

# World Overview

# Thrones of Emberfall - Season 2

## Official World Lore

---

### World Overview

Our stage is set in the world of Emberfall, a planet shaped by the harsh Alcyoneus storms. Emberfalls lands are stretched across a variety of climates, shifting gradually from the cold northern latitudes to warm and humid southern regions.

Not only riddled with culture, politics, prosperity, and new beginnings, but also with determined and aspiring minds whose ambitions will carve the future as strongly as the rivers carve stone. The land is home to the five Archons, notorious in their power, sanctioned by their name, and standing as the unshakable pillars of this newly re-established world.

### Calendar

Each month consists of twenty-four (24) days.

Season	Month Names
Spring	<ol style="list-style-type: none"><li>1. Bánfrost (Bay-n-frost) (3)</li><li>2. Verna (VUR-nuh) (4)</li><li>3. Midehaer (Myde-Hare) (5)</li></ol>
Summer	<ol style="list-style-type: none"><li>4. Solsta (SOHL-stah) - Child Rolls (6)</li><li>5. LongSheng 龙生 (7)</li><li>6. <b>Alcyoneus</b> - Mark of the Pantheon New Year (8)</li></ol>
Autumn	<ol style="list-style-type: none"><li>7. Dauthilauf (Dow-thee-loaf) (9)</li><li>8. Listopadyn (LEE-stoh-pah-din) (10)</li><li>9. XingHe (Sing-Huh) 星鹤 - Death Rolls (11)</li></ol>
Winter	<ol style="list-style-type: none"><li>10. Gwaedtyde (G-wade-Tide) (12)</li><li>11. <b>Duftiss</b> (Do-fit-is) - Start of the Calendar New Year (1)</li><li>12. Morozhnev (moh-ROHZH-nyev) (2)</li></ol>

## Nations

Erected upon Emberfall are the five great Nations: the Divine Realm of Wu, the Maelstrom Brotherhood, the Siwatan Confederation, Imperium Luxvotum, and the Sacred Lands of Sethara.

### Divine Realm of Wu

The Divine Realm of Wu is what remains of the once great Wen Empire. Festivals, East/Southeast Asian themes, and unrelenting loyalty towards the emperor are what define the Wu. There is no reason to worship any other gods when you have the honor of worshipping a living god—the emperor! Though the emperor is nothing without his people, he must satisfy them by hosting festivals, hearing them out, and giving them vital positions within his grand court. Laws and rules are few but strictly enforced. Outsiders are welcome, as long as they follow the laws and respect the emperor. The Wu strictly aligns with the Ideas of Jonas and the Mitlans, as they believe the storms and monsters are caused by the non-righteous and disrespectful.

### Maelstrom Brotherhood

The Maelstrom Fleet is a nation of survivors; seafaring people who trusted in their ships and their bonds together as others built shelters and fled underground. They were tested by the sea and found worthy, weathering the Emberfall moored among an archipelago: their rock in the storm, and when the winds and waves quieted, their new home port. In simpler times, before living memory, they must have been fishermen, whalers, pearl divers, merchants; but in this new, harsher world – they are raiders too. Their piracy driven by both pragmatic scarcity and what they believe is a sacred call, the Maelstrom act as terrifying emissaries of the ocean’s chaos – they demand the world bend to the storm before it is broken by it.

Ruled by a High Captain and an assembly of ship captains rather than entrenched birthright royalty and a nobility (although the words “Pirate King” are whispered by Mainlanders) the Fleet’s true heart lies in its crews. Each functions as a family unit, bonded by long voyages and fierce battles rather than mere blood. In Maelstrom society, all who serve – those who risk their lives on raiding crews, *and* those that work trades in the port that sustain them – are entitled to share in the spoils. And they do so with abandon – after all, wine is meant to be drunk and gold is meant to be spent.

### Siwatan Confederation

The Siwatan are a confederation of people born of the western lakes of Emberfall. Once a center of civilization, the Siwatan have been reduced to people living among the reeds of lakes, only now emerging following the soothing of the Great Storm.

They hold reverence for balance, symbolized by the Sun and the Lake, but also trade and growth—an expanse within moderation, for the Siwatan have seen what happens when greed trumps balance. The Siwatan will always soothe a conflict with words, and prevent a catastrophe with unity. They reflect on their balance with nature through all things and do not take life for granted.

To be a Siwatan means to be free, wild, and embraced by the sun's warm glow.

## Imperium Luxvotum

The Imperium Luxvotum is a diverse mix of tribes brought under one unified banner in the days before the collapse. There are several cultures within, but the Imperium bonds them together in a strong sense of unity and identity. As a cultural melting pot, beliefs on the nature of Jonas, the Storms, deities, etc. are more in flux here. Additionally, because of their democratic nature, the Imperium entertains ideas that come from within more frequently – though they stand staunchly against the sway of the other nations and are generally suspicious of ideas coming from the outside world.

- *The Imperium should serve as a cultural “catch-all” for players who want more free-form roleplay and individuality (but still serving the Imperium above all*

## Sacred Lands of Sethara

The Sethara are a proud people of the desert. The Pharaoh will guide them to the path of enlightenment with the help of his advisors. One each to maintain military, agricultural, economic, and religious order. The final word still belongs to the Pharaoh, for they are wise and noble. Honouring the dead is very important to the Setharans; they must perform a ritual to ensure the lost souls cross the shadow of the afterlife into the light of the next. They also honour their ancestors who resisted eating the dead by fasting from dusk until dawn during Ma'at's crossing – the sacred rite of passage for the dead.

---

## The Creation

The storms of Alcyoneus are fettering and unpredictable in their nature. What began in this world came from a weblike shot that splintered across the stars, crackling as energy and particles longed for creation. When that energy comes into contact with other matter, it begins to change in incalculable ways that remain a mystery to the known worlds that nestle within the arachnid splay of

Alcyoneus' arms. Few beings manage to survive this seismic inconstancy, even fewer understand it, and just a handful could make use of it.

## The Halcyonic Era

For one such world, among a stable star, distant enough from the  $\text{☉}::\text{♁}|\text{♂}::\text{♁}$  - the galaxy's center, an understanding emerged. An understanding that came through agonizing, torturous trials fraught with change, entropy, and a prevailing desire to *survive*... In one such world, its inhabitants came to understand the nature of the Storm, and to capture and manipulate it for the sake of ever-fleeting survival. With this understanding came the mastery of the laws of the universe, and notably the mastery of the nature of time itself. For, well within their domain upon the planet, these beings understood the universe's eventual death in time, and so, with it, came the desire to survive and escape it. While miracle after miracle exploded, giving both bounty and riches, health and prosperity of deific legend, they soon realized they were helpless to the throes of time.

And so time became their answer. For in one such world, its inhabitants grew. Centuries, thousands of years of the cycle of Man - empires rising and falling, untold histories growing and crumbling as near infinity - for they were all that was left that understood the nature of the Alcyoneus Storms and the temporal oddities that chip away at their land. Destruction and havoc came in regular intervals. It ripped through their seals, carved scars into the crust, and brought an apocalypse to many.

## Diary of an Unnamed Scientist

Many pages have been destroyed, and most of its contents are illegible. What remains is transcribed for the individuals of the land to learn of its history.

### **Entry 567:**

*We've done it! We have developed a new compounded metal stronger than any this land could give us. We call it  $\text{♁}|\text{♂}|\text{♁}$ . With this technology, we can perfect our protective seals. That storm will not take us... and it will not break us. It grows in size every day. This is our hope, and we are so close.*

### **Entry 570:**

*These leaders do not understand what we are dealing with. They want to capitalize on this creation for their own personal greed - they do not understand that it is the PEOPLE we are working for. When will they see? When will they understand their greed will be our downfall?*

*The only thing we can do is wait around for J to get back. I do hope it is soon...*

### **Entry 572:**

*I think it might be too late. We are so close to getting the final pieces together for our new temporal seals. If only we had more **time**. The storm grows too quick, and we can no longer hold it back. I just hope J finishes the backup plan...*

# The Emberfall

The ravages of the storm have left the people of this planet with a period of uncertainty. For the storms did not last long, it felt like eternity to those enduring. The world found itself locked between two groups - the Mitla, those who built themselves shelter underneath the crust, and the Tetra's, those who sheltered in fortifications above.

People call it "The Emberfall", some refer to it as the Apocalypse, the Great Storm, or the Collapse. It began in the warm months, between the planting and harvest seasons. Through an ebb and flow, the storm would come, dispel a blood-like rain that fell like dust, and plague the world that was known. The Tetra's would be pillaged by unknown creatures that smelt of decay and rot - and the Mitla's would be surrounded in the tunnels as this dust penetrated even the land below.

Once again, the only option was time. Persist and survive. So that is what they did for the next 200 years.

## Post-Halcyonic Era

The now is on the edge of the apocalypse, both receding and proceeding from different ends. When the storms subsided, the world was left changed. The technology and civilizations of old are lost. The only writing that exists clings to rotted books and parchments, tellings of tales unknown to be fact or fiction, but tales of doomed peoples. The buildings lay in ruin, aside from what few were preserved for safety. The tunnels grow quiet, as only a few remain.

When the storms subsided, the people were changed. The Tetras and the Mitlas kept to their own groups, but an understanding was made. This broken land will be given a new name, **Emberfall**, to remind them of the disaster of before, and an unfinished rhythm that the survivors fear to repeat. Through the embers and ashes that desecrated the land prior, a rekindling of human hope was born.

## Recounts from an Unnamed Mitla Survivor

*"For one world to begin, another must end." the tunnel-elder would say. We lived deep underground - we were forced to, because our world was one that had almost ended. Almost, because we were still here. We clung to life, to the hope that one day we would see the above-ground once more.*

*We lived amongst large, tunnel-spanning machines that kept us alive. The pipes and tanks cast a sickly blue glow that would illuminate the tunnels well enough. A mockery for the day's sky, my grandmother said. She was one of the last to remember such a thing.*

*The one to build the machine was the first tunnel-elder, Jonas. He had envisioned this machine that would save us - but it was a cruel machine. It needed souls of the damned and the dead to work. Souls of a world that had ended. That entropy, that energy would power it.*

*Suddenly, the ground shook. The pipes that were once dimly glowing grew brighter and rattled. I heard screams of the tunnel-elder and other men, as they ran around to gather everyone. "The machine is working." They said, "A world has ended. Ours will begin."*

*A blinding light surrounded me - I saw flashes of a world that once was. Shards of lifetimes, of seas, of stars; grand castles and vicious battles, warm taverns and music and laughter - concepts that were utterly alien to me. Emberfall, something whispered, and at once it was forgotten.*

*The hatches opened, and we ascended. We survived. We will be reborn again from the embers of a world that was lost. We will not forget this gift.*

# Rulebook

# General Rules & Expectations

[What Is Thrones of Emberfall?](#)

[Discord Rules](#)

- [1. Conduct and Community Standards](#)
- [2. Reporting and Staff Interaction](#)
- [3. Advertising and content restrictions](#)
- [4. In-Character and Out-of-Character Separation](#)
- [5. Account Integrity](#)

[Definitions and Interpretive Authority](#)

[Burden of Proof](#)

[General Server Rules](#)

- [1. Roleplay Standard](#)
- [2. Block Interaction & World Integrity](#)
- [3. Metagaming](#)
- [4. FearRP](#)
- [5. FailRP](#)
- [6. Sexual Content Prohibition](#)
- [7. Cheating & Exploits](#)
- [8. Harassment & Conduct](#)
- [9. Hidden Storage and Doors Rules](#)
- [10. Banned Items & Mechanics](#)
- [11. Armour Usage](#)
- [12. Enslavement & Imprisonment](#)
- [13. OOC Information Sources](#)
- [14. Documents & Signatures](#)
- [15. Steel and Iron Prohibition](#)
- [16. Hostile Action Time Windows](#)
- [17. No Ruleplay](#)
- [18. Offline Protection](#)

- [19. Deployed Forces & Offline Status](#)
- [20. Requirement for Live Roleplay Response](#)
- [21. Ruler Administrative Actions](#)
- [22. Groups & Keys](#)
- [23. Takeovers & Lockouts](#)

#### Courier System

- [1. Purpose & Scope](#)
- [2. Private Pigeons](#)
- [3. Courier Requests](#)
- [4. Global Proclamations](#)
- [5. Information Leakage & Abuse](#)
- [6. Enforcement](#)

#### NLR

- [1. Purpose & Scope](#)
  - [2. Memory Loss Upon Death](#)
  - [3. Return to Scene Prohibition](#)
  - [4. Ongoing Situations](#)
  - [5. Enforcement & Burden of Proof](#)
- 

## **Nations & Settlements**

### NATIONS AND SETTLEMENTS

#### HERMITS

#### NATIONS

- [1. Succession of Rulership](#)
  - [Death of a Ruler](#)
  - [Succession Obligations](#)
  - [Deposition Grace Period](#)
- [2. Groups and Keys](#)

#### ALLIANCES

- [1. General Rules](#)

[2. Size & Scope](#)

[3. Duration](#)

[4. Alliance Suggestions](#)

## [TYPES OF SETTLEMENTS & ARCHITECTURAL STANDARDS](#)

### [SETTLEMENTS](#)

[1. Village](#)

[2. Town](#)

[3. City](#)

[4. Stronghold](#)

[5. Castle](#)

### [FORTIFICATION RULES](#)

[1. Gatehouses](#)

[2. Wooden Palisades](#)

[3. Stone Walls](#)

## [MATERIALS & REINFORCEMENT LIMITS](#)

---

# **Characters & Armor**

## [CHARACTERS AND ARMOR](#)

### [Character Types And Life States](#)

[1. General Framework](#)

[2. Peasantry](#)

[3. Gentry](#)

[4. Nobility](#)

### [Plate Armour And Equivalent Restrictions](#)

[1. Platewearer Administration](#)

---

# **Hostility & Combat**

## [RULES OF COMBAT, RAIDING, AND WAR](#)

## General Rules Of Combat

1. Escalation & Engagement
2. Conduct During Combat
3. Force Projection Limits

## Assassinations

1. Standard Assassinations
2. Cooldowns
3. Poison-Based Assassinations

## Theft

1. General Restrictions
2. Loot Limits & Prohibitions
3. Location & Frequency Limits
4. Mandatory Reporting

## Banditry

1. Formation & Registration
2. Bandit Group Limits
3. Hideouts & Camps
4. Engagement Rules
6. Victim Obligations
7. Compliance & Enforcement

## Raiding

1. Definition & Scope
2. Raid Composition
3. Initiation Requirements
4. Raiding Goals
5. Conduct During Raids

## War

1. Definition & Scope
2. Declaration of War
3. Structural Objective Goals

- [4. Narrative War Goals](#)
- [5. War Progression](#)
- [6. The Momentum Track](#)
- [7. Battle Significance](#)
- [8. Battles](#)
- [9. Sieges & War Camps](#)
- [10. Defensive Standards](#)
- [11. Roleplay Expectations During War](#)
- [12. Casualties & War Participation Lockout](#)

#### [Civil War](#)

- [1. Definition & Scope](#)
  - [2. Participation Restrictions](#)
  - [3. Initiation Requirements](#)
  - [4. Mandatory Ticket Contents](#)
  - [5. Roleplay & Escalation Standards](#)
  - [6. Leadership & Equipment Adjustments](#)
  - [7. Conduct During Civil War](#)
  - [8. Resolution & Outcomes](#)
  - [9. Staff Oversight](#)
- 

## **Children, Aging & Death**

### [The Child System](#)

[Occurrence](#)

[Success Rates](#)

[The Child Roll](#)

[Children Standard](#)

[The Midwife System](#)

### [The Aging System](#)

[Character Death](#)

[Suicide](#)

[Losing Lives](#)

# 1 General Rules & Expectations

# GENERAL RULES AND ROLEPLAY EXPECTATIONS

---

## What Is Thrones of Emberfall?

**Thrones of Emberfall** is an 18+ High Roleplay Server set in the fictional world of Emberfall, residing in the Alcyoneus galaxy. Players are expected to uphold a high standard of roleplay as it contributes to the living story that's shaped by their characters' choices and actions. In our environment, players take on the form of Humans set in an established world of Emberfall - a planet formed by a storm belt, small yet formidable.

**This is not a casual server;** it is a place for storytelling, character development, and meaningful interactions. Political strife, alliances and betrayals, war, and famine are all harsh realities. **Never get attached to your characters.**

---

## Discord Rules

All members are expected to conduct themselves with respect, maturity, and common sense at all times. These rules exist to support a stable roleplay environment and a functional community. Violations will be interpreted and enforced in accordance with the **Definitions & Interpretive Authority** section of this rulebook.

We ask that the use of External Discord be kept to a minimum and is not used to facilitate, plan, or schedule anything relating to in-game on Thrones of Emberfall. Discussion is permitted as long as there is a clear divide between what is considered out-of-character chatter of events.

- This rule is in place to ensure no external bleed or metagaming occurs in an outside space.

### 1. Conduct and Community Standards

1. Harassment, insults, threats, discrimination, or other abusive conduct are strictly prohibited. This includes targeted hostility, repeated provocation, inflammatory language, or any behavior reasonably interpreted by staff as disruptive or harmful.
2. If you have an issue with another player, you are expected to disengage, block them if necessary, or cease the discussion. Public arguments, callouts, or escalation within the Discord will result in moderator action. This includes **intentional provocations** and **“ragebait”**.

3. If you believe you are being harassed or mistreated, you **must** submit a **User-Report Ticket**. Retaliation or public confrontation is not permitted.

## 2. Reporting and Staff Interaction

1. All reports, concerns, or attempts to bring a matter to staff's attention must be handled through a **General Support Ticket** created in the [#create-a-ticket](#) channel. Tickets must clearly list the parties involved and include any relevant evidence. Public staff baiting or attempting to pressure staff decisions is prohibited.
2. Senior Staff retains final interpretive authority over all rules, rulings, and enforcement decisions, as defined in the **Definitions & Interpretive Authority** section. If you disagree with a decision, you may open a General Support Ticket to request clarification or appeal. Appeals must remain respectful and civil; hostility toward staff will result in additional penalties.

## 3. Advertising and content restrictions

1. Advertising or promoting other servers, communities, or external websites is strictly prohibited and will result in immediate removal from Discord.
2. NSFW content is not permitted in any form, channel, or context within the Discord server.

## 4. In-Character and Out-of-Character Separation

1. All Discord channels are considered **Out-of-Character (OOC)** unless explicitly designated as **In-Character (IC)**. Any information obtained through OOC channels, messages, or discussions may not be used IC. Doing so constitutes **Metagaming**, as defined in the **Definitions & Interpretive Authority** section, and will be punished.
2. All IC communication conducted via Discord must take place exclusively within the officially designated IC channels of the Thrones of Emberfall Discord. IC communication **must** not be conducted via private messages, external platforms, or other unofficial channels, as staff must be able to monitor interactions for compliance with rules.

