suffer due to it. Most Feyfolk are unaging or live in an area where time doesn't hold traditional properties making the Feyfolk akin to tortoises living among the mayflies.

Wyldfolk

Also (*to often much detriment*) labelled as Feyfolk, but more correctly called Wyldfolk (wildfolk) or Untethered, the Wyldfolk are often the antithesis of the Feyfolk. They thrive off of the natural cycle and are beings of impulse and spontaneity while possessing an animal cunning to know when to back the right horse.

They are a people who thrive in the unknown and undetermined. They are empowered when going against the status quo and letting nature take its course. Clashing with those that would seek to hinder and corridor them in a specific direction.

Stereotypically, the myriad folk of the Wylds tend to wear the many shades of green.

Examples of Wyldfolk vibes in other fantasies:

Thri-kreen from Dungeons and Dragons

Wood Elves from Warhammer Fantasy

Sylvari from Guild Wars

Designer Note: My idea for the Wyldfolk is to create an antithesis for the Feyfolk but not just create a faction of Heath Ledger's Joker agents of chaos copy-pasted over and over. Wyldfolk think that natural order, survival of the fittest/smarter, and evolution is what is required to properly live. They are often antagonistic, and firm believers that if something is broken then it is flawed and has to either change or be destroyed to be replaced.

Layfolk

The Layfolk, who are also known under a wide variety of names, are communities of different lineages and realms with rich history and culture. Layfolk envoys are the most varied and unique as many different factions and nations send their envoys to bring about the best change needed to better the Layfolk realms.

They thrive from innovation and creativity, but buckle under various often conflicting agendas and histories. United they are unstoppable, divided they stumble and risk falling far.

While eclectic and various, one thing the Layfolk have in common is a reverence towards the sun which is displayed through their use of the many shades of orange.

Examples of Layfolk vibes in other fantasies:

Humans of Tolkien's Legendarium

Orcs in Skyrim

Dwarves in Warcraft

Designer Note: My idea for the Layfolk is that they are the conflicted middle between the need for natural evolution and the progression of civilisation. They see the faults with the other loyalties and try not to pivot in one direction or another. The Layfolks are often seen as the most volatile because they are constantly in rivalries and contest with each other more often than the other loyalties. It is foolish of the other Folk to think that the constant competition weakens the Layfolk, because when push comes to shove two Layfolk rivals would sooner work together to crack the head of an interfering Feyfolk to promptly get back to odds again.

Penumbral

Due to the consequences of the 3rd Solstice. Those folk that were made to dwell isolated in The Abyss staged a desperate bid for power, attention, and status among the other Loyalties. Undermining the authority of The Divines, few Penumbral were able to slip between the shadows and infiltrate The Solstice. While attending they successfully secured positions of power via Divine Titles, and now the world may never be the same. The balance of light and shadow is now put into question, with both mortal and divine hesitating at the potential consequences yet to unfold...

Examples of Penumbral vibes in other fantasies:

Void Elves and Forsaken in Warcraft

Vampires in Vampire: The Dark Ages

Shadar-Kai in Dungeons and Dragons

Designer Note: Originally only meant to be an NPC faction, through the fantastic efforts of those who were playing them and the reaction from the playerbase we now have the Penumbral as a potential playable faction for Solstice! While the other Folk revere the light of the sun, the Folk of the Abyss called "*The Penumbral*" fear it.

If you want to play a Penumbral, you must contact the Organisers and apply due to very limited slots (at this stage).

Morality and Loyalty

No one particular loyalty is entirely good, and no one is particularly evil either. Morality within the factions covers various shades of grey. Sometimes a traditionally good approach is required and the noble knight must step forward for glory and prestige. However, sometimes a cloak and daggers from the shadows and the kidnapping of a loved one is needed to gain an edge over an Envoy.

While Loyalty to the cause of your faction runs deep for all, there are often clashes within a faction on the ways in which a faction achieves a goal...

