

THE
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BIG BOOK
OF
RULES
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Camping

Welcome to Essyltania!

Essyltania is a world filled with Magic, Mischief, Mystery, and Mayhem. When the Gods created the Mortal races, they did so for little reason other than to serve their divine whims. Each god imbued their chosen races with unique gifts, hoping to increase their own power through worship and devotion. They were all created to be instruments of the gods' will. For millennia, the world navigated under the gods' guidance. Great empires rose, powerful primordial beasts were put to rest, and mighty armies clashed on fields where the blood of mortals and divine champions alike soaked the earth in the name of one god or another. Every prayer, every sacrifice, every act of devotion was a thread in the tapestry of power that the gods meticulously wove to bind the mortal world to their will, until the mortal realm seemed nothing more than an extension of divine power.

Then one day, without warning, the Gods slept. The skies darkened, the heavens grew silent, and the very foundation of magic – once a vital and living force that suffused the land – diminished. The magic that had once been a tool of the gods to shape the world dimmed, and with it, the divine power that had given mortals strength and direction.

The once powerful empires of the gods fell into wrought and ruin. Long time rivalries, now unchecked, threaten the world on the teetering edge of endless war. Overtime, without the Gods to guide them, the mortals' worship began to falter, and though the gods may have gone, their legacy was to persist. A legacy of division, mistrust, and bitter rivalry.

The races of Essyltania would now seek to reclaim what was lost, fighting not only for survival, but for the hope that one day the gods might return. In the absence of divine favor, new powers began to rise to take up the mantles of the mortal races. Petty rulers squabbled over land and resources. Ancient relics of the gods were fought over by desperate kingdoms, and prophets claiming to have heard the whispers of the gods began to emerge. With magic faded, sorcery became a forgotten happening of the past, but whispers of strange new forms of power began to spread, some seeking to tap into forgotten forces or even recreate the gods themselves.

In this fractured world, the question remains: can the mortal races find their own way forward, or will they destroy each other in their quest to reclaim the favor of their absentee Gods? In this world where power is no longer granted by divine will, but must be seized by force, wit, or cunning the struggle for survival, purpose, and power is only just beginning, and Essyltania will never be the same again.

Code of Conduct & Safety

A World of Adventure and Respect

Before you raise your sword, cast your spell, or strike a deal, it's important to remember that while Tales of Essyltania is a fantasy experience, we are all real people sharing a space, and that space must be safe, inclusive, and fun for everyone.

This section outlines the behavior expectations, safety rules, and support systems in place to ensure that all players, staff, and volunteers enjoy a positive and respectful LARPing experience.

1. Core Values

1.1 Respect Above All

Treat others with kindness, patience, and empathy, both in and out of character. Discrimination, harassment, bullying, or targeting players based on real-world identity (gender, race, sexuality, ability, etc.) will not be tolerated.

1.2 Consent is Mandatory

Always seek explicit in-game and out-of-game consent for any physical interaction. This includes combat, role-play involving touch, or intense emotional scenarios. Use our "OK Check-In" system (see below) to ensure your scene partners are comfortable.

1.3 Play to Lift, Not Just Win

Essyltania thrives when players build compelling stories together. Avoid "power-gaming," "meta-gaming," or behavior that damages the narrative experience for others.

1.4 Inclusivity and Accessibility

We are committed to making this LARP accessible. If you have physical, sensory, or mental health needs, please contact staff before the event – we'll work with you to make accommodations where possible.

2. General Safety

2.1 Safety First

Safety is the number one priority at all Essylvanian events. As such, all participants should follow any and all safety rules. Additionally, weather, terrain, available light, and other environmental factors may create additional challenges to safety. As a participant, you should always attempt to take the safest course of action and respect those around you. Respect all safety calls, and be prepared to call a "Hold" or a "out of play" if you think someone may be hurt. Take the same cautions that you would normally take while camping, such as not leaving out food and disposing of food properly. Do not attempt to interact with any local wild life.

Weapons, shields, and any armors, should adhere to all safety guidelines and should be periodically checked throughout an event to ensure they remain safe. Costuming should not have unsafe protrusions. No real weapons or blades should ever be brought to an event.

2.2 Age

Our game is designed to be accessible to all ages. However, We have few rules governing the use of language or vulgarity during the event. Though this is not a core tenant of the experience, it can, will, and does happen. We will ask for identification to verify legal age of participants. We will allow participation of a minor who is accompanied by a guardian over the age of 18 that has filled out the Proper permission forms. All players, regardless of age, must sign a waiver.