## 5. Account Integrity

1. The use of alternate accounts is strictly forbidden. Any user found to be using alt accounts for any purpose will be permanently removed from the community without exception.
2. Failure to comply with any portion of these rules may result in disciplinary action, up to and including permanent removal, at staff discretion and in

accordance with the interpretive standards outlined anywhere in this rulebook.

---

## Definitions and Interpretive Authority

For this ruleset, the following definitions apply unless explicitly stated otherwise:

1. **Staff** - refers to any individual granted moderation or administrative authority by the server operators. Staff rulings are final.
2. **Active Presence** - is a term used to describe a location that has online parameters met, leaving it susceptible to a Hostile Action Ticket. (Raids, Retaliation, Ambushes, Assassinations, Escalation-prone troop movements)
  - Active presence is defined by the following inhabitants within the relevant area:
    - Three or more peasants;
    - 2 or more gentry, or;
    - A combination of 1 gentry and 2 peasants.
3. **Scene Presence** - means a character who is alive, conscious, capable of movement, and reasonably able to participate in roleplay or combat within the relevant area or scene.
4. **Battlefield** - refers to the immediate area in which hostilities are occurring, defined as a radius determined by staff based on terrain, visibility, and context. Individuals within this radius may be considered participants.
5. **FearRP** - is the obligation to roleplay self-preservation. FearRP is **automatically required** when a character faces an overwhelming threat. Many factors contribute to the balance of what is considered an overwhelming threat. These criteria are contributed as follows: Characters who are outnumbered by a one-to-two ratio or more, Characters who are not as well-equipped (armor, arms, etc.), Characters who are in a physical position where fight or flight is not within reason (either impassable terrain or locked doors). See the continuation of FearRP below.
6. **Escalation** - is the clear and observable progression from non-violent interaction to violent intent. Drawing a weapon, issuing a direct threat, attempting to flee from an armed confrontation, or physical character interaction or altercation, constitutes escalation during roleplay. Flight from an armed opponent is considered consent to escalation. Movement intended to disengage from an armed confrontation constitutes flight, regardless of stated intent.

7. **Inactivity** - is defined as a lack of meaningful roleplay participation for a period determined by staff, regardless of login activity.
8. **Metagaming** - is the acquisition, use, or transmission of out-of-character (OOC) information to in-character (IC) and vice versa, where the character could not reasonably possess that knowledge through roleplay or communicating in-character (IC) information in out-of-character (OOC) channels.

Unless otherwise specified, interpretation of these definitions rests solely with staff.

---

## Burden of Proof

The burden of proof for compliance with this ruleset lies with the player at all times.

1. The burden of proof goes both ways. If you are the one reporting someone, you are expected to provide proof of their transgressions. If you are the one being reported, you are expected to provide proof to invalidate their accusations.
  - a. If the accuser has insufficient proof or lacks grounds to stand on their claims, then the accusation will not be considered, as the burden of proof is not valid.
2. In any investigation, report, or staff inquiry, players are responsible for demonstrating that their actions complied with server rules.
3. Verbal explanations, stated intent, or after-the-fact justifications are not sufficient on their own.
4. Acceptable evidence includes screenshots, video recordings, logs, timestamps, or other **verifiable** records.
5. Failure to provide sufficient evidence allows staff to make a judgment based on available information, context, probability, and outcome.
6. Staff are not required to prove malicious intent; observable behavior and resulting impact are sufficient grounds for enforcement.
7. This burden applies uniformly to all sections of the ruleset, including but not limited to: roleplay conduct, escalation, FearRP, combat, construction, territorial permissions, imprisonment, and metagaming.

Staff determinations made under this clause are final and are not subject to IC or OOC debate.

---

# General Server Rules

## 1. Roleplay Standard

Serious, immersive roleplay is required **at all times** while on the server.

1. Characters with **Scene Presence** are expected to participate meaningfully in roleplay at all times.
2. At minimum, 99% of your in-game presence must be in-character (IC).
3. Brief OOC communication is permitted only when strictly necessary (e.g., mechanical clarification, staff direction).
4. OOC chatter must never interfere with active roleplay, escalation, or combat scenarios. If unavoidable, separate yourself from the active scene.
5. Persistent OOC behavior by an actively present character constitutes FailRP.
6. **For any OOC communications, players should explicitly use the /ooc chat feature. Do not use VOIP for OOC conversation.**

## 2. Block Interaction & World Integrity

You may **not** place or break blocks unless you have explicit permission to do so. This includes, but is not limited to:

1. Breaking or placing blocks inside settlements you do not own or control.
2. Laddering, pillaring, bridging, boosting, or terrain abuse to bypass walls, gates, or fortifications.
3. Altering structures or terrain during raids, robberies, combat, or sieges outside of explicitly allowed rules.
4. Altering abandoned structures.

**Ignorance of ownership or permissions is not a defense.** “When in doubt, assume you do NOT have permission.” Unauthorized block interaction is treated as a mechanical exploit.

## 3. Metagaming

Metagaming is strictly prohibited and is a bannable offense.

Metagaming includes:

1. Using information obtained outside IC means (including Discord, nametags, UI elements, voice chat, a player’s accent, or spectator knowledge)

2. Sharing OOC information IC, directly or indirectly
3. Acting on information your character could not reasonably possess while having **Scene Presence**
4. Sharing information gathered IC to OOC channels, either directly or indirectly.

#### **4. FearRP**

FearRP is the degree to which characters would be compelled to focus on self-preservation. Contributing factors can shift the degree of FearRP as detailed here:

1. Skill - Individuals who are trained in the art of war will be more difficult to FearRP. A character(s) with war experience, roleplayed military training events, or practiced experience fighting outnumbered play a role in preventing FearRP.
2. Degree - At what degree is a character facing overwhelming odds? If a well-armed and armored individual is outnumbered one-to-two or greater odds of poorly armed and armored, that will only meet a single criterion.

If a player is accused of FailRP, the burden of proof lies on the accused to prove their innocence.

#### **5. FailRP**

FailRP is any action or omission that breaks immersion, disregards logical character behavior and reasonable era-appropriate interactions, or violates defined roleplay obligations.

FailRP includes, but is not limited to:

1. Ignoring or refusing to acknowledge a valid escalation.
2. Disregarding FearRP requirements.
3. Treating injury, capture, or death as inconsequential.
4. Remaining inactive while possessing **Scene Presence** during an RP situation.
5. Overpopulation of entities within a defined space.
  - a. Example: 100 chickens in a 3x3 chicken coop.
6. Disregard for cultural, religious, and construction standards where they are defined.

7. Misappropriation of thematic and/or era relevance.

FailRP will be punished at the staff's discretion.

## **6. Sexual Content Prohibition**

There is **absolutely no rape, sexual violence, or erotic roleplay** permitted under any circumstances.

Violation of this rule results in **immediate removal**.

## **7. Cheating & Exploits**

The use of cheats, hacks, unintended mechanics, or mod exploits is strictly forbidden.

Any confirmed use results in a **permanent ban**.

## **8. Harassment & Conduct**

Harassment, insults, or targeted hostility are prohibited.

1. IC insults must remain contextually appropriate and non-personal.
2. OOC hostility, slurs, or excessive aggression are punishable offenses.

## **9. Hidden Storage and Doors Rules**

Hidden chests **must** meet all of the following conditions:

1. Concealed behind a different block type from the surrounding environment.
2. Not reinforced in any way.

Hidden storage that does not meet these requirements is treated as exploitative.

Hidden doors **must** be indicated by having a visible knob, seam, or any other indicator.

## **10. Banned Items & Mechanics**

The following are completely banned:

1. Gliders.
2. Translocators.
3. Night-vision masks.
4. Steel processing coffins.

5. Modern tools from RP Voice mod.

Do not craft, possess, or use these items. Possession alone constitutes a violation.

## **11. Armour Usage**

Armour may only be worn **before escalation**.

Valid reasons for wearing armour include:

1. Anticipated escalation or hostile activity.
2. Active patrol during war or periods of increased bandit activity.
3. Battle or siege participation within a defined Battlefield.
4. Assassinations or sanctioned hostile operations.
5. Ceremonial or official guard duties.

While actively hunting in the wilderness, a gambeson plus chain is permitted.

For any other instance, players are allowed to wear a gambeson.

Equipping armour after or during escalation, during a roleplay interaction, or while within an active **Battlefield**, is prohibited; the only exception is the **helmet**.

## **12. Enslavement & Imprisonment**

Enslavement and imprisonment are permitted but are regulated to promote meaningful RP and encourage better storytelling.

### **War Capture and Noble Value**

- Nobles and gentry hold strategic value
- Capturing a noble may generate a War Point
- Nobles should be treated as political assets rather than being killed

### **Ransom and Negotiation**

Captured nobles or high ranking players could be used as

- Ransom
- Political concessions
- Treaty concessions

- Hostage exchange
- Diplomatic leverage

Ransoming nobles should be financially and politically profitable, encouraging RP outcomes rather than immediate execution

### **Execution limits**

- Executions should follow logical IC reasoning
- Mutual Escalation
- Executions should only be allowed once per 24 hours
- Executing prisoners or POWs should cause reputational or financial consequences, which may or may not affect how other nations see them

### **Enslavement/Imprisonment and Duration**

- Initial enslavement/imprisonment should last up to 24 IRL hours
- If, after 24 hours, the enslaved or imprisoned individual has not attempted to escape or engage in RP with their captors they may remain either enslaved or imprisoned until:
  - They are released at the captor's will
  - They have successfully escaped on their own
- If, after 24 hours, the captors have not attempted to engage in RP with their enslaved or imprisoned, the enslaved or imprisoned will be automatically released.

## **13. OOC Information Sources**

The following are always considered OOC information, and their use constitutes metagaming:

1. Player nametags.
2. Boat names.
3. Horse names.
4. Reinforcement indicators.
5. Food contents.
  - a. The only way to know this is by asking the chef who cooked the meal.

## 14. Documents & Signatures

1. Document signatures must be written directly on the parchment.
2. Item descriptions such as “signed by X” are OOC.
3. Itemizer descriptions are IC and may be locked.

Example: “Pantaloons of Death, engraved with the initials J.F.C<sup>1</sup>”

## 15. Steel and Iron Prohibition

As of Server Launch and until further notice:

1. All steel and iron acquisition, processing, storage, and usage are prohibited
2. Attempting to bypass this rule will result in severe punishment

These procedures are in place to ensure a natural progression is maintained. The approximate time between Launch to Iron Age, and then Iron Age to Steel Age, will be determined at a later date with user suggestions.

## 16. Hostile Action Time Windows

Hostile Actions can occur at any given time if a Nation does not present a functioning timeframe that is considerate of both EU and NA time zones. It is up to the player's discretion to act reasonably and fairly.

Hostile actions include, but are not limited to:

1. Raids
2. Retaliation
3. Ambushes
4. Assassinations
5. Escalation-prone troop movements

These restrictions apply to all individuals with **Active Presence**, regardless of provocation.

Actions occurring outside approved windows will be treated as invalid escalation.

## 17. No Ruleplay

Rules must never be referenced, debated, or used IC to justify actions.

---

<sup>1</sup>John Felon Crime

Attempting to win RP conflicts through rules interpretation rather than IC actions constitutes FailRP.

## 18. Offline Protection

No action may be taken that causes harm, loss, or disadvantage to a player while they are offline.

Prohibited actions against offline players include, but are not limited to:

1. Raiding, robbing, or attacking their settlements, structures, or assets
2. Breaking or bypassing doors, reinforcements, or storage
3. Altering territory ownership, access, or defenses

If a player is not logged into the server, they are considered offline regardless of Discord availability or prior notice.

In a span of 48-hours since a member was online, and no out-of-character notice is given, then a user may use the pigeon system to request a player to join the game and pursue the roleplay scene as it were.

Failure to answer the pigeon within 24-hours negates the offline protection only if the staff is notified prior.

## 19. Deployed Forces & Offline Status

A settlement is **not** considered offline simply because its fighters (military or nobles) are deployed elsewhere.

1. If members of a nation, Territory, or faction have **Active Presence**, the settlement retains **online** protection status.
2. Strategic absence or poor defense allocation does **not** convert a settlement into an offline target.

Offline status is determined solely by player availability, not troop location.

## 20. Requirement for Live Roleplay Response

All hostile actions must be conducted in a manner that allows the opposing player(s) a reasonable opportunity to respond through live roleplay.

1. Hostile actions initiated without giving the opposing side a chance to log in and react IC are invalid.
2. Ambushes, raids, retaliation, and escalation-prone actions all fall under this requirement.

Staff determines whether a sufficient opportunity to respond existed.

## 21. Ruler Administrative Actions

A ruling Nation or Territory leader may remove a player, structure, or claim items within their own lands **only** under the following conditions:

1. The action is justified IC (law, punishment, forfeiture, or decree).
2. The affected player has been given an opportunity for an IC response, unless offline for an extended period (Seventy-two (72) hours).

These actions do not permit raiding, looting, or hostile escalation by default.

### During civil wars or disputed ownership:

1. Permissions are suspended in contested territories.
2. On the condition that a receding Territory does not put in a Hostile Encounter Ticket to document their civil war contention and a Ruler catches wind of the plot, the Ruler **must** put in a Hostile Encounter Ticket to exercise their authority over the land.
  - The permission of the Ruler is only valid for Twenty-four (24) Hours before a Staff-Mandated Civil War is issued.
  - If at any time the receding Territory submits a Hostile Encounter Ticket for Civil War, the Ruler's permissions are void.

A Ruler **may not** alter a seceding Territory's land until ownership is resolved IC.

## 22. Groups & Keys

Groups function as mechanical keys on the server.

1. Any character in a group is considered to possess access to all locks, doors, and areas granted to that group.
2. Removing a character from a group is equivalent to confiscating their keys.

You **may not** remove a character from a group unless:

1. You have interacted with their character IC and informed them of removal, **or**
2. A minimum of **forty-eight (48) real-life hours** has passed since the character officially left the Nation or Group, **or**
3. The character has been deemed inactive under staff-defined **Inactivity**.

Key Theft:

1. Is not permitted due to inability to track a physical object, and is an exploited mechanic.

## 23. Takeovers & Lockouts

When taking control of an establishment:

1. You may **not** instantly remove group access to trap characters inside or outside structures
2. You may **not** break doors, reinforcements, or chests solely to deny access

Permitted actions include:

1. Barricading entrances
2. Establishing guards or patrols
3. Using defensive positioning to control movement

This rule exists to prevent mechanical trapping and forced offline outcomes.

---

## Courier System

### 1. Purpose & Scope

Courier systems represent limited, delayed, and unreliable communication. They may not be used to bypass escalation, combat, imprisonment, or information-gathering rules.

All courier-related mechanics are subject to metagaming, escalation, FearRP, and burden-of-proof rules.

### 2. Private Pigeons

Private pigeons represent brief, last-resort communication between two individuals.

All private pigeons must comply with **all** of the following conditions:

1. Maximum length: **150 characters**.
2. One sender and one recipient only.
3. No codes, ciphers, or abbreviations intended to bypass the character limit.

Private pigeons **may only** be sent and received when **all** of the following are true:

1. The individual has been out of any hostile situation, pursuit, or escalation for at least **three (3) real-life minutes**.
2. The individual is **outside** any building, structure, or enclosed space.
3. The individual is not imprisoned, restrained, incapacitated, or otherwise detained.
4. The individual is not actively engaged in a roleplay interaction.

Private pigeons **may not** be sent or received unless otherwise explicitly stated:

1. During combat, raids, ambushes, or hostile movement.
2. During interrogation, imprisonment, transport, or arrest.
3. While fleeing, hiding, or preparing for escalation.

Violation constitutes FailRP and may escalate to metagaming if information advantage is gained.

### **How To Send a Private Pigeon:**

If it is your first time sending a private pigeon use the following command in Discord: /pigeon link Username:VSUsername

1. Ensure that the player you are pigeoning is **online**. Pigeons can only be sent when the recipient is logged into the actual game.
2. Type one of the following command into Discord:  
/pigeon send vs\_username:VSUsername, or;  
/pigeon send recipient:DiscordUsername
3. A new UI will pop up on your screen
  - a. Title: The title should display a letter introduction.  
*Example: To Joe Schmoe*
  - b. Message: This is the body of your text. All of this information is in-character. Be sure to write in your message your character's name, initial, or alias as a closing.
4. In approximately 5 minutes, a pigeon will flutter next to the recipient in-game and they will receive a parchment with your message.
5. You cannot send another pigeon until one (1) hour has passed.

For more information, review <https://mods.vintagestory.at/show/mod/52245>.

### **3. Courier Requests**

Courier requests represent hiring or requesting a messenger to carry information.

The following is considered **IC knowledge** to third parties:

1. That a specific individual has requested a courier.

The following information is **always OOC** unless explicitly delivered through roleplay by the courier:

1. Message contents.
2. Payment, reward, or compensation.
3. Intended recipient.
4. Urgency, political meaning, or strategic implications.

Only the requesting character and the courier character possess full IC knowledge of the request details until delivery occurs.

### **4. Global Proclamations**

Global Proclamations are made by the Ruling Leader of a Nation, as well as each Leader of a Territory. When making a Global Proclamation, please consider the following:

1. Less is More.
2. Do I really need to make two separate posts for this information?
3. Will people understand what I am saying if I add all this filler?

### **5. Information Leakage & Abuse**

1. Couriers may not reveal request details without explicit IC interaction.
2. Third parties may not act on inferred, guessed, or OOC-known courier information.
3. Intercepting or acting on courier knowledge without explicit IC transmission constitutes metagaming.

### **6. Enforcement**

1. Staff may invalidate courier messages or deliveries that violate this section.
  2. Repeated or deliberate abuse may result in escalated punishment.
  3. The burden of proof for compliance rests with the sender and/or courier.
-

# NLR

## 1. Purpose & Scope

The New Life Rule (NLR) exists to preserve narrative continuity and prevent exploitation of death mechanics.

NLR applies to **all non-permanent deaths**, including:

1. Player-versus-Player (PvP) deaths.
2. Player-versus-Environment (PvE) deaths.

NLR is **mandatory** to follow for every character.

## 2. Memory Loss Upon Death

Upon respawning after a non-permanent death, the character **forgets the events leading to their death**.

This memory loss includes, but is not limited to:

1. Identities of individuals involved.
2. The cause and circumstances of death.
3. Locations, routes taken, and surroundings.
4. Equipment used, worn, or lost.
5. Verbal statements, threats, or written information.
6. The character's own actions immediately precede death.

Any attempt to reference, infer, or act upon this information constitutes FailRP and may escalate to metagaming.

## 3. Return to Scene Prohibition

After death, you may **not** return to the active roleplay situation in which you died.