THE WORLD

The World of Solstice is made up of Planes, and within those Planes are Domains. There are 4 Planes to the world:

The Divine Plane

The Astral

The Natural Plane

The Abyss

Each of these planes except The Divine Plane is carved up into various Domains where the Loyalties hold sway. While Domains ebb, flow, and change like the seasons due to the powers of the Loyalties that vie for control. It was originally thought that the Planes were immune to the overbearing influence of Mortals. However, when the Natural Plane was at risk of a cataclysmic shift due to destructive conflict between the Loyalties, The Divines had no choice but to intervene by enacting the "*Day of Neverending*".

The Divine Plane is home to The Divines far beyond the other planes.

Inspiration: Asgard & Olympus (*Traditional Mythology*), Mount Celestia (*DND*)

To-date only The Divines and their divine constructs reside within The Divine Plane.

The Astral Plane is an ethereal otherworld layered on top of The Natural Plane.

Inspiration: Feywild & The Astral (*DND*), Galifrey (*Dr. Who*), Mirror Realm (*Dungeonland*)

The Astral Plane is primarily made up of isolated Feyfolk Domains but the other folk have begun to charter and stake their claim upon this magical and unnatural Plane.

The Natural Plane is the physical overworld. Named simply "*The World*".

Inspiration: Middle Earth (*Tolkien*), Nirn (*Elder Scrolls*), Azeroth (*Warcraft*)

The Natural Plane and its Domains are constantly in-flux due to all the Folk vying for the vast resources of The World. All other Planes seem to converge and blend into this one.

The Abyss is a lightless otherworld ruled by the shadows and beings that thrive within them.

Inspiration: Shadowfell (*DND*), Void Realm (*Warcraft*)

A place of no natural light, Domains here are few and far between as many primordial beings stir. Waiting to devour those who disrupt the dark and quiet absence.

FAVOURS

During a Game of Solstice, each Loyalty will be given an objective that requires the acquisition of Favours. A Loyalty will gain 2 points for gaining the primary Favour asked for, and 1 point for each other Favour gained that is distributed towards the objective. Favours are distributed by placing an earned Favour Token in the correct objective box that will appear at an undetermined time nearing the end of time-out.

- ★ A player can only possess a maximum of 2 Favour tokens at any given time.
 - One of those must be their own token, the other must be one of a rival Loyalty.
- ★ When Favours are ready to be scored, the Harbingers will announce with the following phrase: ***“Envoys, The Divines are ready to receive your Favours!”***
 - This phrase also denotes that there is around 10 to 15 minutes left of game-time.
 - It is important to get your Favours in quickly to ensure that you have a say and can in turn represent your Loyalty in whichever matter requires Favour.
- ★ Look the part! Create a character and a look that is reflective of your Favour, examples of how to achieve this will be under the respective Favour.
- ★ **Why?** The loyalty or character that secures the objectives throughout the game gets to decide what the following year looks like in terms of lore and plot. For example the *Custodians of the Ancient Forests* get to determine what their control looks like for the year and it will translate into future games.

Diplomacy

Political leverage via the means of wheeling and dealing. To have a favour in Diplomacy would mean your Envoy is more than likely one of the most sought after diplomats or an exceptional broker. When a Loyalty is seeking to use Diplomacy to further its' goals, it is with the intention to use these favours to pick apart previous treaties, alter arrangements, and broker new deals to put whichever alliance uses them into a better political position.

An example of this would be the Wyldfolk using Diplomacy favours to find exploitations within logging treaties to undermine and unravel them to return an ancient forest back to nature.

Diplomacy characters live large and endeavour to be the most powerful person in the room. They possess all the means to pen and ledger deals made and keep a keen eye on where they are directing manpower and resources to ensure they are not concluding at a loss. They flaunt their wealth and status on their sleeves and adornments, wearing elaborate colours and finery and often having trinkets to remind them of past dealings and to be a talking point giving an opportunity to boast and grandstand their accomplishments.