2.3 Medical

It is also encouraged that anyone with health concerns ie allergies, asthma, required medication, fill out a health form for our staff to have on hand in case of any exposure or accident.

2.4 Fire/Open Flame

Weather, and burn ban permitting~ All fires must be contained and off the ground. No fire is to be left unattended. Fires must be completely extinguished and dirt kicked on top before the last person leaves tending the fire. Fire safety takes precedence over any and all potential in-game activities.

2.5 Combat Safety Rules

All players wishing to enter into combat **MUST** attend combat training. If you have not had combat training signed off by the arms master prior to a battle, you will not be allowed to participate.

All weapons and armor must be checked and approved by staff before each event.

Tales of Essyltania allows boffer style weapons as well as a variety of silicon weapons. Safety is the number one priority and any weapon which is deemed too hard risks being excluded from open combat.

Planned group combat is "half speed" – this is not full contact!

Personal and private duel contact rules are TBD between players prior to engagement and must be relayed to the supervising staff member.

Avoid striking the head, neck, groin, or spine.

Players may not use shields as a weapon.~ no shield bashing or thrusting.

No stabbing strikes with weapons that do not have padded tips.

Archery, magic effects, and thrown items have their own rules (see Section IV for full details).

Always respect a player's call of "Hold!" or "Out of Play!"

2.6 Safe Words & Tap-Out System


If you're ever in a scene that's too intense or uncomfortable:

Say "Out of Play" or raise a hand to pause the scene.

Use "Cut" to stop a scene immediately.

2.7 "OK Check-In" System

A silent method for checking consent mid-scene:

Make the "OK" sign with your hand 

If someone does it to you, respond with:



= I'm okay to continue



= Slow down



= I'm not okay – stop or pause

3. Costuming and Appearance Standards

3.1 In Game

All players are responsible for supplying their own Costuming. While in game all players are required to wear costuming that is in theme for the world of Essyltania. Modern clothing and accessories should be avoided on visible parts of the body. Notable exceptions include "under garments" and single color footwear. The world of Essyltania boasts a large variety of clothing designs and fashions from different era's including but not necessarily limited too; High fantasy, European and Middle Eastern Medieval, Renaissance, Gypsy, Viking/Barbarian, and Edo Japan. Additionally, we understand that Tales of Essyltania does have some fashion which does mirror/ has similarities to other historically regions and cultures, and as such require that all costuming be respectful and worn respectfully. Best practices for all costuming concerns is~ if you are unsure of an outfit piece, send a message to a GM prior to the event and ask. Period appropriate drinking vessels are also required for the event, these include but are not limited too~ Ceramic, Pewter, Wood, and/or Horn. (or mocked to appear as such.)

3.2 Out of game

Certain scenarios in Tales of Essyltania have in game and out of game times. If the event you are attending has these, they will be laid out both prior to the event as well as at opening ceremonies. In addition to potential out of game time, there are also out of game areas~ including the whole of general camping, inside your personal tent in decorum tent camping, the parking area, beyond specific marked areas of the LARP area.

Tales of Essyltania hosts games in a variety of different weather types and so our appearance standards are very flexible for out of game attire. Please be mindful of those around you, and also be respectful of others as well. That being said, intentionally hateful attire or action is not allowed. (see our Zero tolerance policy below)

4. Out-of-Game Conduct

4.1 Zero Tolerance Policy

Tales of Essyltania strives to be an inclusive and tolerant event, however our one hard line is to intolerance~

Harassment, stalking, sexual misconduct, or any form of real-world abuse, especially those based on gender, sexuality, race, or creed, will result in immediate removal and possible permanent ban.

Theft or vandalism of LARP property or personal belongings is grounds for expulsion.

4.2 Drugs and Alcohol

Consumption of Alcohol must be done by those over the legal age, and must be consumed responsibly.

Prescription medications must be kept secure and used responsibly. Please let staff know if you require daily medications in the case of an accident.

5. Reporting & Support

5.1 How to Report a Problem

Find a staff member (identified by a designated badge or garment) or visit the Pantheon Tent.

You can also report anonymously after the event via a Private or direct message on our online platforms.

All reports will be taken seriously and handled with discretion and care.

5.2 Emotional Support & Decompression

Decompression zones are available at larger events for emotional cooldowns.

Trained staff are available for anyone feeling overwhelmed.

6. Final Notes

You are more important than your character.

If at any point you feel unsafe, uncomfortable, or simply need a break, step out of the game – no one will penalize you for taking care of yourself.