1. This prohibition applies whether you return as the **same character or a different character**.
2. Returning to interfere, observe, assist, or retaliate is forbidden.

If the roleplay situation has fully concluded, you may return to the general location **only after thirty (30) real-life minutes** have passed.

## 4. Ongoing Situations

If a roleplay scenario is still ongoing, unresolved, or within the same escalation chain:

1. The killed character is considered narratively removed from the situation.
2. No follow-up actions related to that conflict may be taken by that character.

## **5. Enforcement & Burden of Proof**

1. Compliance with NLR is mandatory and monitored by staff.
2. The burden of proof lies with the player to demonstrate adherence to NLR requirements.
3. Violations may result in invalidation of actions, death escalation, or disciplinary punishment.

Staff rulings regarding NLR application and violations are final.

## 2 Nations & Settlements

# NATIONS AND SETTLEMENTS

---

## HERMITS

Hermits are individuals or small groups (three (3) or fewer) operating outside formal political structures.

### **Limitations:**

1. Hermits may not create claim groups.
2. Hermits do not receive Discord faction channels.
3. Hermits may not operate as bandits, mercenaries, or political actors.
4. Hermits may only reside upon the main-land.

Hermits may settle anywhere but possess no recognized authority. They may also loan the lands from the nation, but this does **not** transfer sovereignty; ultimate authority remains with the ruling entity.

---

## NATIONS

A **Nation** is a realm ruled by a single Ruler and composed of multiple Territories. Each Nation may have a unique form of government to fit its thematic style.

1. The **Capital Territory**, governed directly by the Ruler, serves as the political and cultural core.
2. Other Territories are governed by “Nobles” who swear fealty to the Nation.
  - The Ruler may appoint an additional individual to govern their Capital Territory, this appointment is subject to a case-by-case scenario to ensure limits on Nobility are upheld.
3. Territories possess near-sovereign authority within their lands, managing law, economy, defense, and diplomacy.

Each Nation is limited to a maximum of **five (5) Territories** (this includes the capital).

### **1. Succession of Rulership**

#### **Death of a Ruler**

1. Upon the death of a Ruler, the player’s next character may **never** rule a Nation.

- a. A player may not rule the same or another Nation twice consecutively.

### **Succession Obligations**

1. Reasonable effort must be made to pass rulership to another player
2. Succession may involve councils, disputes, or civil conflict
3. Former rulers may remain within the Nation in non-ruling roles

If no successor can be found, a ticket must be submitted demonstrating good-faith effort.

### **Deposition Grace Period**

1. If a Noble is stripped of their title, they retain provisional authority for **forty-eight (48) real-life hours** unless overridden by IC events
2. During this period, reinforced blocks and chests in the Territory may not be broken

## **2. Groups and Keys**

1. Each Nation is permitted a pre-determined number of Groups.
  - a. One group for the Nobles of the Nation.
  - b. One group permitted for each settlement of 5 or more citizens.
  - c. One group for a Nation-sponsored Guild.
    - i. The Guild does not need to be composed of only citizens of said Nation, thus they get their own 'Key' set.
2. See '**22. Groups & Keys**' in [General Rules and Roleplay Expectations](#) for additional information.

---

## **GUILDS**

The purpose of a guild is to provide an additional layer of politics and gameplay to the growing world of Emberfall. The system of Nations and their governmental structure can be limiting and provide little to no expansion for alternative playstyles. With the inclusion of a Guild, we permit a competitive playstyle to get players to work together towards a common goal. These goals are only confined to the ruleset below, and should primarily be worked on and expanded through in-character roleplay.

### **1. Establishment**

1. In order for a guild to become established, it must gain the sponsorship of a Nation.
  - a. Nations may only sponsor **one** (1) guild at a time.
2. The agreement between the prospective guild and the Nation is to be discussed and established completely in-character.
  - a. We recommend that a guild have at least 3 members before it begins establishment, as this sets a ground foundation for negotiation.
  - b. Terms and agreements between the Nation and the prospective guild should be outlined within a valid contract signed by both parties in-character.
3. After confirmation in-game, the guild leader will open a **Spreadsheet Ticket** in order to inform the Administrative Team of their established guild. They must include:
  - a. A photo of the contract, proving the sponsorship;
  - b. Members who are actively apart of the guild, as they will be logged, and;
  - c. A general location of where the Guild Hall will be.
    - i. This is so we can add it to the map.
4. The Administration Team will then proceed with in-game mechanics to assist the guild, by creating a new “Group”.
  - a. The Nation Leader that is sponsoring the guild will have access to the keys as an “OP” member, as well as the Guild Leader.
5. In the event a Nation wishes to **cease** sponsorship - they must first establish this within character. Upon the cessation of sponsorship, the Guild must either:
  - a. Find a new Sponsor, or;
  - b. Immediately cease all guild activities.
    - i. Failure to do so will be in violation of Guild Rules.

## 2. Size & Scope

1. Guilds are not limited in size, and not entirely limited in scope either. They are permitted to gain members from any Nations, or even hermits. They are permitted to establish secondary “Guild Halls” in other Nations.
  - a. Erection of additional Guild Halls does not permit the continued operation of a Guild if their sponsor pulls out.
  - b. Contracts and agreements between other Nations and a Guild are completely in-character, and are in no line subjected to Administrative authority.
2. Guilds may operate under the guise of any capacity, except:

- a. Military;
  - b. Raiding Group;
  - c. Bandit Group;
  - d. Mercenary, or;
  - e. Any and all other combat based roles.
3. They are intended to operate as “neutral” entities to bring about an alternative form of roleplay outside of the typical Nobility stature.
    - a. Although they are classified as a “neutral” entity, it does not bar them from having political affiliation. They may provide aid to other territories, bar trade, and limit resources - but never direct manpower.
  4. A Guild must have a Guild Leader. This individual will be subjected to the Gentry System - meaning their character will age and can be executed or assassinated (within reason).
- 

## ALLIANCES

### 1. General Rules

1. Alliances are temporary, politically motivated IC agreements.
2. Personal convenience or informal cooperation does **not** constitute an alliance.
3. Alliances require **prior ticket submission** to be valid.
4. Alliances cannot be formed while a Nation is in **Active War** (Phase Two+).

### 2. Size & Scope

5. Alliances may only exist between **two (2) entities** (Nation–Nation).
6. Relative size and power are reviewed for balance.

### 3. Duration

1. Maximum duration: **two (2) in-game years**.
2. One extension maximum, subject to stricter review.
3. After expiration, the same parties must wait **two (2) in-game years** before forming a new alliance.

### 4. Alliance Suggestions

When allying consider the following:

1. Does my contract state the Who, What, When, and Why?
    - a. Parties
    - b. Conditions: prior, during, and after
    - c. Duration
    - d. Terms
  2. Is this alliance mutually beneficial, or not?
  3. Is this alliance defensive, offensive, or non-aggressive?
- 

## TYPES OF SETTLEMENTS & ARCHITECTURAL STANDARDS

All construction must reasonably consider materials, scale, and architectural logic.

- Creative and artistic expression is encouraged.
- Builds should be done within a reasonable scope. Large unfinished builds do not look good.
- Buildings or artworks that do not reasonably fit the setting may be restricted to **private or personal use** and may not be displayed in public spaces.
- **All settlements must be at a minimum of three hundred (300) blocks away from each other to gain additional benefits to the Capital Territory.**

### 1. Village

A Village is the smallest recognized settlement type. There is no limit to how many Villages may exist within a Territory.

Rules:

1. **No walls, fortifications, towers, or strongholds** permitted.
2. Defensive structures of any kind are prohibited.
3. Maximum population: **Three (3) characters.**
4. Exceeding this limit requires elevation to a Town.

### 2. Town

A Town is an improved and partially fortified settlement. There is no limit to how many Towns may exist within a Territory.

Rules:

1. May construct **walls and light fortifications** only. Walls and light fortifications refer to the use of **Wooden Palisades**.
2. Heavy fortifications, keeps, or castles are prohibited.
3. Maximum population: **Nine (9) characters**.
4. Exceeding this limit requires elevation to a City.

### 3. City

A City is the primary settlement of a Territory. Only one City is permitted within a Territory.

#### Rules:

1. Every Territory **must** designate one City as its capital.
2. May be surrounded by large stone walls or palisades.
3. Must contain a **Castle or Palace**, either within the walls or directly adjacent.
4. The Castle/Palace serves as the **primary siege objective**.
5. Maximum population: **Fifteen (15) characters**.

#### **Nation Capital Exception**

1. The Nation's capital (the City located in the Territory inhabited by the Royal Family) may host up to **twenty (20) characters**.
2. For each additional **established settlement** under the Nation, the capital gains **+one (1) population slot**.

An **established settlement** must include:

1. Residential housing.
2. Agricultural infrastructure.
3. At least one manufacturing or production structure.

### 4. Stronghold

A Stronghold is a single, compact fortified structure. Only **one** Stronghold is permitted within a Territory.

#### Rules:

1. Defensive walls must be **integrated into the structure itself**.
2. Housing and industry are contained within a dense footprint.
3. May have **one external entrance only**, protected by **two (2) sequential gatehouses**.
4. An external, non-fortified village may exist alongside a Stronghold.
5. Maximum population: **Nine (9) characters**.

## 5. Castle

A Castle is a heavily fortified structure tied directly to a City. Only **one** Castle is permitted, and it must be within or adjacent to your City.

### Rules:

1. Must be surrounded by its **own defensive wall circuit**.
2. Must include at least one entrance **connected to the City** it serves.
3. During sieges, the Castle is the **primary and decisive target**.

---

## FORTIFICATION RULES

### 1. Gatehouses

1. Gatehouses may contain a **maximum of two locked mechanisms** total.
  - a. Includes gates, portcullises, and drawbridges.
2. If a drawbridge is used, there must be a **one-block interior gap** between the drawbridge and the next gate mechanism.
3. There can be only **one (1)** gatehouse to the city and **one (1)** gatehouse to the city's castle. Layered, consecutive, and honeycomb gatehouses are prohibited.

### 2. Wooden Palisades

1. Maximum thickness: **1 block**.
2. Maximum height: **4 blocks**.
3. An internal wall-walk platform is permitted to allow visibility over the palisade.

### 3. Stone Walls

1. Maximum thickness: **4 blocks**.
2. Maximum height: **18 blocks**.
3. Traditional medieval defensive features are permitted, including:
  - a. Arrow slits.
  - b. Murder holes.
  - c. Battlements.

---

## MATERIALS & REINFORCEMENT LIMITS

Reinforcement materials are strictly limited by structure type.  
Permitted reinforcements:

1. **Gates, portcullises, and drawbridges:** Iron materials.
2. **Building entrances:** Bronze or lesser materials.
3. **Interior doors and chests:** Copper or lesser materials.
4. **All other blocks and structures:** Mortar or stone only.

Using materials above the permitted tier constitutes a rules violation and may be treated as an exploit.

**Staff interpretation is final. Any construction not explicitly permitted here is forbidden unless approved via ticket.**

## 3 Characters & Armor

# CHARACTERS AND ARMOR

---

## Character Types And Life States

### 1. General Framework

Emberfall recognizes **three (3) character classifications**. These classifications determine permitted roles, military eligibility, death consequences, and access to certain mechanics. Staff retains full authority to reclassify a character when required for balance, narrative integrity, or rule enforcement.

New players are granted a **three (3) day grace period** beginning from their Discord join date. During this grace period:

1. PvE deaths do not count toward life limits.
2. PvP death rules still apply unless explicitly exempted by staff.

Grace period exemptions expire automatically and do not pause due to inactivity.

### How does the life system work?

Each character has **five (5) lives**. These lives include both PvE and PvP. Exceptions to PvP include:

1. Assassination, and;
2. Execution.

All other PvP deaths will be counted as a **severe combat injury** (loss of one (1) life) and must abide by NLR rules.

---

### 2. Peasantry

Peasantry is the default character classification upon entering the server.

Peasants:

1. Are not considered professional soldiers.
2. May participate in a Nation's **Emergency Militia** strictly for defensive purposes when their place of residence is under direct threat.
3. May not serve in standing armies, offensive military operations, or organized warfare.

4. Are **permitted** to get married, but cannot have children.

Any PvP death involving a Peasant is treated as a **non-permanent incapacitation**, roleplayed as severe injury, and counted as one PvE death. This rule exists to prevent repeated disposable combat participation (“human-wave” tactics).

---

### 3. Gentry

Gentry are characters of recognized status, authority, or professional obligation within a Nation.

Gentry:

1. Hold offices, titles, military commissions, or other positions of significance.
2. Are eligible for permanent death.
3. **Must be Gentry** if they are part of an organized Military, guard corps, or offensive force.
4. Are **permitted** to get married and have children.

Staff may:

1. Require a character to be elevated to Gentry if their role, actions, or responsibilities necessitate it.

Loss of the PvP life results in permanent death unless staff rule otherwise due to extraordinary circumstances.

---

### 4. Nobility

Nobility represents the highest social tier and **must be earned through roleplay on a per-character basis**, unless the character is directly backed by an established landed title at creation or transfer.

Noble status is not cosmetic. It carries:

1. Increased narrative responsibility.
2. Higher expectations for FearRP, escalation awareness, and political conduct.
3. Greater scrutiny by staff.

Staff approval is required for all Noble elevations.

Permitted Nobles include:

1. Rulers.
2. Territory Leaders.
3. Spouses of Rulers.
  - a. Spouses of Territory Leaders are not granted Nobility due to high-noble population if otherwise.
4. One (1) elected Military Leader.

All other highly recognized members should be considered **Gentry**, including children of Nobles - until they have earned a respective position.

---

## Plate Armour And Equivalent Restrictions

The right to wear **Plate Armour or equivalent armours requiring plate to produce** (including but not limited to **Blackguard** and **Forlorn** sets) is strictly limited.

Platwearer slots are allocated as follows:

1. **One (1) Platwearer per Royal Family.**
2. **One (1) Platwearer per Territory.**

Territory eligibility requirements:

1. The Territory must be settled and recognized.
2. The Territory must have a **minimum population of five (5) active citizens.**

Territory rulers may designate their Platwearer at their discretion.

---

### 1. Platwearer Administration

1. All Platwearers **must open a Support Ticket** upon appointment so staff can track and validate slot usage.
2. A Platwearer may voluntarily transfer their slot to another character upon the ruler's acknowledgment.
3. Once transferred, the Platwearer slot **may not be reassigned again for forty-eight (48) real-life hours.**

Exceptions:

1. The previous Platewearer permanently dies.
2. The previous Platewearer is ruled inactive by staff.

## 4 Hostility and Combat

# RULES OF COMBAT, RAIDING, AND WAR

All rules in this section are governed by the **Definitions and Interpretive Authority** section. Staff retain sole and final authority to interpret escalation, battlefield boundaries, active presence, FearRP requirements, raid validity, war objectives, and compliance. Staff determinations override player interpretation.

In all disputes, **the Burden of Proof rests entirely on the involved players**. Claims without sufficient evidence (screenshots, video recordings, logs, or comparable documentation) may be dismissed at staff discretion. You are responsible for preserving proof of your roleplay. If your actions are challenged and you cannot substantiate them, staff will disregard those actions.

---

## General Rules Of Combat

### 1. Escalation & Engagement

1. Player-versus-player combat may only occur after clear **escalation**.
2. **Escalation** is established when violent intent becomes observable, including, but not limited to, drawing a weapon, issuing a direct threat, attempting to restrain, or fleeing from an armed confrontation.
3. If the player expects a situation to be escalation-prone, they **are responsible for their own Burden of Proof**.
  - a. Prior to any Hostile Encounter, a ticket must be made **before** the escalation occurs. If the escalation occurred unplanned, a ticket must be made after.
    - i. This ticket serves as **documentation** and does not necessarily need approval. The ticket must include:
      1. List of all combatants involved, Username & RP name.
      2. List of all non-combatants involved, Username & RP name.
    - b. If at any point your encounter is questioned, we will use the information provided within the documentation as well as investigate you for any further **Burden of Proof** that explains your actions are compliant with the rules.

### 2. Conduct During Combat

1. Combat logging, forced AFK, or intentional disconnection during combat is **prohibited** and may result in staff-enforced character death. This includes confrontations that can lead to combat.
2. No building, pillaring, liquid placement, reinforcing, unreinforcing, locking, or unlocking may occur during combat.
3. If physically trapped, minimal block or door breaking is permitted **solely to escape**, using the shortest viable route. This does not permit access to loot or advantageous positions.
4. Allies may assist in freeing trapped combatants under the same restrictions.

### 3. Force Projection Limits

1. A Territory may deploy however many combatants into another territory to address escalation-prone situations as it seems necessary.
    - a. If a Territory wishes to bring members from other Territories, Brigands, and/or Mercenaries to another territory, then a maximum of **seven (7)** combatants may be brought.
      - i. Nation and Territory are **not** mutually exclusive here. A Nation encompasses five territories.
      - ii. Players who are non-combatants must not use armor or weapons, or they will be counted as combatants.
  2. Exceeding this limit without staff approval constitutes undeclared war escalation.
- 

## Assassinations

### 1. Standard Assassinations

1. All Assassinations must be grounded in a political or religious context.
  - a. They are subject to heightened scrutiny to ensure that the most viable methods of roleplay have been conducted.
2. Assassinations can be carried out by a total of three (3) conspirers. Amongst those three (3) **only one (1) individual may carry out the actual killing act.**
  - a. The only time the other conspirers may undergo PvP during the assassination, is in a **direct retaliation of self-defense.**
  - b. A ruler is not permitted to be the one carrying out the killing act, but they may act as a non-combat based conspirant.

3. Assassinations require an **approved** Assassination Ticket before execution.
4. Tickets must specify target, justification, and method.
  - a. All assassination tickets must be substantiated with verifiable proof of in-character justification. This includes, but is not limited to:
    - i. Screenshots or video of roleplay demonstrating prior conflict, threat, political tension, or grievance;
    - ii. Identification of the target and their in-character role, and;
    - iii. A plausible narrative connecting the grievance to the assassination.
  - b. Staff may deny or require revision of any ticket that lacks sufficient narrative grounding. Assassination is not a tool for convenience - it must feel earned within the fiction.
5. Only **one (1)** assassination ticket may be active per player at any time.
6. All deaths to come from an assassination attempt, whether from the victim or the individuals planning, will constitute **a permanent death regardless of player life status**.

## 2. Cooldowns

1. Successful assassination: **forty-eight (48)** hour cooldown.
2. Failed assassination: **twenty-four (24)** hour cooldown.

## 3. Poison-Based Assassinations

1. Tooltip warnings are non-canon and using them constitutes metagaming.
2. Such assassinations are only permitted during wartime and require a hostile encounter ticket.
3. These attempts are subject to heightened staff oversight.