Force

Political leverage via the means of might makes right. To have a favour in Force would mean your Envoy is more then likely one of the most sought after commanders or a mighty leader. When a Loyalty is seeking to use Force to further its' goals, it is with the intention to use

these favours to show that they are a superpower via military or magical means, muscling into a better political position.

An example of this would be the Layfolk using Force Favours to lay claim to be the protectorate of a neutral city-state, moving troops and casting powerful magics which put the Layfolk in a position that should war erupt they can strike swiftly and sow destruction.

Characters with a Force Favour are traditionally clad in the finest armour or in a uniform accessorised with badges and honours. Another way Prowess is represented can be through the Mage/Wizard angle, having your character adorned in robes, runes, and in possession of magical artefacts.

Subterfuge

Political leverage via the means of tangled webs we weave. To have a favour in Subterfuge would mean your Envoy is more than likely one of the most sought after spymasters or an unyielding shadow. When a Loyalty is seeking to use Subterfuge to further its' goals, it is with the intention to use these favours to assassinate, kidnap, and use all sorts of underhanded methods to achieve the desired political position.

An example of this would be the Feyfolk using Subterfuge Favours to coordinate a series of successful assassinations and kidnappings that destabilise the rival Loyalties attempts at consolidating on a vital resource so that the Feyfolk can secure it first.

Guile characters traditionally wear masks and hooded cloaks, as well as armed with various hidden blades and thieves' tools.

SKILLS

In Solstice, characters possess great skills and resources within three specific avenues. These avenues make up the primary "Stats" of an Envoy and the score is mainly used in regards to Contests.

Prowess

The power behind Force.

Arguably the most combative skill, prowess is a character's power and talent with things such as combat and magic. Envoys with high prowess are more than likely warriors or wizards that use force to solve their problems.

An example of Prowess represented in-character:

Prowess characters traditionally value honour, respect, and tend to resort to steel and blood when words aren't cutting it. Characters that lean towards- the more Magical angle of Prowess value power, skill, and aptitude and don't think twice to flex their magical ability.

Guile

The power behind Subterfuge.

Masters of deception and intrigue, Envoys who have mastered their skill in Guile make for the best spies a Loyalty could ask for. Envoys with high Guile are able to fish out the best secrets and leverage the most efficient weaknesses.

An example of Guile represented in-character:

Guile characters are traditionally apt improvisers and endeavour to have a contingency for every complication and give them a necessary edge. They thrive off having as much knowledge as possible and act with perfect timing trying to not fall behind the competition.

Influence**The power behind Diplomacy.**

They say money can't buy happiness, but it can buy friends, contacts, and agents. Influence is one's ability to use social and/or monetary capital to get your way in the world. Envoys with high Influence could sell ice to a penguin and broker only the most favourable treaties.

An example of Influence represented in-character:

Influence characters are traditionally resourceful and ambitious. Seeing every friend, resource, and Boon as something that can be spent, exchanged, or collected to meet some greater need for themselves and their loyalty.

BOONS

Boons are used in 2 ways; they are used to either provide a boost to yourself or whomever possesses your Boon during a Contest, or they are collected and tallied up at the end to go towards the final score at the end of the game.

Boons are tied into Contests and therefore are linked to a character's skill in Prowess, Guile, and Influence.

Characters pick how to dedicate their Boons by either having 2 in one (Prowess, Guile, or Influence) and 1 in another.

1. Where Favours must be earned via a Contest, Boons may be traded freely so long as you have unspent boons.
2. Once a boon has been used you no longer have access to it until the next game.

What is a Boon in-game?

Boons are a character's ability to provide an edge during a conflict. As they are linked to a particular skill, they should reflect how they work in their representation. Boons are represented by an action or prop. When a boon is used or given, there must be corresponding RP to go along with it once the Contest in which the boon was spent was completed.

Example of a Prowess Boon:

A magical object such as a weapon **OR** an oath to step in and protect them.

Example of a Guile Boon:

Providing a potion or poison **OR** possessing a piece of blackmail.