We are building this world together.

The stories of Essyltania belong to all of us. Let's create something magical – and respectful – for everyone who walks in this world.

Section 1: Personal Skills and Vocations

1.1 Character Creation

Choosing a Race

Essyltania is home to many different races and geographic locations, each with their own lore and stories. Because of the nature of the Essyltanian political landscape at this point in its history, certain races may find themselves limited in the alignment they will have available to them.

Possible Races:

Human

Elf

Half-elf

Gnome

Tiefling

Beastmen

Orc

Serpentin

Goblin

Animalian

Alignment

Tales of Essyltania will place you into a number of rich and varying scenarios, which will often require you to choose a side or faction to support. Details for these factions will be released in advance for each scenario and you will declare your preferred side during registration. Unless otherwise stated, all decisions will be locked in for the duration of the event and cannot be altered until the following event.

1.2 Personal Skill System

Skill Points~

All participants will be allotted 3 skill points during character creation. These points will be allowed to be placed into a various number of vocational skills for your character to begin their journey with. Additional skill points will be earned through game-play and participation in specific in-game events.

Basic vs. Advanced Skills~

Certain Vocations are considered to be basic skills and can be taken at anytime in which you have the necessary points for a level, while other skills require that certain prerequisites be met prior to being allowed to take a point in that skill. These skills have been simplified by being designated as basic and advanced skills.

Learning and Progression~

Throughout your time in Essyltania you will be faced with a number of tasks, and goals. Through the completion of these tasks and goals you will be rewarded with additional personal skill points. These skill points can then be assigned into certain personal skills in the Pantheon Tent as long as any prerequisites have been completed. This growth in skill will be marked and from that point forward you will have access to any potential gained benefits from having the skill.

1.3 Personal Action Points.

Action Points~

Action points can be earned via food consumption, or are one of the possible rewards for leveling up, completing quests, tasks, or participating in certain story-line events. These action points are a key ingredients that players use in order to perform actions such as converting resources, holding Ceremonies/rituals/blessings, rumor spreading, opening contracts, and/or certain interactions with NPC's.

Personal Boon/luck.....
Curse to gathering/ Spoil.....
Curse to crafting cost 1 additional action point.....
Influence NPC's
Cut Gathering time in half.....
Pray for knowledge/ vision.....
Crafting.....
Sabotage production points on the map.....
Vote in a called election for your kingdom.....
Certain Kingdom Quests.....
Accessing Bank Account.....

1.4 Vocations (Classes/Paths)

Tales of Essyltania boasts a number of different possible vocation tracks with the possibility for more to be added through story-line completions. These vocations have been broken down into Gathering vocations, Crafting vocations, Guild vocations, and Personal Vocations.

Gatherers~

Farmer:
Crops and Animal husbandry

Fisher:
Fishing and Fertilizing/Bait

Miner:
Mining and Smelting

Herbalist:
Collecting and Preserving

Hunter:
Hunting and Tanning

Woodsperson:
Logging, Milling and Foraging

Crafting~

Cook/brewer

Alchemist

Smith

Enchanter

Textile

Scholar

Guild Specific Vocations~

Mediator

Steward

Tactician

Personal Vocations~

Holy Person (Priest/Druid/Zealot)

Fighters Guild

Thief

Bard

Town Guard

1.5 Customization and Development

Specialty Skills~

Tales of Essyltania boasts a title system. Titles are heraldry names which can be earned through your time in Essyltania and many come with special sub-vocations and skills. Most of these titles and how they are obtained are held secret and become unlocked once an achievement has been discovered and completed or a milestone has been completed in game. From there, it is up to you whether you share that information with others or keep the secret held close. To help you out just a bit, a few of the title names are below.

Example Titles~

Assassin

Career Criminal

King of Losers

Lucky Rabbit

Personal Flaw System~

Tales of Essyltania has an opt in flaw system. This system is designed to help you create dynamic role-play decisions based on experiences your character has had and potential character flaws they carry and must attempt to overcome. Did you have a traumatic experience with fire and are now scared to be near it? Did you get attacked by bandits after a night out and now can't walk alone in the dark? Did you get scared by a blade and now have trouble looking at people when you speak? These are examples of the flaws one might be inflicted with in the flaw system. It allows us to make decisions in-game that we might otherwise not have, creates more dynamic characters and can potentially influence not only story elements, but also resolutions.