---

# Theft

## 1. General Restrictions

1. Players may not bypass settlement defenses by jumping walls, abusing terrain, or placing blocks to gain entry.
  - This includes the use of mechanics from Salty's Vault & Roll and Catch Ledge.

2. The use of unintended game mechanics to access protected areas constitutes an exploit and is prohibited.
3. Theft is limited to unlocked containers.
4. Breaking or placing blocks to access items or locations during theft is strictly forbidden.

## 2. Loot Limits & Prohibitions

1. A robber may steal a maximum of **three (3)** inventory slots per incident.
2. The following may not be stolen:
  - a. Blocks and containers, anvils, lanterns, carts, or boats
  - b. Crops or harvestable resources
  - c. Animals or livestock
3. Loot limits may not be pooled or redistributed.

## 3. Location & Frequency Limits

1. Theft may **not** occur inside Towns or Cities.
2. When conducting any and all Theft, the same individual or group may not be robbed again by you for **forty-eight (48)** real-life hours.

## 4. Mandatory Reporting

1. All theft must be reported via a Self-Report Theft ticket on Discord.
2. Failure to report invalidates the theft and may result in sanctions.

---

# Banditry

## 1. Formation & Registration

1. Bandit groups must be registered through a ticket **before** operation.
2. The ticket must specify the group's members, theme, and primary hideout location.

## 2. Bandit Group Limits

1. A bandit group may consist of a maximum of **five (5)** players.
  - a. Only **one (1)** platewearer is permitted per bandit group.
2. After seven (7) real-life days, a bandit group advances in Tier to simulate the growing threat of their presence.
  - a. Tier 1 - Base level banditry, one (1) platewearer, and four (4) members.

- b. Tier 2 - one (1) platewearer, and six (6) members.
  - c. Tier 3 - one (1) platewearer, and eight (8) members.
  - d. Tier 4 - two (2) platewearers, and nine (9) members.
3. Bandits when acting as a group are permitted to steal up to **five (5)** inventory slots per person. These slots are not interchangeable and are player-specific.

### 3. Hideouts & Camps

1. Every bandit group **must** maintain a fixed camp or hideout serving as its base of operations.
  - a. If a bandit group decides to leave their existing hideout, they must have all members with them, and leave the place **appearing** abandoned.
  - b. Switching between hideouts **is** permitted, on the exception that all members are present, and you remain within that hideout for the duration of your 'hit' week.
    - i. Hideouts on small islands are not permitted, and;
    - ii. Bandit groups are permitted a total of **three (3)** hideouts to switch between, and each hideout must be more than 1000 blocks apart.
2. Hideouts **must** be visibly man-made and recognizable from the exterior (e.g., tents, shacks, caves with structures).
3. Hideouts are only permitted to have small farming plots, not to exceed nine (9) spaces. As well as the use of bandit bushes.
  - a. Example: 3x3 square.
  - b. Bandits are expected to steal and loot for their survival.
4. Bandit hideouts are not permitted to mass-produce resources.
  - a. Leather making is permitted.
  - b. For Tiers 1 - 2, you can only produce **bronze** tools or less within your base's blacksmith.
  - c. For Tiers 3+, you can produce **iron** tools or less within your base's blacksmith.

### 4. Engagement Rules

1. Bandits may be attacked **only** through mutual escalation unless their hideout is targeted.

2. Nations are permitted to attack registered bandit camps to expel or eliminate bandits from their territory.
  - a. When attacking a bandit hideout, the attacking nation is permitted a 3:2 numerical advantage over bandits currently online.
  - b. Only the Nation whose territory is currently occupied by bandits may initiate an attack. The Nation may request assistance from another nation through means of roleplay.
  - c. A third party Nation **may not** enter another sovereign Nation's territory to engage bandits without prior diplomatic roleplay stated above.
  - d. If the Bandits flee and establish themselves within another Nation's territory, the original Nation may not pursue and retaliate against them.
3. For a bandit group to advance in tiers, they **must** have an activity of at least two (2) hits/scores every two weeks.
  - a. Tier 1 - Must complete two (2) hits. These hits may be non-confrontational, or confrontational. (Meaning roleplay is, or is not, invoked).
  - b. Tier 2- Must complete two (2) hits. Only **one** hit may be non-confrontational. The other hit **must** be confrontational. Meaning roleplay is invoked.
  - c. Tier 3 - Must complete two hits, both **must** be confrontational. Meaning roleplay is invoked.
  - d. Tier 4 - This is the final tier within banditry.
4. For Tiers 3 and 4 - In times of heightened security, bandits are permitted **a grace of 1-week to not conduct a hit.**
  - a. If they do not commit a successful hit after two (2) weeks, they will derank in a Tier.
  - b. Tiers 1 & 2 are permanent, while Tiers 3 and 4 must be maintained through continued activity and escalation.

**Examples of non-confrontational banditry are:** stealing from abandoned areas or looting unlocked chests.

**Examples of confrontational banditry are:** raiding, roadside robberies, or kidnapping. Special cases include scamming individuals.

## **5. Robbery, Shakedowns, and Bandit Raiding**

1. Petty robbery is conducted through in-character shakedowns against individuals.

- a. Robberies require confrontation and roleplay, during which the victim must be given a clear opportunity to comply.
  - b. If the victim refuses, flees, or resists, mutual escalation is established, and combat may occur.
2. Bandits are permitted to wear disguises when conducting robberies, shakedowns, and raids.
  - a. A valid disguise must include:
    - i. Altered clothing or armor;
    - ii. Changed identity presentation, such as an accent or trait, and;
    - iii. Consistent in-character behavior.
  - b. Disguises do not protect players from being identified through witnessed crimes or legitimate in-character evidence.
3. Bandits are permitted to “wall-hop” in order to conduct their Raids.
  - a. The restrictions are as follows:
    - i. Wall hopping is **only** permitted during theft-tier group actions;
    - ii. The hop must be realistic, and;
      1. Jumping from an unrealistic height, placing blocks to gain entry, using horses to bypass walls, or any other exploitively known or unknown mechanics are not permitted.
    - iii. At the site of the “wall-hop” a trace must be left behind.
      1. The trace may be a note that was left, or an item that was intentionally placed on the ground.
      2. The trace must be reasonably discoverable in-character.
      3. Failure to leave a trace invalidates the theft.
  - b. All other rules and regulations will consult the below mentioned Raid procedures.
4. Bandits are permitted to conduct Theft **anywhere** with an inventory maximum of **five (5)** inventory slots of stolen goods.

## 6. Victim Obligations

1. Victims of robbery are required to FearRP unless they clearly outnumber the robbers and the odds are decisively in their favor.

## 7. Compliance & Enforcement

1. Banditry conducted outside these limits is treated as illegal PvP.
  2. Staff may dissolve bandit groups, invalidate actions, or issue penalties for violations.
  3. **The burden of proof falls on the “aggressors” side.**
    - a. This includes, but is not limited to: Nations attacking bandit hideouts, Bandits raiding a city, Bandits conducting petty robbery, or Nations conducting prior roleplay for permission to enter territory.
- 

## Raiding

### 1. Definition & Scope

A raid is a limited, hostile incursion conducted for theft, coercion, or intimidation. Raids are not battles or sieges and are governed by strict caps and conduct requirements.

### 2. Raid Composition

1. A raid may include a minimum of **two (2)** raiders up to a maximum of **five (5)** raiders.
  - a. The leader of the raid will submit a **Hostile Encounter Ticket** and declare the participants of the raid, the destination, and the goal.
  - b. This ticket **must** be accepted prior to initiating the raid.
2. Raiders are allowed to use up to **two (2) available platewearers**. This status cannot be interchanged on a whim for your convenience.
3. No reinforcements may join once the raid has begun.

### 3. Initiation Requirements

1. Raids require prior roleplay justification, such as explicit threats, escalating disputes, or pre-wartime hostility.
  - a. When creating a ticket for a Raid, we ask that you have this evidence on hand in the event the Staff Team requires additional information regarding your past intentions.
2. Upon entry, a horn or bell must be rung.

3. Failure to properly announce a raid invalidates it.
  - a. The Burden of Proof lies on the raiders.

#### 4. Raiding Goals

Raids have a total of three (3) goals that may be chosen. Only one (1) is permissible per raid. Those are as follows:

1. Raid for Plunder

- a. Within this Raid Goal, participants are permitted to loot up to five (5) inventory slots, with a maximum combined total of twenty-five (25).
- b. Downed or killed raiders permanently lose their allotted slots; these may not be redistributed during the same raid.
- c. Looting corpses of fallen defenders **does not** count towards loot limits.
  - i. We do not want to see excessive loot despawning. If it is too much for you to carry, then be courteous and find a chest to put it into.
- d. Prisoners **may not** be taken within this goal.
- e. A total of **one (1)** gatehouse may be broken into to gain entry.
  - i. Up to **three (3)** buildings may be entered.

2. Raid for Hostages

- a. Within this Raid Goal, participants are permitted to take up to seven (7) hostages.
  - i. Nobility count as two (2) hostages.
  - ii. Peasantry count as one (1) hostage.
- b. Hostages may **not** be executed at any time during the raid.
- c. You are expected to role-play with your hostages, whether it be:
  - i. Forcing them to do manual labor;
  - ii. Forcing them to commit crimes on your behalf, or;
  - iii. Ransoming them for coins.
    1. If a Nations Noble is ransomed, and the ransom requested is within reasonable limits of complement, or bargaining was done to ensure a proper amount, and the Nation refuses to

pay - then the Hostage is permitted to be killed at the request of a **Hostile Encounter Ticket**.

- d. A total of **two (2)** gatehouses may be broken into to gain entry.
  - i. Up to **five (5)** buildings may be entered.

### 3. Raid for Chaos

- a. Within this Raid Goal, participants are **not** permitted to take any Loot or any Hostages.
- b. The main goal of this Raid is to disrupt the peace of your target, this includes, but is not limited to:
  - i. Permission to break down **any and all** gates and doors;
  - ii. Cause a ruckus, or loud noise to scare individuals into a target location, or;
  - iii. Leave behind junk to confuse and annoy your target.
- c. Please state your exact plan within the **Hostile Encounter Ticket** for this Raid Goal.
- d. Raids for Chaos are permitted to select an option of “Crop Disruption”
  - i. Raiders may:
    - 1. Kill livestock, and/or;
      - a. There must be at least a breeding pair remaining.
    - 2. Harvest crops, berries, or fruit trees.
  - ii. With this option, raiders are permitted a total of **three (3)** inventory slots per person.
  - iii. If this option is selected, the Raiders forfeit their right to break through any and all gates, and instead are focused **only** on the gates and doors within the farming facility.

## 5. Conduct During Raids

- 1. Raiders must confront targets and allow a reasonable opportunity for compliance before violence.
- 2. Combat may only occur through **mutual escalation**.
- 3. Defenders may **not** hide, destroy, or transfer items once the raid has begun.

4. Defenders may call for aid only in compliance with courier and pigeon rules.
  5. All participants must adhere to NLR and combat rules.
- 

## War

### 1. Definition & Scope

War is a formally declared, large-scale conflict between Nations or eligible Factions, conducted to achieve explicit political or territorial objectives. War represents the highest tier of sanctioned violence and overrides raid limitations while remaining subject to strict structure, balance, and staff oversight.

War is distinct from raids, assassinations, and civil wars. Any attempt to achieve war-level outcomes without a declaration constitutes rule evasion.

### 2. Declaration of War

1. Wars must be initiated through an approved **War Declaration Ticket**. This should be done **at least twenty-four (24) hours before war is formally declared**.
  - a. The declaration must clearly state:
    - i. Casus Belli (justification for war)
    - ii. Strategic objective(s)
    - iii. All initial participants and allies
2. A Nation may be involved in **multiple simultaneous wars** provided each war has a distinct and valid casus belli. Staff must approve each declaration independently. Blanket multi-front wars without clear justification for each front will be denied.
3. Assistance and alliances are limited by relative size to prevent force-stacking. Smaller parties may seek stronger allies; larger parties are restricted to peers or weaker allies.

Upon approval:

1. The ruling authority **must** issue a **global proclamation** announcing the war, its cause, and its goals.
2. The **Mobilization Phase begins immediately**. No hostilities of any kind may occur until the Mobilisation Phase has been completed by both sides.

### 3. Structural Objective Goals

The following Structural Objective Goals are not required, but selection of one is permissible. Victory conditions are strict and non-interchangeable:

1. **Annexation of a Territory** → Successful siege of the Territory's designated fortified structure.
  - a. A maximum of **two (2)** Territories may be added on to a Nation's total **if** they derive from annexation.
2. **Annexation of a Nation** → Successful siege of the defending Nation's capital.
  - a. Annexation of the Nation will come with higher scrutiny. You **cannot** take hold of the land that an entire other Nation owns. So what can you do?
    - i. Destruction of the Nation in order to install a new non-affiliated Nation.
    - ii. Successful Annexation of the Nation with strict victory conditions, i.e: Money, Riches, Labor on the condition the Nation does not get disbanded.
    - iii. Or by Staff permission, a transferable Goal to become Vassalisation under extreme circumstances.
3. **Vassalisation** → Successful siege of the defending Nation's capital, followed by enforced subordination.
  - a. Enforced subordinates come with higher expectations to roleplay. If your plan is to instill a new leader that follows your agenda, the new leader should still abide by the existing Nations customs to an extent.
4. **Secession War** → The seceding entity must successfully defend its capital. If the overlord fails to contest, secession succeeds by default.

Wars may not change objectives mid-conflict without staff approval.

#### 4. Narrative War Goals

Every declaration must include a **Narrative Goal**, with an optional Structural Objective Goal. The Narrative Goal is the in-character reason the war is being fought and what the declaring side intends to extract beyond the mechanical outcome. Narrative Goals are open-ended; staff do not approve the goal itself, but will flag any goal with no plausible connection to the stated casus belli.

The following are examples, not an exhaustive list:

1. **Grievance Resolution:** Extract a public apology, formal recantation, symbolic punishment of a named individual, or reparations payment. No territory needs to change hands. Victory is achieved when the demanded acknowledgment is made in-character and logged with staff.
2. **Legitimacy:** Compel recognition of a title, succession claim, or right to rule. The losing side must issue a formal in-character proclamation whose terms are defined at declaration.

3. **Economic Dominance:** Gain exclusive or preferential control over a trade route, resource site, or port. Duration, tribute, and restrictions must be specified. Does not require territorial annexation.
4. **Ideological Compulsion:** Force the losing side to permit, ban, adopt, or expel a specific practice or group. Subject to closer staff scrutiny at declaration to ensure prior RP grounding.
5. **Border Rectification:** Claim one specific named location rather than a full duchy - a lower-stakes goal suited to short conflicts. Staff may suggest this as an alternative if a full declaration appears disproportionate to the grievance.

#### **Legitimacy & Arbitration:**

1. A Narrative Goal must remain consistent throughout the war. Expanding or substituting it mid-conflict without staff approval constitutes bad faith; demands beyond the declared goal may be denied.
2. If the parties dispute whether a goal has been satisfied, staff have final authority. Goals should be defined as specifically as possible at declaration to minimise ambiguity.
3. The losing side may satisfy a **Narrative Goal** through in-character negotiation without the **Structural Objective** being fully achieved. Staff may broker a resolution where the mechanical outcome is minor but the **Narrative Goal** is fully met.

#### **Post-War Obligations:**

Satisfied **Narrative Goals** create binding in-character obligations - a recognized title must be honored, a hostage treated per agreed terms, reparations paid within the declared timeframe. Violating a post-war obligation constitutes valid *casus belli* for a new declaration without requiring additional RP escalation, provided the violation is documented and reported to staff before filing.

## **5. War Progression**

Wars move through **three mandatory phases** in sequence. No phase may be skipped or bypassed - even with mutual agreement - without explicit staff approval. The entire campaign is expected to resolve within **one to three real-life weeks** from the start of the Mobilization Phase.

#### **Overview of the timeline:**

1. **Mobilization Phase:** Days 1–2 — no hostilities, RP establishment, no Momentum accumulation
2. **Skirmish Phase:** Days 3–7 (default) — raids and skirmishes; two **successful** raids by either side triggers early Resolution

3. **Resolution Phase:** opens at end of Skirmish Phase — formal battles and sieges; battle rights and siege access gated by Momentum

### **Phase One: Mobilization (Days 1–2)**

The Mobilization Phase serves the function previously split between the Protection Period and the Diplomatic Phase. **No hostilities of any kind may occur during this phase** - no raids, no skirmishes, no escalation-based combat. This is an enforced pause for both sides to organise, declare, and establish their presence before the conflict begins in earnest.

Each side must complete all of the following before Phase Two can begin. Staff will not advance the phase until both sides have posted:

1. **Formal Muster:** An in-character, in-house announcement or meeting naming the forces being called to arms, their composition, and their staging location.
2. **Combatants Tally:** Complete list of combatants as well as allies finalized and submitted for staff acknowledgment and tracking. This is also time for last minute alliances to be submitted.

Alliances may be negotiated during this phase but **grant no combat rights until Phase Two begins**. Diplomatic contact, proclamations, and in-character correspondence between the two sides are permitted and encouraged.

**Default Clause:** If one side fails to complete their Mobilisation posts within forty-eight (48) hours of the other side completing theirs, staff may advance the phase regardless and note the failure in their next qualitative war summary.

### **Phase Two: Skirmish Phase (Days 3–14)**

Full sieges and formally declared battles are not yet permitted. Raids, ambushes, and prisoner-taking are the tools of this phase. Each raid **must** be planned in-character with war councils, meetings, secret correspondence between allies, etc.

During this phase both sides must make a conscious effort to promote roleplay that helps them achieve their **Narrative Goal**, be that securing supply lines, preparing provisions for siege, training exercises, negotiations, plotting, etc. Failure to provide sufficient evidence of RP happening may constitute FailRP.

#### **Early Resolution - raid accelerator:**

If either side completes **two successful raids** - defined as raids that achieve looting or result in prisoners taken - staff confirm the trigger and open the Resolution Phase early. Both sides receive **twelve (12) hours notice** before Resolution begins. Either side's raids count toward the threshold; the first side to hit two (2) triggers it.

At the close of the Skirmish Phase, staff post a qualitative summary to the War Council channel visible to war participants only. The side with higher Momentum holds the

initiative entering Resolution and may schedule the first formal battle. If scores are tied, all battles must be mutually scheduled.

### **Phase Three: Resolution Phase**

Formal battles and sieges become available. Territory is contested and captured here. The Resolution Phase continues until a victor emerges, in-character negotiations conclude the war, or the Day 21 limit is reached.

1. All battles are subject to the roleplay expectations .
2. Battle rights and siege access during this phase are governed by Momentum bands.
3. If neither side has achieved their war objective by Day 21, staff call a **mandatory ceasefire** and impose terms based on Momentum position, territorial control, and narrative arc at the time of ceasefire.