Example of an Influence Boon:

Providing the best equipment money can buy **OR** being able to weaponise their charisma.

Designer Note:

With Boons, they are a way to try and gift and/or be gifted leverage to assist in important Contests. In a sense, they are like a currency and are a way to offer assistance to a rival Loyalty without having to put a Favour on the line. They are more than anything a way to get more people involved in the roleplay of a Contest, whether they are an integral part of simply just a passerby, to me the more players involved in a contest (*ESPECIALLY* when a Favour is at stake) the better!

CONTESTS

Conflict and challenges are mechanically handled by the PCs engaging in a Contest. A Contest is when characters' skills are matched and whomever gets the highest score by the end of applying modifiers wins. Draws are won by whomever has committed the most boons to the Contest, as that person came the most prepared to the challenge. If it is a true tie where the same scores and same boons are used, the 2 characters crash together and enter a deadlock that gives no-one the advantage and there should be a chance for them to crash together later at the event to "*settle the score*".

- Contests can be used to leverage a Boon, gain a Favour, or just to add some interesting interactions during the game.
- Contests can involve 3 Rounds of wagering, this gives a chance for back and forth between the Players to see how much they are willing to stake on the Contest.

An example of a Contest without potential modifiers is as follows:

Match the Skills

1. A Layfolk Envoy is engaging in a duel (Prowess Contest) with a Feyfolk Envoy.
2. The Layfolk has a Prowess of 4 the Feyfolk has a Prowess of 3.
 - a. The Layfolk's Prowess is higher than the Feyfolk's so the Layfolk wins.
3. The 2 players decide on the RP and outcome of the duel and play it out.

Designer note:

Contests will be the most complicated part of Solstice, and the trickiest bit to hone. It will take time and gameplay to really forge it into the best way of facilitating conflict and competition in-game. The biggest question I will get asked is:

"How do I initiate a Contest?"

A Contest is initiated after relevant RP has taken place first. You can not just walk up to someone and declare you are doing a contest on them. You must interact with their character and if the situation works for it you can then gauge if they'd be interested in one. A Player has every right to refuse a Contest if they are not comfortable with it.

Prowess Contests

A Prowess Contest is a clash of skills or expertise in a particular activity or field. This is seen as actions like a clash of arms, sporting challenge or some form of duel. In-game this looks like a knight having to defend their honour by fighting those who dealt them dishonour.

Two examples of a Prowess Contest would be:

- A duel or fight between two envoys.
- A sporting competition.

Prowess can only be swapped out by Guile, as the use of underhanded tactics can be used to gain an advantage and swing things one way or another.

Two examples of swapping out to Guile in a Prowess Contest would be:

- A knight contests an assassin apt in poisons, the assassin tries to use their poisons to disrupt the knight and win the fight.
 - A wizard goes to cast a dangerous spell on a noble, but said noble knows a crucial secret of that wizard that could undo them.
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Designer Note:

Prowess is intended to be the “combative” and more martial of the skills, this skill can be used to represent a skill in arms or skill in magics. RP I’d like to see when it comes to Prowess contests are things like show fights, where the emphasis is on the drama and action of the contest rather than *“take X amount of hits then go down”*.

Guile Contests

A Guile Contest is when deceit and cunning clash. This is seen as actions like pick-pocketing, and/or gaining secrets to leverage later. In-game this looks like a Spy trying to get information on a rival Loyalty, or a thief trying to steal a vital item of interest from a potential mark.

Two examples of a Guile Contest would be:

- An assassin trying to poison someone.
- Two spymasters trying to leverage each other for information.

Guile can only be swapped out for Influence, as the use of vast wealth and social capital may make it difficult to get some reliable leverage.

Two examples of using Influence in a Guile contest would be:

- An agent trying to get blackmail on a merchant prince. The merchant prince is trying to pay off the agent.
- A pickpocket is trying to take a noble's family signet ring. The noble has a large entourage that makes it hard to be unseen and they don't get an opening.