Territorial progression:

1. Wars progress Territory by Territory, beginning at the closest border to the aggressor.
2. Control of a territory is determined by victory at its designated war target: a fortified structure if one exists, or an open-field battle if none exists.
3. Villages and unfortified holdings may not be sieged.
4. If the attacker captures two consecutive Territories without the defender mounting any counter-engagement - a battle, a raid, or a formal Parley - staff note this in their qualitative summary as a sign of weakening resistance.

Captured Territories:

1. Grant one (1) Momentum Point to the victor.
2. May not be structurally altered or destroyed while occupied.
3. Do not contribute platewearers or additional population to either side until the war concludes.

Captured prisoners may be ransomed - terms are negotiated in-character between the parties and logged with staff.

## **6. The Momentum Track**

The Momentum Track is a numerical score maintained by staff. It governs battle rights and siege access during the Resolution Phase. Both sides begin at zero. Momentum accumulates only from formal battles, sieges, and Territory captures - it is not affected by raids, RP posts, or prisoners.

### **Momentum events:**

1. **+2:** Winning a formal battle or siege.
2. **+1:** Capturing a Territory (confirmed by staff).
3. **-1:** Losing a formal battle or siege.

### **Battle rights - Resolution Phase:**

A side's battle rights are determined by the Momentum gap at any given point, re-evaluated by staff after each event. Staff communicate band changes in their qualitative summaries.

4. **Within 2 points:** Full rights - may declare offensive engagements, initiate raids, and press sieges if siege access conditions are met.
5. **Trailing by 3 points:** Restricted - may not declare offensive battles in enemy territory or initiate raids. May still declare defensive engagements on home ground and respond to any engagement brought to them.
6. **Trailing by 4+ points:** Severely restricted - all actions are reactive. May only respond to sieges and battles declared against them. Cannot raid or declare any engagement. May still formally organise their defence when their territory is threatened.

Battle rights shift as Momentum changes - winning a battle climbs a side back into a higher band and restores rights accordingly. This simulates war attrition, severed supply lines and additional punishment for the losing side.

### **Siege access - Resolution Phase:**

To initiate a siege, both of the following must be true simultaneously:

1. The attacking side is **leading in Momentum**. A tied or trailing side may not initiate a siege.
2. A **War Camp** is established in a controlled Territory adjacent to or within the target.

If both sides are exactly tied, neither may initiate a siege - creating natural pressure toward in-character negotiation.

## **7. Battle Significance**

A side that loses a battle does not simply respawn and move on. The following consequences apply, enforced by staff:

1. **Immediate Aftermath RP:** The losing side is expected to respond to defeat in-character - a retreat order, mourning declaration, or diplomatic overture. Absence of any response is subject to the **FailRP** review.

2. **Named Casualties:** Staff encourage - and may require for notable characters - that significant deaths in battle be acknowledged in-character. High-ranking casualties (dukes, knights, heirs) must be roleplayed. Additionally, any serious injuries incurred by the multi-life system **must** be roleplayed. Absence of this action is subject to the **FailRP review**.
3. **Victor's Demands:** The winning side may issue post-battle demands to the loser via RP - ransom of prisoners, a week's tribute, or similar. Demands must be reasonable and proportionate; staff will arbitrate disputes.
  - a. These demands must be **significantly** smaller than that of the Narrative War Goal. These are optional demands to reflect your status as battle winner.

## 8. Battles

1. All battles must be declared in the **War Council** channel.
2. Times and dates **must** be mutually agreed upon, with reasonable time zone accommodation.
3. Each side may declare a maximum of **two (2) simultaneous battles**.

Force balance:

1. Combatant ratios may not exceed **3:2** in favor of the larger side.

Victory condition:

1. A side wins when the opposing force has **no remaining active presence** on the battlefield or within the fortification.

## 9. Sieges & War Camps

Prior to an official siege, the settlements and fortified structures of a territory will be assessed and attackers must submit a plan to the Staff Team detailing their route of invasion.

1. **One (1)** fortified settlement must be besieged before an attacker may lay siege to the primary ducal holding.
2. Fortified settlements must have active populations and be built within the scope of the rules.
3. If defenders wish to force an open-field battle, they may elect to do so rather than defending a fortified holding.

To initiate a siege, attackers must establish a **War Camp**:

1. Located in a controlled Territory adjacent to the target, or within the target Territory.
  - a. The camp must be within **five-hundred (500)** blocks of the siege target, but not closer than **fifty (50)** blocks away.
  - b. It must have realistic construction and be relatively defensible.
    - i. **One (1)** Command Tent, for war councils.
    - ii. **One (1)** Barracks Tent with beds for all deployed combatants.
    - iii. One (1) Storage Tent for protected supplies.
    - iv. A wooden palisade
  - c. For each real-life day the camp exists, **one (1)** stack of grain per combatant must be submitted to staff through depositing it in war camp's storage.
    - i. If a chest is not supplied for **two (2)** real-life days, **one (1)** life will be deducted from the attackers.
    - ii. Attackers will not be able to conduct a siege if they have not submitted the required amount of food.
  - d. Materials may be exchanged for spawned structures per administrative equivalence.

## 10. Defensive Standards

Defenders may only employ traditional medieval fortifications:

1. Walls, towers, arrow slits, murder holes

The following are prohibited:

1. Death pits
2. Unrealistically narrow beams
3. Exploitative or non-functional designs

Defenses must prioritize realism and counterplay.

## 11. Roleplay Expectations During War

War is a story. Both sides are expected to maintain a living narrative presence throughout all phases of the conflict - in the Skirmish Phase, between battles, after losses, and

through to resolution. This is not a checklist of required posts. It is an expectation that the war exists in-character, not only as a series of scheduled combat events.

What this looks like in practice will vary. It may include musters and proclamations, council scenes, correspondence between parties, reactions to raids or captures, mourning, negotiation, or civilian life under the pressures of war. No specific format is required.

Failure to demonstrate any meaningful RP over the course of a war phase - evidenced by an absence of in-character activity that can be documented and presented to staff - constitutes **FailRP** and is handled accordingly. The burden of proof rests on the involved players, consistent with the standard stated at the opening of this ruleset. Players not directly involved in combat are encouraged to engage with the war in-character.

## 12. Casualties & War Participation Lockout

Casualties in war are **permanent for the duration of that war**.

1. Any character who dies during a declared war is **barred from further participation in that same war**.
2. Every character captured in war is **barred from further participation in that same war** until they are released or the war ends.
3. Creating a new character, reslotting, or assuming a different role **does not permit re-entry**.
4. This restriction applies regardless of equipment, skill level, or faction role.

This rule exists to give weight to casualties, incentivize tactical play, and prevent repeated re-entry by high-skill combatants.

---

## Civil War

### 1. Definition & Scope

A Civil War is an internal, large-scale political and military conflict within a single Nation, in which one or more factions seek to depose, replace, or fundamentally alter the authority of the current ruler or ruling structure. Civil Wars are distinct from assassinations, coups, or isolated rebellions and must be treated as prolonged, roleplay-driven conflicts rather than sudden acts of violence.

Civil Wars are not globally proclaimed and do not automatically permit unrestricted PvP. All standard combat, escalation, NLR, and FearRP rules remain in effect unless explicitly overridden in this section.

### 2. Participation Restrictions

1. **Only members of the same Nation may participate in a Civil War.**
2. External Nations, mercenary groups, or unaffiliated characters are strictly prohibited from participating directly in Civil War combat.
3. Foreign assistance of any kind (combat, raids, assassinations, or force projection) is forbidden during an active Civil War.
4. Diplomatic, financial, or logistical support from outsiders may only occur through explicit staff approval and must be non-combat in nature.

### **3. Initiation Requirements**

1. A Civil War must be initiated through a Hostile Encounter Ticket.
2. The ticket must be approved by staff **before** any hostile action may occur.
3. Upon approval, any active assassination tickets targeting the Nation's leadership are **immediately cancelled**.
4. No new assassination tickets may be created by any party involved in the Civil War until the conflict is resolved.

### **4. Mandatory Ticket Contents**

The initiating party must clearly and convincingly demonstrate that the Civil War is narratively justified. The ticket must include:

1. Verifiable proof of prior in-character political tension, dissent, or conflict with the Nation's ruler.
2. Identification of all known supporters and conspirators within the Nation.
3. A detailed plan outlining how the ruling authority will be challenged or overthrown.
4. The intended political outcome following victory (e.g. new ruler, council governance, reforms, secession).

Failure to provide sufficient evidence or planning may result in denial or required revision of the ticket.

### **5. Roleplay & Escalation Standards**

1. Civil Wars must be preceded by meaningful roleplay, including but not limited to negotiations, propaganda, intrigue, slander, assemblies, or open dissent.
2. Immediate or surprise attacks against the Nation's ruler without prior escalation are prohibited.

3. Staff may require additional IC buildup if the conflict appears rushed, forced, or narratively weak.

## **6. Leadership & Equipment Adjustments**

1. Upon approval of a Civil War, the designated rebel leader (pseudo-ruler) will be transitioned to a platewearer for the duration of the conflict.
2. This transition does not grant additional authority beyond combat capability and does not bypass population, force projection, or reinforcement limits.

## **7. Conduct During Civil War**

1. Civil Wars are subject to all standard war rules regarding battles, force ratios, scheduling, and sieges unless otherwise specified by staff.
2. Internal allies may **not** import external forces unless explicitly approved by staff for balance reasons.

## **8. Resolution & Outcomes**

1. A Civil War concludes only when the staff formally declares it resolved.
2. Resolution may occur through military victory, negotiated settlement, abdication, or staff-mediated narrative conclusion.
3. Upon resolution, assassination restrictions are lifted, and normal political gameplay resumes.

## **9. Staff Oversight**

Staff retain full authority to:

1. Deny, pause, or terminate a Civil War that lacks sufficient roleplay grounding.
2. Require adjustments to plans, participants, or scope to preserve balance and narrative integrity.
3. Enforce consequences for bad-faith participation, powergaming, or attempts to bypass war mechanics.

Civil Wars are intended to be high-impact, story-defining events. They must feel earned, deliberate, and consequential, not impulsive or mechanically exploited.

## 5 Children, Aging, & Death

# CHILDREN, AGING, AND DEATH

---

## The Child System

### Occurrence

Within each in-game calendar year, children are rolled during **Solsta**. These children are not born until the following year's **Duftiss**, which would make them 0 years old.

Each player is permitted **one** (1) roll each year. Whether this consists of a player-character roll or a Midwife roll, you get one. This is to ensure there is not an influx of unplayed children sitting in the spreadsheet and invoke competitive claims to a throne based on heirs.

### Success Rates

Between the ages of 2 and 5, both Male and Female characters are at 100% fertility.

The decline for Female characters begins between 6 and 7, where they are at 50% fertility. For ages 8 and beyond, the fertility is 0%.

The decline for Male characters occurs at age 7, where they drop to 50% fertility. For ages 11 and beyond, the fertility is 0%.

The spreadsheet will automatically calculate the fertility percentage. Before rolling for a child, there will be a fertility success roll.

100% Fertility	1-100 = Success
50% Fertility	50-100 = Success
25% Fertility	75-100 = Success

### The Child Roll

The chart below establishes the rolling rate and the outcome that will occur:

DEATH	CHILDLESS	SON	DAUGHTER	TWINS	TRIPLETS+
1-2	3-40	41-67	68-94	95-99	100

To further explain the conditions above:

Rolling a 1-2 (Death)	<p>A secondary roll is done:</p> <ul style="list-style-type: none"> <li>- 1-50 = Mother dies</li> <li>- 51-100 = Baby dies</li> </ul>
Triplets+	<p>A secondary roll is done:</p> <ul style="list-style-type: none"> <li>- One (1) d4 <ul style="list-style-type: none"> <li>- D1 = triplets</li> <li>- D2 = triplets</li> <li>- D3 = quadruplets</li> <li>- D4 = quintuplets</li> </ul> </li> </ul> <p>A third roll is done to determine each child's gender. Rolls will continue until there is:</p> <ul style="list-style-type: none"> <li>- 1-2 = resulting in the loss of the specific child.</li> <li>- 41-67 = son</li> <li>- 68-94 = daughter</li> <li>- All other rolls will be disregarded.</li> </ul>
Childless	<p>Following three consecutive years of childless roles, a secondary roll is conducted to determine which partner is canonically infertile:</p> <ul style="list-style-type: none"> <li>- 1-50 = Male partner infertility</li> <li>- 51-100 = Female partner infertility</li> </ul>

## Children Standard

Once a child is born, a block must be made from puzzle-piece chiseled blocks. This is to ensure that the children are visible in the world and must be looked after. In the event the child is kidnapped, it does count as one **(1)** inventory space and must be documented. These children, if left with the kidnappers, **must** be role-played in the specific location they are in.

## The Midwife System

The Midwife system, plainly, is a way to roll for bastards. These children result from one-off flings with mistresses in brothels. To preserve respect, we have decided to call them Midwives. *Yes, we know that is not what a midwife does.*

**The premise of the midwife system is to add an opportunity for dynasty without player relationships. This does NOT permit any form of ERP or explicit themes to be conducted in and out of the server.**

The system of rolling for a midwife follows that of any other child roll, with the added drawback of contracting STDs. This implementation was done to add a negative effect for male characters, as they are exempt from childbirth-related death.

Midwife STD	A secondary roll is done: - 1-20 = STD contracted.  <b>The player loses 1 PvE life.</b>
-------------	--

## The Aging System

Characters default to two (2) years old on the date they become Gentry+. With each in-game new year, each character will age one additional year. The in-game to realism comparison is as follows:

2	3	4	5	6	7	8	9	10	11	12	13+
18	24	32	40	48	56	64	72	80	88	96	104+

## The Death System

Death rolls occur in XingHe of the in-game calendar year. Characters 7+ follow the chart below:

	Death	-1 PvE Life	Safe
Seven Years Old	1-5	6-25	26-100
Eight Years Old	1-10	11-35	36-100
Nine Years Old	1-15	16-45	46-100
Ten+ Years Old	1-20	21-55	56-100

## Character Death

Death within Emberfall is serious and necessary to ensure interesting stories unfold. All characters (Peasant, Gentry, Nobility) are entitled to **FIVE (5) deaths**. Every time you die, you must post your death in the #graveyard channel in Discord.

## Suicide

If a player wishes to commit suicide, a spreadsheet ticket must be submitted and approved for Admin transparency. The conditions are as follows:

1. When ending a character's life, via means of suicide, the event must be roleplayed.
2. Following the self-inflicted death of the character, a player may not create a new character for 48-hours.
3. Peasants are **not** subjected to approval, but a ticket is required. They **do not** need to wait the 48-hour period.

## Losing Lives

When dying from environmental causes, the player is granted a 15-minute waiting period before another environmental death counts. These 15 minutes must be used to retrieve the player's corpse and other items from their first death. **Any abuse of this system will be punished.**

# Case Law - ToE

# Thrones of Emberfall - Case Law

Precedent interpretation of existing Rules to provide coherent and consistent judgement for future infractions.

## 1 T.O.E 1

With respect to General Server Rules, Rule 2: Block Integrity & World Interaction, the rule is to not be interpreted as literal as possible.

One should not, and cannot, break into established player settlements, or gain access to locations that are clearly marked off by external forces (i.e. players).

Alternatively, a ruler of a Nation cannot express undisputed dominion on all aspects of their owned land, especially in territories that are unsettled, unmarked, and unmanned. If they wish to do so, prior roleplay must be conducted as per Rule 20: Requirement for Live Roleplay Response.

## 2. Block Interaction & World Integrity

You may **not** place or break blocks unless you have explicit permission to do so.

This includes, but is not limited to:

1. Breaking or placing blocks inside settlements you do not own or control.
2. Laddering, pillaring, bridging, boosting, or terrain abuse to bypass walls, gates, or fortifications.
3. Altering structures or terrain during raids, robberies, combat, or sieges outside of explicitly allowed rules.
4. Altering abandoned structures.

After reviewing the situation that occurred on July 9, 2026 the Thrones of Emberfall Senior Administrative Team wish to make it abundantly clear that:

1. Members of a Nation cannot build temporary or permanent structures upon another Nation's land.
  - a. This right is solely reserved for Hermits, and established Guild Halls, with approval.
2. The notion of "looting", "pilfering", or "plundering" other Nation's lands is permissible, but the actions are not without consequence in-character.
3. A Nation reserves the right to seal, block, lock, or provide notice to an individual residing upon their land illegally. This act, with respective consideration to the *Live Roleplay Response*

requirement, will satisfy pre-revocation on seizure of goods, land, and buildings.

# Nations

For in-depth information on **Nations**, please review each tab.

<b>Toponym</b> <i>What is the nation or its geographical location called?</i>	<b>Descriptive</b> <i>What adjective describes things originating from the nation?</i>	<b>Demonym</b> <i>What are residents of the nation called?</i>	<b>Endonym</b> <i>How do the people of the nation refer to themselves collectively?</i>	<b>Vocative</b> <i>How do the people of the nation address each other culturally or linguistically?</i>	<b>Exonym</b> <i>How might outsiders or even enemies refer to people of this nation?</i>
<b>France (example)</b>	French	Frenchman / Frenchwoman	Les Français	Monsieur / Madame	French (derogatory) Frogs (derogatory)
<b>Divine Realm of Wu</b> <b>Wu</b> (casual)	Wu	Wu	The Wu	[Name]-wu or -l Profession or Title preferred, unless familial	Highlander Paddyborn [derogatory]
<b>Imperium Luxvotum</b> <b>The Imperium</b>	Imperian / Imperial	Imperians / Imperials	The Lux, Glowborn	Sir / Ma'am	Stoneback Sun-blind [derogatory]
<b>Sacred Lands of Sethara</b> <b>Sethara</b>	Setharan	Setharans	<a href="#">Ahl</a> al-Seth People of Seth	Ya Ahl O people / my kin	Dunestrider Dust eaters (derogatory)
<b>Siwatan Confederation</b> <b>Siwatan</b> (casual)	Siwatan	Siwatans	The Confederation Siwa'ten	Cousin / Tribe	Bogwarden Swamp walkers [derogatory]
<b>Maelstrom Fleet</b> <b>Maelstrom</b> (casual)	Maelstrom	Maelstren	The Maelstrom The Fleet	mate brother / sister	Deckhand Pirates Stormies (derogatory) Wreckers

Note: Pirates call everyone Landwalkers. Wu calls everyone Lowlander. Imperium calls everyone Softskin. Siwa'ten call everyone Dryfolk, and Setharan call everyone Sandless. Exonyms are once they find out where they're from.

## ■ Divine Realm of Wu



# Divine Realm of Wu

<b>Culture</b>	<b>Mitlan (Underground)</b> Mountaineering, husbandry, lawful, respectful
<b>Cultural References</b>	Chinese, Japanese, Korean, Mongol, Southeast Asian, Khmer
<b>Colours</b>	Black, Gray, Silver, White, Gold
<b>National Food</b>	Dumplings (Filled with meat)
<b>National Weapon(s)</b>	Quarterstaff, Halberd, Javelin, Light Shield
<b>Symbols</b>	Animal: Crane, Dragon, Snake, Moth Object: Stars, Coral

## Summary

The Divine Realm of Wu is what remains of the once great Wen empire. Festivals, East/Southeast Asian themes and unrelenting loyalty towards the emperor are what define the Wu. There is no reason to worship any other gods, when you have the honor of worshipping a living god-the emperor! Though the emperor is nothing without his people, he must satisfy them by hosting festivals, hearing them out and giving them vital positions within his grand court. Laws and rules are few but strictly enforced. Outsiders are welcome, as long as they follow the laws and respect the emperor. The Wu strictly aligns with the Ideas of Jonas and the Mitlans, as they believe the storms and monsters are caused by non-righteous and disrespectful people.

## Values

- **Reading of the Stars** | The world we live in is filled with storms, chaos and uncertainty. The stars and other celestial bodies we can see during the night can be read by the elders and the sages to give us a path to follow for a brighter future.
- **Remembrance of the Past** | The mistakes and the triumphs made by our ancestors must not be forgotten, we learn from our mistakes, we do what is right. It is important that we

respect our elders whilst they live and give them proper burials when they pass away, as failure to do so will leave them wandering and haunting our lands for eternity.

- **Following of the Law** | The law gives us direction and promotes righteous behaviour. We must make our laws, and the punishments for breaking them clear to all. We have seen what disrespect and laziness does to the world, thus we must hold ourselves to a high standard to enforce our rules and demand respect from others.
- **Scaling of the Mountains** | The benevolent God has forged great mountains to rise high above surrounding lands. These peaks are the place where the stars are closest to the earth. Mountains are a place of worship. If we as Highlanders have conquered the mountains, then is there any hardship that we cannot overcome?

## Structure

Position	Function
<b>The Emperor / Empress</b>	As the living incarnation of God, the Emperor rules with absolute power, but this power comes with a cost, the Emperor is tasked with maintaining their legitimacy. They cannot rule by themselves, so they give powerful and influential positions to talented warriors, shrewd merchants and faithful advisors. The Emperor must host festivals and do religious ceremonies to retain their legitimacy. Failure to do so gives their people the opportunity to appoint a new Emperor.
<b>The Warlords</b>	Accomplished warriors of the Wu are granted the prestigious duty of protecting and expanding the Divine Realm. Warlords are tasked with military affairs. Warlords either stand by the side of the Emperor, or they are sent off to serve as “Dukes” of other Wu settlements.
<b>The Inner Court</b>	Composed of the most intelligent and loyal servants. Eunuchs, Scholars, Historians and other Advisors are what form the Inner Court. The task of these people is to gain the favor of the Emperor, as well as making sure the Divine Realm does not fall apart internally.
<b>The Outer Court</b>	Composed of the most shrewd and loyal personalities. Traders, Craftsmen, Concubines are what form the Outer Court. The task of this group is to serve as a connector between the Wu and the wider world via trading and making friends, or via scheming.
<b>The People</b>	The Laborers of the Divine Realm that live a simple life being devoted to their tasks and devoted to the Emperor
<b>The Hermits</b>	The people living outside of the cities and villages, perhaps they are dissatisfied with the ruler, perhaps they seek personal enlightenment, or they may even worship some other deities that are not the Emperor.

# Religion

## Deities (Divine Beasts)

- **THE SILKEN MOTH** | Representing the element of **Wood**, part of the **Realm of Life and Death**. It is believed that everything in Alcyoneus is made up of the Moth's silk. The Moth spins their thread leading us through our lives, and turns us into a cocoon when we pass away, only to rebirth us in a different place.
- **THE COSMIC CRANE** | Representing the element of **Earth**, part of the **Realm of Heavens**. Responsible for keeping the celestial bodies ordered, the very land we walk on is held together by the Crane.
- **THE SILVER SNAKE** | Representing the element of **Metal**, part of the **Realm of Harvest**. Responsible for looking after the hunters. The Silver Snake is the protector of nature and a symbol of longevity.
- **THE TWIN DRAGON OF FIRE** | Representing the element of **Fire**, part of the **Realm of Storms**. Capable of great destruction and chaos, storms of ash, acid rain and endless wildfires. At the same time the Fire Dragon grants us warmth, and helps us with our harvest.
- **THE TWIN DRAGON OF WATER** | Representing the element of **Water**, part of the **Realm of Storms**. Capable of great destruction and chaos, snowstorms, hurricanes and endless winters. At the same time the Water Dragon grants us nourishment, and helps our crops and animals grow. Sailors often see the Water Dragon whilst fishing in the Northern Ocean at night.

## Traditions

- **Incarnation of a New God** | The ceremony should be held when appointing a new Emperor/Empress. During the ceremony the Emperor is adorned with a MianGuan (Chinese crown) and is tasked with choosing the element to represent their rule (Wu is Water), alongside a divine beast (Wu is Crane). If this ceremony is held by someone while the Emperor is alive, it is an instant declaration of war, as only one God can exist within the Divine Realm of Wu.
- **The Fire Dragon Festival** | The festival should be hosted each year during the months of Solsta, LongSheng or Alcyoneus (Summer). It is a celebration of the yearly harvest and a celebration of the Emperor. If the Emperor fails to host the festival, the world may see this as a loss of legitimacy.

- **Gazing at the Cosmic Crane |** The ceremony should be held each year during the Autumn or Winter months. Everyone gathers at night to gaze and read the stars, good and bad omens are to be brought up. A sacrifice of food must be brought to remember the ancestors.

## Lore

The predecessors of the Wu believe that the unpredictable storms, and the creation of their planet, were made combining the five elements. Wood, Fire, Earth, Metal, and Water. Wood fed Fire, and the Fire burned in a glorious blaze. The Fire burnt up and turned to ashes, eventually falling back into the Earth. The Earth shifted and gave birth to Metal. The Metal cooled down and enriched the Water. The Water flowed and nourished Wood to grow yet again. Whatever the secret to the storms is, the Wu believe the constant combination of the elements is the cause.

Before the Wu there was a great empire called Wen, they were the overlords of the North, they worshipped the sun and the fire emanating from it. The Wen were known for their culture, advancement in philosophy and medicines, but as with most empires, the people became ignorant, the leadership became lazy, and nobody prepared for “The Emberfall”. The very embers and flames they worshipped brought upon their demise. Only a small group, the Wu survived the period of apocalypse; they decided that the element of Water would represent them, being able to quench the flames, and being able to rust the metals, then the rust shall become sentient and rid the world of evil.

## Sacred Lands of Sethara



# Sacred Lands of Sethara

<b>Culture</b>	<b>Mitlan (Underground)</b> Engineering, art, music, commerce
<b>Cultural References</b>	Arabic, Indian, Ancient Egyptian
<b>Colours</b>	Oasis blue and burnt orange, purple accents
<b>National Food</b>	Termites, Yogurt
<b>National Weapon(s)</b>	Warhammer, sabre, and heavy shield
<b>Symbols</b>	Hyena / Jackal

## Summary

The Sethara are a proud people of the desert. The Pharaoh will guide them to the path of enlightenment with the help of his advisors. One each to maintain military, agricultural, economic, and religious order. The final word still belongs to the Pharaoh, for they are wise and noble. Honouring the dead is very important to the Setharans; they must perform a ritual to ensure the lost souls cross the shadow of the afterlife into the light of the next. They also honour their ancestors who resisted eating the dead by fasting from dusk until dawn during Ma'at's crossing – the sacred rite of passage for the dead

## Values

- **Unity**
  - **Generosity** | Setharans value sharing and giving to their neighbors. Not quite a commune, they build up their wealth up to where they feel safe and comfortable and give the rest to the community, especially those in need.
  - **Camaraderie** | Although poverty, hunger, war, and danger are common in the lands, not one Setharan shall be left behind to starve on the streets. Camaraderie is key to survival.

- **Truth**
  - **Knowledge** | The pursuit of knowledge is highly respected by the people of Sethara. The improvement of the self leads to the improvement of the collective.
  - **Justice** | There are consequences to every action, and each choice must serve the good of the collective. Setharans value integrity and responsibility in all things. When one strays from the path, they must be guided back to the right measure. The aim is not punishment, but the restoration of balance within the community.
- **Humility** |
  - **Piety** | Honor the Gods, and respect nature and people around you. Honor the dead and the living, and observe rituals faithfully.
  - **Equality** | Treat everyone equally, and when abundance is acquired give others the things they need to thrive in the world.
- **Diligence**
  - **Earnest** | Setharans take work seriously. They find pride in their work, seeing a job well done.
  - **Beauty** | Setharans love all things beautiful. From art, music and literature to food and clothing. They believe in mastery and work ethic, and that art forms should be enjoyed by all.

## Structure

The laws are set by each of the following leaders who will work from the **capital city**. This structure puts up to five political leaders in each Territory, mandatory in the capital but optional in the other Duchies.

Position	Sphere	Function
<b>Pharaoh</b>	Capital Leadership	<p><i>The word of the Pharaoh is final.</i></p> <p><i>One does not question their authority for it is wise and noble.</i></p> <p>The overseer of the Sacred Lands, responsible for maintaining order over the military, agriculture, economic and religious affairs. Each appointed political leader must report directly to the Pharaoh on a monthly basis to ensure everyone follows the law.</p>
<b>Satrap</b> [say-trap]	Territory Leadership	A landed ruler who governs a Territory of the nation and can appoint their own Sentinel, Steward, Diwan and Monk who all

		report to the Satrap or the Amir, High Steward, Grand Diwan and Guru respectively.
<b>Amir of the Sentinels</b>	Military	An appointed leader over the Sentinels, the Amir advises the Pharaoh on military matters, oversees training and sets the duties and policies of Sentinels.
<b>Sentinels</b>	Military	Patrol and keep the people safe from internal and external harm.
<b>High Steward</b>	Agricultural	An appointed leader over the Stewards, the High Steward advises the Pharaoh on agricultural matters, oversees land use for farming and manages distribution of food to the people.
<b>Stewards</b>	Agricultural	Tend to the gardens and farms that sustain Sethara.
<b>Grand Diwan</b>	Economic	An appointed leader over the Diwan, the Grand Diwan advises the Pharaoh on economic matters, oversees trade routes and handles most of the coin exchange, including paying tribute to the Pharaoh.
<b>Diwan / Caravan Masters</b>	Economic	The economic powerhouses of the nation, they bring in exotic goods from faraway lands and trade local products internally and externally.
<b>Guru</b>	Religious	An appointed leader over the Monks, the Guru advises the Pharaoh on religious matters, oversees the planning of ceremonies, and acts as a spiritual guide for the nation.
<b>Monks</b>	Religious	Ascetic followers of the Guru, performing temple duties and maintaining knowledge of the past.

## Religion

**Guru** are the leaders who guide souls to the afterlife, with monks being their followers. The daily act of meditation will keep them on the right path and teach them restraint, discipline and empathy. These priests are highly regarded in society and they do not believe in material possessions. People leave them donations in the form of food, clothing and trinkets in hopes that when their time

comes their souls will be guided to the light. Gurus and monks live ascetic lives at the temple, and maintain records and stories of the past.

To pay respect to their ancestors who almost starved to death but showed restraint when it came to feasting on the dead, the people of Sethara must go through a period of fasting when they bury their dead. The dead must be covered in resin and entombed, and a prayer must be spoken to guide the soul through the darkness. It would be a great sin if a body is disturbed during the time that the soul walks through the shadow of the afterlife.

## Ma'at's Crossing

1. Embalm: Guru and monks cover the body in resin to symbolize preservation of the body
2. Fast: fast from dawn until dusk to honor the ancestors who refused to eat the dead
3. Pray: Guru recites a sacred text to guide souls through the darkness
4. Entomb: the tomb is sealed for the duration of the crossing – disturbing it is a sin
5. Guide: A lantern is placed outside of the tomb to guide the soul to light

## Deities

- **ASFET | Duality: Chaos vs. Control |** Representing the **Realm of Storms**, Asfet is the embodiment of storms, war, violence and destruction. They are associated with the Jackal.
  - The world is in constant chaos but it can be harnessed and turned into something useful. But, too much control can be detrimental.
- **KHEPRI | Duality: Hope vs. Burden |** Representing the **Realm of Heavens**, Khepri is the embodiment of the Sun, in all its might, power and hope.
  - Hope can be a guiding light to a bright future, but one can be burdened with the responsibilities to foresee that future.
- **MA'AT | Duality: Judgment vs. Mercy |** Representing the **Realm of Life and Death**, Ma'at is the embodiment of death, guidance, order and cosmic truth.
  - To deliver judgment is righteous, and everyone should pay for their sins. On the other hand, mercy is a virtue and some believe that people can change. Every case shall be studied from all angles before one makes a decision.
- **FELLAHIN | Duality: Abundance vs. Scarcity |** Representing the **Realm of Harvest**, Fellahin is the embodiment of farming, gathering, prosperity and fertility.
  - Straightforward. Pray to Fellahin, offer them tribute and you shall be rewarded with abundance and fertile crops and animals.

# Traditions

## Festivals

- **Festival of Asfet** | Warriors duel in the sandstorm, veils cover their faces shielding them from pride.
- **Feast of Fellahin** | After the first harvest of the year, a tribute is offered to Fellahin. The High Steward blesses the canals and fields. Everyone gathers for a communal feast.
- **Khepri's Hope** | The Pharaoh blesses the new year, offering the people hope and strength to continue into the next.

## Other Observances

- **Market Festival** | Held when Diwans return from a long voyage with goods.
- **Daily Meditation** | Performed facing East; can be done alone, or as a group directed by a monk or Guru in a temple.
- **Birth of Children** | All children are formally named and given citizenship by Satrap or Pharaoh – depending where the child is born. A Guru or monk attends to bless the child.
- **Marriage** | A union between two individuals, binding families, duties and shared prosperity under the law and sacred order. A High Steward blesses them for fertility.

## Lore

Born of the desert and dunes was a people whose might was unparalleled. Their soldiers and assassins protected people from chaos lurking in the dark - but with this renown came pride, and with pride came overconfidence.

The day of the calamity was a dark day in history. They were forced to retreat underground, already a heavy blow to their pride, but now they were to face a foe they could not slay or intimidate - death and starvation. They were desperate, clawing to hold on to life, willing to resort to the most desperate of measures.

Yet, amidst the panic, the village priest came forward. "We shall not eat our dead." he said, drawing a hard line and striking down the soldiers.

And so, they covered their dead in resin and placed them in tombs so that they will remain untouched by time and man, and the souls of the dead may travel to the afterlife in peace.

As time passed, the soldiers started to fracture. Some prayed to the dark, adapting a little too well to their new circumstances; and others held on hope that they would see the light again, keeping hope in their heart. Yet the wisest ones knew that there cannot be light without dark nor dark without light.

After most of the soldiers passed, a new generation rose. New blood brought in the evolution of culture, music, writing, food and a new leader – a Pharaoh. Power shifted towards trade, artistry, and knowledge – the people protected the homes they built.

The soldiers that remained, and the soldiers of the new generation, were a shadow of what they once were. Their pride struck and overconfidence gone, they had grown and learned from their mistakes - but they would not regain the might they once had. Instead, they became the ones to defend the new generation.

 Maelstrom Brotherhood



# Maelstrom Brotherhood

<b>Culture</b>	<b>Seafaring, fishing, piracy, salvage</b>
<b>Cultural References</b>	Caribbean, Mediterranean, Pacific Islander, Pirates
<b>Colours</b>	Black, teal, dark blue, sea green
<b>National Food</b>	Grilled fish in general; mahi-mahi in particular
<b>National Weapon(s)</b>	Cutlass, boarding axe, boathook
<b>Symbols</b>	Animal: octopus/kraken, anglerfish Object: coins, driftwood, seaglass

## Summary

The Maelstrom Fleet is a nation of survivors; seafaring people who trusted in their ships and their bonds together as others built shelters and fled underground. They were tested by the sea and found worthy, weathering the Emberfall moored among an archipelago: their rock in the storm, and when the winds and waves quieted, their new home port. In simpler times, before living memory, they must have been fishermen, whalers, pearl divers, merchants; but in this new, harsher world – they are raiders too. Their piracy driven by both pragmatic scarcity and what they believe is a sacred call, the Maelstrom act as terrifying emissaries of the ocean’s chaos – they demand the world bend to the storm before it is broken by it.

Ruled by a High Captain and an assembly of ship captains rather than entrenched birthright royalty and a nobility (although the words “Pirate King” are whispered by Mainlanders) the Fleet’s true heart lies in its crews. Each functions as a family unit, bonded by long voyages and fierce battles rather than mere blood. In Maelstrom society, all who serve – those who risk their lives on raiding crews, *and* those that work trades in the port that sustain them – are entitled to share in the spoils. And they do so with abandon – after all, wine is meant to be drunk and gold is meant to be spent.

# Values

- **Captains over Kings** | The Fleet is governed by a pirate monarch – a king or queen not of blood born, but of blood spilled. While it is a coveted position, it is by no means a safe one; a High Captain can be raised or cast down by vote of their fellow captains, but the position is *held* by right of challenge. Nor is it a sheltered throne – High Captains are expected to command their own ship and fight right alongside their crew.
- **Crew as Family** | Survival on the sea is precarious – voyages are long, storms are capricious, and the only way through is *together*. While the Fleet do pair off and have children just like anyone else, (even sometimes get officially married, although it's rarer than in other cultures,) the functional unit of Maelstrom society is the crew, not the nuclear family. Children are raised collectively, affectionately referred to as 'rats', and joining a crew is an important coming-of-age milestone. The name of one's ship is considered part of one's name, like a clan name or noble title – they tend to be used interchangeably with (or even entirely replace) surnames in casual conversation. Even those who do not sail are still important members of the Fleet, however. It is said that no seaman sails alone – it is his sailmaker who catches the wind, his children who twist his ropes, and his blacksmith who strikes down his enemies.
- **Conservation is Sacred** | The sea provides, but it would be a mistake to believe it does so benevolently, or even willingly. Everything the Maelstrom has, it has fought for. Fish hauled up from the depths, fresh water collected from the rain, trade goods and treasure taken by force, broken things salvaged after storms. Respect the sea, respect the sky, and respect the stubborn grit and hard work it takes to eke out a life between them – use the Fleet's resources wisely.
- **Share the Wealth** | It is a sin to waste what is taken – but it is a far worse crime to hoard it. A captain cannot seize a prize without a crew to spill blood fighting for it; a fisherman cannot land a shark without strong nets mended by little ones' fingers. The work was shared by all, so must the treasure be – and what good is the hardship and risk of winning the prize if it is hidden away in some musty trunk? Wine is meant for drinking, fine cloth is meant for adorning, and gold is meant for spending – all to make the home ports that sustain the Fleet more comfortable and beautiful for all to enjoy.
- **Fear as Power** | When the depths of the ocean claim a ship and its crew, it is natural to rage and mourn; but no sane person would say that the waves had no right to crash, the wind no right to blow. The mainlanders may blithely trust in all they have built, but the Maelstrom know that this is a form of arrogance. Every fortress is a sandcastle and every ship a paper boat; none can withstand the sea. The sea humbles everyone – fear is logical. Fear is a survival skill. The Maelstrom are the emissaries of this chaos and inevitability to the rest of the world; when the Fleet strikes fear into the hearts of mainlanders, it is a gentle reminder of the harsh lessons

the ocean can teach on a whim.