Designer Note:

Guile is used for those who want to be sneaky, secretive, and be able to leverage secrets and subterfuge in-game. RP I’d like to see in Guile Contests is rather minimalistic as I’d imagine Guile Contests if successful go somewhat **unnoticed*** while Guile Contest failures become more of a spectacle as people are called out for their misdeeds.

*As a clarification, while the rest of the collected Envoys might not be aware of the Contest, the two participants are certainly aware that skullduggery is taking place and will be aware of the results.

Guile is the skill where I’ve received the most feedback regarding concern for hostile roleplay turning sideways. I will always be open to feedback especially in regards to handling hostile roleplay as it is a factor of the game I need to make sure players are comfortable with when engaging in it.

Influence Contests

An Influence Contest is the clash of wealth and/or charisma. This is seen as bartering, persuading or deceiving a political rival. In-game this looks like a merchant trying to trade boons with a rival noble, or a noble trying to cash in a debt to acquire an action from an acquaintance.

Two examples of an Influence Contest would be:

- Two merchants bartering for their Boons.
- A noble trying to have a knight pledge fealty.

Influence can only be swapped out by Prowess, as the use of force of arms and magic can often overwhelm a shield made of distant wealth and promises.

Two examples of using Prowess in an Influence Contest would be:

- A merchant trying to convince a mercenary to take a bad deal. The mercenary then counters with a more forceful form of negotiation.
- A noble is trying to wrap a wizard around in a diplomatic loophole, but the loophole didn't account for the wizard casting a spell on the noble.

Designer Note:

For those who love their wheeling and dealing, Influence is for true politicians, merchants and influencers trying to negotiate their way to power and glory. RP I'd love to see in an Influence contest is a lot of haggling, negotiating, back and forth with what the values of the desired outcomes would be, before shaking hands after a done deal to cash in later.

Boons in a Contest

Boons are used to provide a bonus to your Contest score to turn an otherwise unwinnable situation into one you could come out on top.

- ★ A note that with Contests, you cannot go over a Contest Score of 10.
- ★ Once a Boon is committed to a Contest, it cannot be retracted.

In terms of Roleplay, when Boons are used to influence a Contest, they must be represented within the final roleplay scenario that the two contenders concoct. If a Player is using a Boon gained by another Player, it is acceptable to ask the player to be part of the Roleplay scene to represent the use of their boon in whichever way is deemed relevant.

An example of a Contest with potential modifiers is as follows:

ROUND 1: Match the Skills

1. A Layfolk Envoy is engaging in a duel (Prowess Contest) with a Feyfolk Envoy.
2. The Layfolk has a Prowess of 4 the Feyfolk has a Prowess of 3.
3. The Layfolk's Prowess is higher than the Feyfolk's so if left unmodified the Layfolk wins.

ROUND 2: First Boon Bids

1. The Feyfolk Envoy spends a Boon to bring their Prowess to 4 making the Contest a tie.
2. The Layfolk Envoy spends a Boon earned from an alliance formed earlier in the game managing to bring their Prowess score to 5.

ROUND 3: Final Boon Bids

1. The Feyfolk Envoy spends their 2 personal Boons on bringing their score to 6.
2. The Layfolk Envoy is unwilling to spend their final boon for the game in this Contest doesn't raise their Contest Score.
3. The Feyfolk is victorious in the Contest and both players discuss and plan their suitable RP to reflect the clash and outcome of the contest.
 - a. As the Layfolk Envoy uses a boon acquired from another player, that player is involved in the RP discussion and given the opportunity to participate in the RP.

Group Contests

Should one or more groups of Players stand-off in a Contest, a Player Character is selected from each side to be the Contest Champion.

Then, the Contest proceeds as normal but with accompanying characters able to invest one of their Boons each during the Contest Rounds.

- ★ Noting that a Contest Score cannot exceed 10.

If there are multiple Contest Champions, outcome preference is given to whomever scored highest. Then the consequence should increase in severity as the scores descend.