And in a culture where every resource is precious, open battle comes with an especially heavy cost in timber, metal and blood. Fear, however, is free. *Make them afraid of you.* May your sails be the hurricane darkening the horizon, and your enemies will have no choice but to bend or be broken.

## Structure

<b>Fleet Rank</b>	<b>Mainland Equivalent</b>	<b>Function</b>
<b>High Captain</b>	King / Queen	As commander of the combined Fleet, the High Captain rules by right of challenge and holds ultimate authority to choose the Maelstrom's targets and make decisions for the nation's survival.
<b>Quartermaster</b>	Advisor or Scribe	Elected by the captains to represent their interests, the Quartermaster keeps inventory of communal resources, manages rations, and distributes shares of loot. They balance the High Captain's power.
<b>Navigator</b>	Scholar or Historian	Protector of the Fleet's logs, and collector of lore from before the Storms. Also responsible for advising the High Captain on matters involving Rust and Rot.
<b>Harbormaster</b>	Duke / Duchess or Governor	Oversees a port. Manages land use, trade, defenses, and arbitrates disputes between Captains.
<b>Captain</b>	Noble Lord / Lady	Master of a ship and a voting member of Maelstrom society; reports to the High Captain and carries out their orders. During a battle or a storm, they are the sole authority over their crew.
<b>Bosun</b>	Knight	Maintains discipline and oversees combat training, sometimes acts as bodyguard for their Captain.
<b>Mate</b>	Gentry	Veteran sailors who have proven their mettle. They have forged strong bonds with their crewmates and Captain, and their loyalty is rewarded with a vote in decisions that affect their crew.
<b>Able</b>	Freeman / Skilled Laborer	Tradesmen whose work supports the raiding fleet.

<b>Hand</b>	Peasant / Unskilled Laborer	Newcomers, young sailors learning the ropes, and anyone yet to prove their worth to the Fleet.
<b>Rat (singular), The Swarm (collective)</b>	Child	The children of the Fleet are largely raised by the community, and in a resource-scarce society where everyone is expected to contribute what they can, but most of the adults either have important work to do landside or are away at sea at any given time, the children occupy a role between important workforce and unruly (but lovable) mob. The distinction between work and play is blurred. Little ones mostly like to beachcomb for “treasure” (pretty rocks) and to “help” the adults (be underfoot), while older children mend nets, bait hooks, patch sails, play courier within the settlement or serve as crew on fishing boats, all while trying to keep the younger ones alive. Individually they are referred to as Rats, and collectively as the Swarm; both terms are affectionate. Maelstrom children may grow up wild and have to learn quickly, but they are nevertheless treasured in the Fleet – and fiercely defended.

## Religion

- **PNIGMOS** | Representing the **Realm of Life and Death**, Pnigmos embodies the chaos and inscrutable randomness of nature. The uncountable coin flips of possibility that dictate the course of history. Deja vu, close calls, near misses great and small are all considered brushes with Pnigmos and are often marked by Maelstrom devout with some small act of acknowledgment or thanks. Physical tokens representing the duality of life are often worn or carried and touched as part of this acknowledgement: coins are popular tokens, as well as discs of shell with mother of pearl on one side and a dull surface on the other.
- **CALYPSO** | Representing the **Realm of Storms**, Calypso embodies the awe-inspiring and terrifying power of the typhoon at sea. Calypso is the entropy that balances human civilization’s ambition and humbles human hubris. Calypso is not prayed to or offered to in the traditional sense; it is well understood by the Maelstrom that whatever Calypso wants, she

takes. Any ship and crew lost to a storm is Calypso's due, but this does not mean that the Maelstrom ever go down without a fight; to do battle with a storm and make it through alive is considered a great honor and rite of passage among the Fleet. Calypso does not need nor notice human worship; but the Maelstrom believe all should respect and fear her as they do. Their piracy is regarded as a holy act, reminding the rest of the world that no one is entitled to believe they rule the seas.

- **HALIEUS** | Representing the **Realm of Harvest**, Halieus embodies the bountiful aspect of the ocean. Haelius' realm is the sunlit surface waters teeming with fish; warm afternoon rain that coaxes crops from sandy soil. Halieus is the beauty after storms and the comfort earned by hard work on fishing boats or in fields. Halieus' blessing is asked by adorning everyday objects with the gifts of the sea: jewelry made of carved coral beads is believed to keep children safe, and fishing nets decorated with flashing bits of scrap metal and seaglass seem to bring home a more plentiful catch. Throwing the best fish back is considered giving Halieus their portion.
- **ASTERIA** | Representing the **Realm of Heavens**, Asteria embodies the stars that guide sailors safely home. If Pnigmos and Calypso are the terrifying, indifferent natural forces that bring humanity low and stall human progress, Asteria is the aspect of nature that gives humanity hope and keeps them dreaming of greater things despite their circumstances. Maps and star charts are often inscribed with prayers to Asteria in their margins.

## Traditions

### Festivals

- **Crew Initiation** | Joining a crew for the first time is the most pivotal moment in any young Maelstren's life, and as such this rite of passage is celebrated by both crew and community. One part hazing, one part trial run, the initiation starts with the ship sailing out from port with a few hundred meters head start. The prospective new crewmember is loaded up with a watertight pack containing gifts of food and clothing, and pushed off the docks by their friends and family staying behind. They must swim out to their ship, where if they make it, they are pulled on board and congratulated – freshly baptized as a crewmate. They then sail with their crew on a quick maiden voyage around the archipelago, returning to the docks at nightfall to be toasted in the tavern (and get drunk with their new crewmates.)
- **Asteria's Mirror** | On nights calm enough that the water's surface becomes a mirror to the stars, the Maelstrom believe Asteria gains the upper hand over Calypso and grants humanity a blessed reprieve. As such, nights such as this are honored casually with impromptu celebrations

on the starlit beaches, and sometimes night swimming. One clear, calm day in high summer, however, is chosen as Asteria's Mirror. On this night, no open torches or bonfires are permitted; instead, the port is dimly lit in shades of blue and green by glass lanterns glowing with bioluminescence – all the better to see the stars. All work and trade ends early, and a feast is prepared on the beach. People dance and children play long past midnight, and when they eventually tire, a patchwork of bedrolls covers the sand as the entire community sleeps out under the stars.

- **The Wake |** The Maelstrom have a closer relationship with death than many other cultures. Deaths at sea or on raids are not uncommon, and while losing an entire crew to a storm is rare, it is certainly not unheard of. Often there is no body to bury, and as a result the Maelstrom have no culture-wide ritual on how to handle the dead, instead leaving this decision up to the family or crew of the deceased, and the deceased themselves. (It is required for all members of ship crews to leave a sealed envelope behind with someone they trust, containing their will and any wishes they have concerning their remains.) Even in how the dead are mourned and remembered, nothing is rigidly defined; what *is* consistent across the culture, however, is that discussing death and expressing grief openly is encouraged. When news is brought of a death, it is not taboo to express shock or rage, even to curse the gods; seeking physical and emotional catharsis is considered a necessary first step in mourning. Those left behind are given a month to sit with the loss and grieve the deceased personally; at the end of the month, a Wake is held so the community can grieve the deceased together. Rage for them, cry for them, remember your love for them, and learn to live without them.

## Other Observances

- **The Flip of a Coin |** Coin flipping is the simplest and most ubiquitous form of ritual among the Maelstrom. Objects with inherent duality or sidedness (coins, shell discs, buttons, etc.) are considered sacred to Pnigmos. Whether carried in the pocket, worn on a cord or integrated into jewelry, nearly everyone carries some token of this nature on their person at all times. It is superstition for some, meditation for others, and simple mindfulness for the most pragmatic. Touching or flipping the token can be a silent prayer to Pnigmos, either of petition or of thanks; and in disputes and decisionmaking where an impasse has been reached, a coin toss helps defuse conflict by leaving the outcome up to Pnigmos.
- **Halieus' Share |** Respect and thanks to Halieus for providing sustenance for the Fleet is expressed in daily life through a simple ritual: acknowledging what has been given by giving portion back. Sometimes this takes the form of intentionally refraining from exploiting natural resources – a corner of a field tilled but unsown, left fallow to grow wildflowers and grasses; the

most beautiful tide pool left unspoiled by fish traps. Most often, it means throwing back the fish with the brightest scales or leaving the most perfect piece of harvested fruit on the tree. On feast days, those who wish to give thanks leave the best morsel of food from their plates on the beach for the gulls.

## Lore

*They were not ground-dwellers, never were. When the world-wrecking storms came, they survived by retreating to the seas, living off its bountiful yet treacherous waters. They were fishermen and sea-merchants turned raiders after The Disaster, looting ruins and lost cities, fighting monsters and rust-golems for gold and glory.*

*After the Disaster, there was a need for unity, for leadership; and so rose the first High Captain - a captain of captains, a giant among men, a true Pirate King. He took the name Boreas, the Northern Wind. Whether it was his own name or the name of his ship is lost to time, but either way, it was a wish - that there may always be wind in the sails to propel his people forward.*

*He was ruthless, and ruled with an iron fist. He set the first rules and laws, what would today be the guidelines, and enforced them with no mercy. The proverbial sword in his back was not entirely unexpected - he was challenged by his first mate, later known as Zephyr, and Zephyr emerged victorious; and so the succession was established.*

*Ultimately, Boreas' wish came true; his people would survive. At last, the Disaster waned, and the Mainland became bountiful again. People rose from the depths, blinking in sunlight they'd forgotten - and immediately took to the age-old human task of building. Like ants, forgetting the threat of flood as soon as the sun dries the dirt. They even took to the seas, trading up and down the coasts, blithely unaware that they were interlopers. And just as the sea and sky sent storms to humble the sailor, the Maelstrom sent raids to humble the Mainlanders and take what they could not defend.*

*While the Maelstrom thought to have found an easy target in them, they encountered more pushback than first thought. This would be a new world, and the Pirate King, whoever they may be, has a people to lead against it. For gold, glory, and a reminder to the world: that every fortress is a sandcastle, every ship is a paper boat, and that fear is rational.*

 Imperium Luxvotum



# Imperium Luxvotum

<b>Culture</b>	<b>Tetran (Aboveground)</b>
<b>Cultural References</b>	Greco-Roman, Celtic, Germanic, Gen-European
<b>Colours</b>	Burgundy, black, and gold.
<b>National Food</b>	Sunflower grain, olives, grapes
<b>National Weapon(s)</b>	Stiletto/dagger
<b>Symbols</b>	Animal: eagle, hawk, basilisk Object: sunflower

## Summary

The Imperium Luxvotum is a diverse mix of tribes brought under one unified banner in the days before the collapse. Originally casting their lot in together out of necessity for mutual protection against raiders, today the Imperium bonds them together in a strong sense of unity and identity. As a cultural melting pot, beliefs on the nature of Jonas, the Storms, deities, etc. are more in flux here. Additionally, because of their democratic nature, the Imperium entertains ideas that come from within more frequently – though they stand staunchly against the sway of the other nations and are generally suspicious of ideas coming from the outside world.

## Values

- **Collective Defense** | The people of the Imperium have a strong desire for the good of the nation over the good of the individual. Every able-bodied person capable of wielding a weapon is considered to be a soldier for the Imperium in times of crisis and can be levied by the Archon or Council at any time.
- **The Will of the Many** | Many people within the Imperium are strong-willed and have a near unbending sense of right and wrong, particularly when dealing with foreigners' opinions.

- **Mercantilism |** While slow to accept foreigners and apprehensive of direct dealings with the other nations, the Imperium enjoys the economic benefits of trade and the value of guilds to create prosperity for its people. In relation to the rarities found in ancient ruins, they are more inclined to sell the goods rather than discern the nature of the past.
- **Forum of Voices |** Due to the nature of many small tribes coming together, a politic akin to a democratized forum was deemed necessary in order to ensure the prosperity of the majority. A representative of each tribe was made a Councilor, with a vote amongst them to determine a High Councilor (Archon) who (ideally) would champion the greater will of the Imperium.

## Structure

Position	Function
<b>Archon / High Councilor</b>	<p>Elected from among the forum of Councilors, the Archon leads the Imperium as a whole. Elections are termed for-life unless the Council invokes a vote to re-elect a different Councilor to the High position. <b>Minimum term of one year before a vote can take place.</b></p> <p>The Archon frequently appoints a cabinet of individuals to serve as special-guidance and council, invested with authority to act on behalf of the High Councilor. Referred to as Lectors, they may be appointed to positions such as Spymaster, Treasury, Scribe, Notary, etc. Positions are flexible and not always constant, depending on the will of the Archon in power at the time.</p>
<b>Councilors</b>	<p>Representatives of the original tribes making up the Imperium, each with a voice in politics and a vote when determining a High Councilor (Archon) from among them. Councilors are granted large swaths of land (duchies) to govern individually, so long as they are ultimately beholden to the will of the High Councilor.</p> <p>Similar to the Archon, many Councilors appoint a cabinet of advisors based on their selection to enforce their will and duty.</p> <p>Councilors determine their own succession (be it by blood, inheritance, or position within their domains). If a Councilor perishes without a defined successor from their domain, the people of the domain are tasked with summoning one to the <b>Seat of Councilor in no more than one-month</b>. If this fails, the Archon is left to appoint an individual in no more than one-month.</p> <p>((Number of Councilors can be in flux until we see how big the playerbase is. Minimum three to start.))</p>

<p><b>Nobilis</b></p>	<p>An informal title amongst the population of the Imperium; the Nobilis represents those who are granted personal property within a duchy or the capital and may make use of it as they see fit (generally, though their privacy is typically only breached in times of war or conflict, i.e. making use of a Nobilis holding to fortify land in event of an attack). These are the more landed-elite, nobles, and wealthier class of folk within the Imperium. While holding no governing power directly, Councilors often will have these individuals in their cabinets, or selected as their successors. Nobilis are educated more commonly, and will often be more adept in combat and tactics, frequently leading bands of plebes or other Nobilis in times of conflict. Typically (but not always), <b>Nobilis professions include: Apothecaries, Merchants, Engineers, Architects, Tailors, and Blacksmiths (some overlap with plebe for the latter two).</b></p>
<p><b>Plebeians ("Plebes")</b></p>	<p>An informal title amongst the population of the Imperium; Plebes represent the commoner of less wealthy stature. They reside on land granted by a Councilor or the Archon (less common), and often use such for farming, agriculture, husbandry, livestock, etc. The resources of the land are in partial possession of the Plebe, but are often taxed an amount of their resource (grain, livestock, etc) or income (often subject to change based on the needs of the Imperium). Plebes are generally less educated, though some may possess rudimentary ability in reading or writing if it suits their trade. <b>Typically (but not always), Plebe professions include: Farmers, Cooks, Hunters, Miners, Tailors, and Blacksmiths.</b></p>

## Religion

Once more a product of the amalgam of small tribes, the Imperium boasts a pantheon of minor gods and deities whose importance shifted depending on which tribe's culture became the dominant trend in a given era. This has shifted among the ages, and some deities were forgotten, some names merged or changed, their worship commingled and mixed. Just before the collapse there was a more solidified notion of a pantheon that had become more immutable than it had been historically.

Because of the variety of religious and worship methodology that was found within the pre-Imperium Eastern tribes, the people slowly found commonalities amongst the way they worshipped when they came together. Many lesser and scant deific interpretations began to agglomerate via the method and practice of worship and acknowledgement, until they were largely subdivided among the Four Realms-interpretation somewhat equally. It should be noted that the

means of worship are not always exclusive to each deity, and some may overlap on occasion depending on an individual's own upbringing, culture, and belief.

**Idol worship, figurines, talismanic fetishism found itself under Lunasola.** Figurines and effigies are often erected in various dual-faced feminine imagery alongside solar/lunar iconography. Shrines and altars are often made in appeasement to her, where her existence is seen as “above” that of man, and that the heavens are something requiring devotion to prayer to reach. “Blessings of the Lady” is a common greeting or parting in the Imperium. Academics and scholars will ascribe Lunasola as their patron.

**Penitence, asceticism, self-flagellation, and similar practices belong to Olethros.** Many of the pre-Imperium tribes practiced forms of punitive worship to maintain discipline and order, and as such were rightly lumped under the principles of Retribution and Punishment existing within the Realm of Storms. Often, waywards and ne'er-do-wells are instructed to “meditate on Olethros” – a suggestion that implies one needs to get themselves in order, occasionally by way of starving themselves from pleasures, walking upon coals, or flogging. Seen less as a patron, but more as an occasional necessity.

**Offerings, rituals, intercession, and ceremonies belong to Venatio.** A large sum of the pre-Imperium made offerings to a deity or power to pray for health or bountiful harvests. As such, this was a smooth and easy transition to consolidate under Venatio. Pyres and festivals are often under the purview of Venatio, and it is a frequent practice to offer up coinage or valuables to bodies of water for a blessing. Some may burn a goat or boar in offering to pray for a healthy child or sick family member. Most notably, Venatio is celebrated annually with the Festival of Avalon. Many merchants ascribe Venatio as their patron.

**More subtle ways of worship and veneration fall to Plemos.** Of the Realm of Life and Death, Plemos is acknowledged in more subtle ways and across a variety of worship methodology throughout the Imperium. Often recognized during funerary processions and cremations, upon one's deathbed, and before entering combat. Silent prayers are whispered in her name. There is a dichotomy among the Imperium of those who view Plemos as the spiderlike or serpentine woman. Plemos worship and reverence has been more in flux than those of the other three. It is not uncommon for one to praise her good news, then curse another and pray for their demise in her name. Megalithic constructions, groves, skull racks/pillars, and psychopomp embodiment have often been ways of worship and reverence for Plemos. Passage tombs have been erected in the past under Plemos' name. Urn and grave-tenders are inclined in the nature of Plemos worship. Often a patron for the militaristically-inclined.