Once the outcome is decided, the players get together and talk about the RP and outcome of the Contest and then proceed to execute it in-game.

Designer Note:

I know that groups and factions will form, and that they'll want to have the opportunity to band together. However, I didn't want to have players worrying about doing for example 10 different Contests and then another set of say 6 and over and over until eventually a winner is decided. I wanted something quick, and while Boon dog-piling might be something to be concerned about, the fact that accompanying players can only put forward 1 of their Boons per round and the scarcity of Boons prevents a ridiculous amount of Boons being used.

Every Loss is a Lesson

As Envoys engage in contests, the situation may arise where they are bested by the opposition. As Envoys are the most adaptable of what their Loyalty has to offer, they are able to adapt and learn to ensure they are unlikely to be bested by the same tactic again.

When an Envoy is beaten in a Contest and after the RP for the Contest has concluded, they gain +1 in whichever Skill was used to beat them.

This can happen multiple times but cannot increase an Envoy's skill score past 5.

- ★ Entourage characters do not gain this benefit.
 - ★ *Every Loss is a Lesson* only triggers once per Session as a result of a Contest Loss involving characters of the same Loyalty.
 - ★ This bonus only lasts until the end of the Session.
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CHARACTERS

Envoys

Once you have selected where your loyalty lies it is time to determine the nitty gritty details to help bring your character to life. This is done in 3 simple steps.

Step 1: Allocate your skills

1 skill at 4 // 1 skill at 3 // 1 skill at 2

Step 2: Allocate your Boons

2 boons on one skill & 1 boon on another.

Step 3: Flavour your Favour

Pick whether your Favour is one of Force, Subterfuge or Diplomacy.

Entourage

For those who are just coming for the RP and to indulge in the vibe and social environment of Solstice, you can elect to instead of being an Envoy, you can be part of an Entourage. An entourage player functions as a supportive character for their chosen loyalty.

They come in with one Skill at rank 5, and a singular boon of their choice that they can bestow to someone who has earned it via suitable RP. Perhaps an Envoy brought you a drink when you were particularly parched, defended your honour as a champion, or enchanted you with their wits and guile.

An interesting note about being part of an Entourage is that since you are not an Envoy, you aren't as locked to your loyalty. Maybe you're part of the Mortal Entourage but have been utterly enchanted by a Seelie Envoy and bestow your boon to them. As you are not an Envoy, you also cannot hold a Favour or earn them.

Progression

While Envoys and their entourage are some of the most skilled and apt figures in their respective loyalties, attending such an intense event such as the Solstice allows further development of their skills of the honing of new ones.

- ★ Players that play the same Envoy will get to add 1 Boon to a skill for every 3 games they attend.
- ★ Players that play the same Envoy will get to add 1 Favour for every 7 games they attend.
 - This will increase their personal Favour capacity by +1 meaning they can potentially hold 3 Favours, the 2 they own and another taken by Contest.

Character Sheets

I like keeping character sheets small and simple.

With Solstice having mechanically minimalistic characters, I wanted just a simple way for

Players to keep track of their stats instead of having to keep needing to reference writing on their arms/hands or phones.

<u>Player Name</u>	<u>Character Name</u>	<u>Loyalty</u>
<u>Skills</u> Prowess Guile Influence	<u>Favours</u> Force Subterfuge Diplomacy	<u>Boons</u> Prowess Guile Influence

DIVINE TITLES

While participating in The Solstice, the Envoys are trying to secure the powerful and prestigious “**Divine Titles**”. These titles encompass vast swaths of manpower, resources, and territory for whichever Loyalty manages to claim it, following this, a single Envoy is given to opportunity to personally hold the title, dictating how the powers of that title look and it’s interaction with rival loyalties are during the following year.

- ★ Divine Titles are held until the final session of Solstice in the following year.
- ★ While a Loyalty may have many titles, an individual may only hold one.