**Hints of something else...** Remnants within the shelter-temple of the Imperium's survivors found itself in spoke of practices not attributed to any of the Four Realms easily. Ancient texts carved on walls told of a ritualistic sacrificial worship practiced in the name of a deity whose name was

long-forgotten and unable to be ascribed to one specific Realm. It is rumored that some within the temple practiced what they observed on the texts in the days before the skies were clear.

## Deities

- **VENATIO** | Representing the **Realm of Harvest**, Venatio is the embodiment of fertility, plenty, ease and relaxation. Celebrated as the patron during the Festival of Avalon. Often worshipped through festival, celebration, ceremony, and offerings.
- **POLEMOS** | Representing the **Realm of Life and Death**, Polemos is the embodiment of war and strife – the discord and chaotic raids the Imperium originally formed to defend themselves against, and the ordered violence they now wield to protect their peace. Worshipped more subtly, and more in flux than the other deities.
- **LUNASOLA** | Representing the **Realm of Heavens**, Lunasola is a split deity embodying both the warmth and light of day, and the chill and darkness of night. Sometimes referred to as “The Lady”, she is revealing truth and concealing mystery. Her duality exists as both harmony and contradiction; as such, she is seen to be the patroness of all of life’s thresholds, crossings, and transitions. Worshipped in the way of effigies, idols, fetishes, altars.
- **OLETHROS** | Representing the **Realm of Storms**, Olethros embodies conscious Retribution and Punishment, and the need for discipline among tempest-tossed souls. Often worshipped through asceticism, penitence, pain. Some within the Imperium attribute the ancient gearworks found on Emberfall to Olethros.

## Traditions

- **Feast of Avalon** | A yearly festival is held at harvest time in autumn – a four-day event known as the Feast of Avalon, a festival named after one of the fell tribes of auld. The Feast invites revelry and debauchery, hedonism and near-Dionysian levels of wine imbibing. It follows the conclusion of the yearly harvest when all farmwork has largely concluded for the year. Unless the land is in a state of war or emergency, the festival essentially stops all political dealings and conflict. Pyres and effigies are burned to honor Venatio, but many who still remember their ancestors’ worship will practice rituals in the ways of old, to myriad older gods.
- **Polem Lwyd** | A common activity celebrated in the depths of winter to speak reverence to Polemos. Revelers have been known to carry the skulls of deceased animals on poles in a representation of Polemos (among the pre-Imperium, tribes have viewed Polemos as many animalistic or skeletal figures). The Polem Lwyd may also be carried during funerary processions.

- **Observance of Justice |** It is a frequent activity for the public to gather to witness both court proceedings against alleged criminals, and to witness any dispensation of justice via execution.
- **Observance of the Council |** It is also a frequent tradition for the public - Nobilis and Plebes alike - to observe discussions of the Council and voting sessions. Not all are made public (if they concern state secrets or more sensitive material, for example) but when they are the public enjoys observing, albeit they are generally forbidden from engaging in any sort of discussion or outbursts directly. The Council may invoke public opinion from time-to-time during a public observance, but this is most often in the form of grandstanding or trying to garner an incensed public to sway a vote.
- **Cremation of the Dead |** The deceased are generally tied in linen shrouds, a meagre assortment of grave goods at their sides, and cremated; the remains funneled into urns and kept in family dwellings or mausoleums.

## Lore

Of the empires of the pre-collapse Apocalypse, the Imperium was the most recently formed of the five creeds that inhabit Emberfall. While the Imperium itself as a body is fresh to the land, its peoples were not. The Imperium was an amalgam of small, conflict-prone tribes from the Eastern Lands of Emberfall, ever-shifting in power dynamics for most of the region's history. Some decades before the collapse, a dominant tribe sought to bring unity to them all; through dialogue or force. Who did not submit via talk and acquiescence was subjugated by the blade – though the nature of such talks cannot be understated. The unification of the ancient tribes was positioned as a necessity, hinged on the realization that the regional cultures had more in common by ancestry, trade, and lifestyle than some of their near-neighbors in Emberfall. It was decided (generally) that it was greater to unify under a common wing than to be undone and diluted by the bordering nations, or the burgeoning pirates that plagued the coastline. Very few tribes were put to the sword in this endeavor – but their memories were not brought to ruin. What was known of their peoples, ancestry, and culture was meticulously kept, so the Imperium could forever be reminded of the cruel necessity of bloodshed in the name of survival.

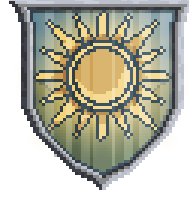
## During the Storm

At the days on the edge of collapse, what few people amongst the Archon and their entourage called for shelter within an ancient temple of a tribe long-forgotten, half-buried in a mountainside. This

structure was hewn of heavy stone that was largely untouched by time. This became the best option for the Imperium's people to shelter against the coming Storm.

For [untold time] within the Shelter, the people managed to survive, unifying under their shared belief in the greater Imperium... however, the scrawlings on this ancient temple of a long-lost tribe were not unread. For after some time, those sheltering within began to pray to the idols, statues, figurines, and tablets within; bringing remembrance to a long-forgotten god, and some strange practices which may linger to this day.

## Siwatan Confederation



# Siwatan Confederation

<b>Culture</b>	<b>Tetran (Aboveground)</b> Lake people; balance, moderation
<b>Cultural References</b>	Mesoamerican Cultures, African
<b>Colours</b>	Light blues and Moss greens
<b>National Food</b>	The Sweet Potato
<b>National Weapon(s)</b>	Spear and crude shield
<b>Symbols</b>	Animal: heron (waterbird seen as messenger between water and sun) Object: the sun, water, reeds

## Summary

The Siwatan are a confederation of people born of the western lakes of Emberfall. Once a center of civilization, the Siwatan have been reduced to people living among the reeds of lakes, only now emerging following the soothing of the Great Storm.

They hold reverence for balance, symbolized by the Sun and the Lake, but also trade and growth—an expanse within moderation, for the Siwatan have seen what happens when greed trumps balance. The Siwatan will always soothe a conflict with words, and prevent a catastrophe with unity. They reflect on their balance with nature through all things and do not take life for granted.

To be a Siwatan means to be free, wild, and embraced by the sun's warm glow.

## Values

- **Balance** | A key tenet of Siwatan culture is the notion of Balance. The balance between the sun and the water acts as an analogy for all of life—balance between nature and men, between greed and generosity, between peace and war. It is central to both personal and political life in the confederation.

- **Power is Shared |** The Siwatan’s position as a confederation held that no single man held power, leading to a system of checks and balances of each constituent of the confederation—each city a series of votes dependent upon its size, and each man picked to vote was chosen by a council of powerful women in the cities they came from. Though this series of checks and balances would be in flux, as great men rose to power against this system in the later days of the Confederation. By the time of the storm, the Confederation existed in name only.
- **Order |** The Siwatan value peace and order above all else. They will act primarily with peaceful conflict resolution in mind, ensure that the natural order of things is withheld, but are not afraid of the fluidity within life. They will make war with their opposition if it is the only option remaining.

## Structure

Position	Function
<b>Tlatoani</b>	Limited Monarch - the Tlatoani is appointed by the Ajaw to serve as the public face of their Nation. Ultimately, they hold no power and are simply a figure head.
<b>Ajaw</b>	Tribal rulers of each territory - The five Ajaw, (one is also appointed within the Capital Territory) serve as the basis of Siwatan government.  Their politics are one for all, or all for none. Unanimous decisions are what drive their politics, whether this is through compromise or defiance.
<b>Hausa</b>	Foreign Affairs Diplomat - Adjacent to that of a Military Leader. There is no limit to the number of Squanti appointed.  The Hausa sit within the meetings held by the Ajaw but provide no counsel unless explicitly asked. They serve as the eyes and ears of the foreign people and relay information back to the Tribes.

## Religion

- **CHAYOTE |** Representing the **Realm of Harvest**,
  - Chayote...Harvest, gatherer, hunting, prosperity, fertility. The sweet potato is the lifeblood of the Siwaten people. It has kept them fed for generations, cultures and traditions were built around the sustenance this food provides.

- **WELAYLIA** | Representing the **Realm of Life and Death**,
  - Welaylia...Goddess of life and death, rebirth, spring, fertility. As the Siwatan culture worships cycles of life and death, Welaylia is worshipped during the end and beginning of seasons. The end of winter and the beginning of spring marks new life, while the end of summer/beginning of autumn marks the harvest season together with Chayote.
- **ZINAYA** | Representing the **Realm of Heavens**,
  - Zinaya... the Sun goddess to balance Tetla. The Siwaten believe that the sun and moon balance the world. The sun provides nutrition to the crops and the moon controls the water cycles, the ebb and flow of the rivers and lakes used to water the crops.
- **TETLA** | Representing the **Realm of Storms**,
  - After the destruction, Tetla grew to be associated with the temporal storms as well, becoming more of a force to be reckoned with, less balanced. But, the Siwaten endured the storms living above ground, learning and observing the storm patterns.

## Traditions

- **Summoning of the Sun, main deity Zinaya** | Welcoming the spring season, month of Bánfrost. The upcoming months will be busy for the Siwaten people and this will be the last day of respite.
- **Death of storms, main deity Tetla** | Marking the survival of the Siwaten against the Alcyoneous storms, month of Alcyoneus. Celebrate the resilience and power of the people and the birth of a new generation.
- **Sacrifice to the Gods, main deity Chayote** | A sacrifice or tribute to the gods to ensure the survival of the winter months, month of XingHe. Ensure that nature is in balance and that they have not taken more than needed from Earth/Emberfall itself. Ask Chayote to bless the next harvest, and thank them for this years' harvest
- **Holiday of the people, main deity Welaylia** | A day of rest and respite, month of Duftiss. The Siwaten can work on personal projects that have been ignored while working for the community. As long as the harvest has been bountiful, then they may survive the winter months... Others may hibernate during this time.

## Lore

*When this land was nothing but plains and sparse trees, there were two women—Tetla, who would become Mother Lake, and Zinaya, who would become Mother Sun—who debated over who would*

*come to rule the land. Without coming to an agreement, the duo decided to split the land in half. One half for Tetla and the other for Zinaya, and would meet again the next year to gloat about their successes on their own.*

*Tetla brought with her the rain, and the storms she brought fertilized the land for a time. But without sun, the soil became mud and the plants drowned. Tetla was left with nothing.*

*Zinaya brought with her the sun, its rays fed the land for a time. But without water, the soil became barren and the plants burnt in the heat. Zinaya was left with nothing.*

*When the two women next met, both with nothing in hand to show off, they decided to instead work the land together, each balancing each other's extremes. The land soon became bountiful. The plains became lakes and the plants grew tall.*

## During the Storm

*...It has been three weeks since this unnatural storm swept in from the coasts. Three weeks of red dust falling from the sky, three weeks of hard breathing, three weeks of death.*

*What remains of Mitla has been sheltered in the council house. We are twenty-seven in total. Yet even with the life still in here, I cannot find comfort in sleep. I simply watch from the windows of the house at the dust-filled sky and the dead in the streets. Sometimes I see things just out of view—are there still others alive in the storm?*

*With no recourse, the others are preparing an expedition to leave Mitla and escape to the harbor and flee by what boats we can still find. I do not know if I have the courage to go with them...*

*From the personal journal of Citlali, Scribe of the City of Mitla*

The collapse of Siwatan civilization at the end of the Halcyonic Era was a slow and grueling process, only put to its sudden end by the arrival of the storm. The rapid growth of the Confederation by those with ambitions of greed, the destruction of land and the poisoning of the lakes. The coming of the Great Storm is often depicted by the extinction of the Herons, an animal symbolic of the tenet of balance and already nearly gone by the time of the storm.

It's said that the last of the Herons to die was held by one of those great men—emperor in all but name—the Heron along with the man were eaten by one of the beasts that arose from the Great Storm.

In the end, the peoples of the lake abandoned their riches for the reeds to escape the beasts of rust and rot, cutting themselves off from the world for a time.

## After the Storm

The Siwatan had changed in that time stuck on the bogs—threw off the power of the great men and restored some remnant of a confederation, peoples united once again in their tenet of balance over that of greed. The Confederation now looks beyond the reeds of the lake, towards the ruins of their former people, and perhaps beyond even that.

# Religion

# The Pantheon

Within each nation, the Pantheon is named accordingly.

Divination	Siwatan Confederation	Sacred Lands of Sethara	Imperium Luxvotum	Maelstrom	Divine Realm of Wu
Realm of Harvest	Chayote	Fellahin	Venatio	Halieus	The Silver Snake
Realm of Life and Death	Welaylia	Ma'at	Polemos	Pnigmos	The Water Dragon
Realm of Heavens	Zinaya	Khepri	Lunasola	Asteria	The Cosmic Crane
Realm of Storms	Tetla	Asfet	Olethros	Calypso	The Fire Dragon

## Realm of Life and Death

Some believe the Realm of Life and Death is responsible for the creation of Emberfall and its cycle of rebirth. Others believe it is a curse that brings destruction on a staggering path. Depicted as a sun and moon to showcase the natural order of light and darkness, this deity is considered the strongest of the pantheon.

Common elements associated with this patron are: **Life, Death, Endings, Beginnings, and Balance.**

## Realm of Heavens

The Realm of Heavens is meant to showcase the planetary functions - a night and day cycle, rhythm of the seasons, and the changes of the planet due to natural phenomena.

Common elements associated with this patron are: **Light and Dark, Sun and Moon, Gift or Curse of Change.**

## Realm of Harvest

Several themes derive from the Realm of Harvest. Agriculture, farming, husbandry, fishing, cooking, hunting, and several more. While some view the Realm with reverence and praise, others view it as a sin of consumption.

Common elements associated with this patron are: **Prosperity, Fertility, Abundance, and Gluttony.**

## Realm of Storms

The idea of storms has plagued the planet since its formation. Cosmic storms are what caused its creation, and cosmic storms are what brought about its destruction. The planet is also home to weather patterns that bring forth rain and snowstorms, which some say have a mind of their own. Common elements associated with this patron are: **Punishment, War, Chaos, and Retribution.**



# Realm of Life and Death

# The Realm of Life and Death

## Sub-Pantheon Information

### The Creator

**The Realm of Life and Death** is ruled by a being of great mystery and astonishment. Depicted as a woman, she is the creator of the Galaxy. Imagery of this being is depicted as a humanoid spider, or serpent - depending on how you view her role in the universe. She wields a staff that when awakened wields the light of the sun itself. When lying dormant, it resembles the darkness of a new moon.

Those who revel in her creation see her as a being that not only weaves the planets upon their purpose, but also one that isn't afraid to lay down a trap for the wicked. With the spider-like body she has, she grants connectivity within the cosmos down to the minute being that resides within the planets. For those who view her creation as wicked, she appears cunning and agile. Slithering into the unknown invoking deep mysteries that are hidden away. The ocean is often compared to space, and with her in it the fate is dark and cruel.

**Through the tales of History, no God's true name is known.** Through this one, all that came after were born. The Nations call her as such: Siwatan - Welaylia. Sethara - Ma'at. Imperium Luxvotum - Polemos. Maelstrom - Pnigmos. & Wu - Water Dragon. Within each Name resides the same being, a being of importance but a being feared.

**Through this being - the Realm of Life and Death emerged.**

*Images for reference can be found within the Discord posting: Server Information > World Lore > The Realm of Life and Death.*

---

# Realm of Heavens

# The Realm of Heavens

## Sub-Pantheon Information

### The Goddess

Eldest child of the Creator, and twin to the Realm of Storms. Depicted as a beautiful woman with two faces, one representing the freshness of day and the other the relief of night. These traits are attributed from the Creator to reflect the cycle of change that the Realms must experience.

Her acts are done to appease the Creator, for without her cycles the webs cannot spin. Change is most important to this Deity, and nothing can stand in that way. The people of the world will either accept her change, or fear it.

Through her acts, the sun rises in the East and sets in the West. Through her acts, Winter changes to Spring, and Summer into Fall. Through the help of her sibling, Divine Punishment may cycle to cleanse the wicked.

**Through the tales of History, no God's true name is known.** Through this one, all that came after were born. The Nations call her as such: Siwatan - Zinaya. Sethara - Khepri. Imperium Luxvotum - Lunasola. Maelstrom - Asteria. & Wu - Cosmic Crane. Within each Name resides the same being, a being of non-uniformity, fluidity, and the natural flow of time.

**Through this being - the Realm of Heavens emerged.**

*Images for reference can be found within the Discord posting: Server Information > World Lore > The Realm of Heavens.*

---



# Realm of Storms

# The Realm of Storms

## Sub-Pantheon Information

### The Chaos

Twin to the Heavens and harbinger of destruction. As it is below, it is above - the tides are at the whim of the moon. Chaos is needed to disrupt the natural order and bring about a necessary change. It was through this being that Alcyoneus emerged with cosmic storms. It was through this being that natural disaster was created.

The Deity does not act without purpose, but behind principles of Retribution and Punishment. Just as new creations are sprung into the worlds for a greater purpose, as is their end for a new era. It is not all bad, some consider the acts of this being as a test to overcome. Survive. Win.

The whispers of war prelude through the winds as but a taste of his destructive power.

**Through the tales of History, no God's true name is known.** Through this one, all that came after were born. The Nations call her as such: Siwatan - Tetla. Sethara - Asfet. Imperium Luxvotum - Olethros. Maelstrom - Calypso. & Wu - Fire Dragon. Within each Name resides the same being, but a being that will force a change and a reaction no matter the circumstances. Unpredictability and unknown are the arsenal.

**Through this being - the Realm of Storms emerged.**

*Images for reference can be found within the Discord posting: Server Information > World Lore > The Realm of Storms.*

---



# Realm of Harvest

# The Realm of Harvest

## Sub-Pantheon Information

### The Giver

The Given is depicted as an androgynous creature. The youngest child born of the Creator. Historically he is shown as a silver stag - the sign of a good harvest. Other depictions show a multi-armed being with several eyes, marking both a sign of prey and predator.

This deity is often associated with the entirety of the natural world. From the fish that settle the stream, to the wolf that hunts newborn fawn, all the way to each speck of grain that emerges from the ground bringing about another year of feeding.

Those who do not worship the Giver may classify him as a glutton, a disease, or a plague. Through each comes a pest and a problem just as it is meant to bring sustainability.

**Through the tales of History, no God's true name is known.** Through this one, all that came after were born. The Nations call her as such: Siwatan - Chayote. Sethara - Fellahin. Imperium Luxvotum - Venatio. Maelstrom - Halieus. & Wu - Silver Snake. Within each Name resides the same being, a being of consumption whether through abundance or gluttony. A being that brings sustainment or depravity.

**Through this being - the Realm of Harvest emerged.**

*Images for reference can be found within the Discord posting: Server Information > World Lore > The Realm of Harvest.*