Attentive Hierophant

There are many who call and cry out to The Divines, there are fewer that are able to hear their snippets of divine wisdom, and only one who is the harbinger of The Divines’ will, **The Attentive Hierophant**. This singular being was inducted to be the mouthpiece for the collective of divine beings, often having untold masses flocking to hear true the words of their chosen divine, or taking the holy words gleamed to further their own loyalties agenda.

Autarch of the Archipelago

The Mithril Archipelago is a chain of islands made of vast and resource rich mountains. The true value in the archipelago is that it seems to be a consistent and never ending source of precious mithril, the strongest metal known to all. Due to the wanton destruction and misuse of the rest of the world’s supply of mithril by the Loyalties vying for control of the powerful metal, during the “*Day of Neverending*” The Divines themselves raised the archipelago from the ocean floor and with it an overabundance of ores, leading for the right to mine and distribute falling to the **Autarch of the Archipelago**.

Commander of the Abyssal Rents

Across the world, there are many magical weak points wherein creatures and monsters from the shadow realm called The Abyss seek to come and wreak havoc. Against this grand threat, all the Loyalties agreed to work together and share their powers to ensure that those that dwell within The Abyss stay there. The leader of this coalition is the **Commander of the Abyssal Rents**, they would via strategy and power ensure that the things that dwell within The Abyss either stay there, are slain, or forever imprisoned.

Custodian of the Ancient Forests

There are places older than any loyalty, older than any being, created by the first attempts from The Divines to seed the world with life. But as with all things, the needs of those within The Loyalties has seen many of these ancient gardens and forests plundered and the natural cycle thrown into disorder. To ensure sustainability and to help cultivate the endurance of the regions, the **Custodian of the Ancient Forests** is tasked with the overseeing of nature and its eclectic borders with those beyond it.

Grand Archivist of the Repository

The Divine Repository is the most vast and varied collection of the most precious tomes and amalgam research in all realms known and unknown. Deep within the endless stacks of uncounted words, it is the role of the **Grand Archivist of the Repository** to add and share this knowledge under their own purview. Some see learning as a right that should be given to all, others see knowledge as a weapon and should only be wielded by few.

Hushed Broker of whispers

There are many Divines that pride themselves on secrets, shadowcraft, and intrigue. These Divines possess many supernatural and mortal agents in which they are able to pry into the darkness and carry the whispers in which entire kingdoms could collapse and lineages crumble. The Hushed Broker takes this knowledge, this precious gossip, and sees that the battle of wits and intrigue endures. What they themselves choose to do with such information is their own purview, as long as webs continue to be spun.

SIGNALS

At Solstice, we incorporate safety and gameplay hand signals to allow for a quick and subtle way of interacting out of character providing a way of communicating something without disrupting the RP of other players.

Out of Character

Action: Place one hand flat over your head or make a moose antler.

Reason: You need something clarifying out of character or are not in the scene.

Check-In

Action: Extend a sideways thumbs up and rotate your hand in circular motion.

Reason: Checking in with the comfort level of another player.

Good

Action: A thumb up or hand moving up and down while your thumb is up.

Reason: In response to a check-in, this means you are comfortable and by raising the thumb up and down you are encouraging an escalation in the RP.

Uncomfortable

Action: A thumb down or hand moving up and down while your thumb is down.

Reason: In response to a check-in, this means you are uncomfortable and/or uneasy and by raising the thumb up and down you are encouraging a de-escalation in the RP.

Stop

Action: Flat hands and make an X with your arms over your chest.

Reason: A major boundary has been crossed or something inappropriate has happened and the interaction needs to cease immediately.

➤ If a Stop has been actioned, an organiser must be made aware.

Contest

Action: Make the letter C with your hand and direct it towards your intended contestant.

Reason: You can prompt for the contest and step aside to resolve without having to interrupt those around you with out of character chatter.

➤ If you're engaging in RP and you believe there is potential for a Contest, be sure to complete the Contest **before** the roleplay continues. This prevents the

awkward moment where 2 characters are in conflict and they cannot determine a winner and end up going around in circles and do the Contest last which then leads to a lacklustre conclusion.