Leveling Up~

Leveling up in Tales of Essyltania comes from a mixture of Key quest completions and an XP system from a number of different tasks. Leveling up rewards a player with Action Points and an additional skill point. To discourage meta gaming, and to encourage more role play, and intrigue, available skill points per player are capped per event. You can still earn rewards however. Skill points will not be rewarded past their event cap.

Section 2: Game Mechanics

2.1 Starting Packet

All players will begin the event with a character packet. Inside this packet will be information that is unique to you and your character. Certain information that your character comes to the event knowing. This knowledge can range from common, where many players also know it, to unique where only your character holds this information. You will not be made aware of what knowledge is what rarity, so use your knowledge wisely. The packet will also include your character book.

2.2 Character Book

Your character book is your passport in Essyltania. It will keep track of your progress, your level, your skills as well as other important information about your character.

2.3 Pantheon Tent

The Pantheon tent is the only area within the Game area that is ALWAYS out of character. This is a place for players to go in order to ask question of the game runners, report issues, and record any leveling up or skill acquisition in case of loss of character book. A player can request replacement books. Here. The Pantheon Tent acts as a hub for player questions about game mechanics or clarification on game rules.

2.4 Currency and Economy

In Tales of Essyltania, coin is more than currency—it is influence, opportunity, and power. The economy is a living, responsive system, shaped directly by how you choose to earn, spend, and invest your coin. Every coin you use has consequence.

Currency & Denominations

There are three recognized denominations in Essyltania:

Copper - Common everyday currency (1 copper)

Silver - Mid-tier, widely used by tradesfolk and adventurers (10 copper = 1 silver)

Gold - Rare and powerful, used for major trades and investments (5 silver = 1 gold)

All physical in-game currency is represented with immersive coin props. Coins must be stored physically and used in real time for trades, purchases, and rewards.

Earning & Using Coin~

You may begin your journey with some starting coin, but there are many ways to earn more:

- Completing quests and missions
- Selling crafted goods or services
- Trading with other players
- Participating in tournaments, wagers, or games of chance
- Investing in kingdom, guild, or religious enterprises
- Assisting influential NPCs or factions

And of course, there are just as many ways to spend your coin...

Where Coin Goes, Stories Grow~

Every coin spent matters, not just to you, but to the evolving world around you.

Spend heavily at the blacksmith, and by next event, he may have upgraded his forge, unlocking new recipes, enhanced weapons, or entire quest-lines.

Back a struggling herbalist, and their reputation may rise alongside your access to rare ingredients and factional favors.

Support a religious order or political faction with your coin, and you may find yourself seated at the table of power.

Your choices help shape the next chapter of the world.

Real-World Purchases~

In addition to in-game uses, coin may also be spent on real-world perks at the event:

- Food & Beverage at the in-character tavern
- Unique real-world trinkets, props, or items from select vendors
- Game upgrades such as:
 - Renting a decorum tent for the night
 - Purchasing permanent decorum structures (e.g., a guild tent)

All of these purchases are made through coin earned in-game through your story-driven actions.

Important Guidelines~

Coin should never be stolen

Lost or counterfeit coins are not reimbursed—protect your pouch

Keep track of your wealth; bank deposits are available for safe storage

2.5 Taking quests

The world of Essyltania is alive with opportunity—and peril. Throughout the event, you will encounter dozens of characters, clues, and challenges offering quests of all kinds. These quests are not marked on a map or tracked by glowing icons. You will find them through organic interaction with NPCs, exploration, and immersion in the world around you. To begin a quest, speak to an NPC (Non-Player Character) who appears to be offering information, requesting aid, or seeking assistance. You may need to ask the right questions, offer the right skills, or prove yourself worthy before a quest is revealed. Not every quest is obvious, and not all NPCs are eager to part with what they know.

Once you've accepted a quest, remember it's yours to pursue or abandon. There is no tracking system—only memory, reputation, and consequence. NOTE: There are more quests available in Essyltania than any one player or party can complete. Choose your path wisely. Prioritize quests that align with your goals, beliefs, or ambitions. Every action you take shapes the story of the world—and your place within it.

Quests in Tales of Essyltania are designed for choice-based, consequence-driven storytelling. No quest exists in a vacuum, your decisions ripple outward.

You are not a completionist here. You are a force in a living world.

Choose quests that serve your kingdom.

Pursue missions that honor your god.

Befriend—or betray—those who trust you.

But above all else... play the story you want to tell.

Types of Quests

Personal Quests~

Small, story-rich tasks such as gathering rare herbs, crafting a needed item, or delivering a message. These are often side quests that improve your personal relationship with specific NPCs, unlocking new opportunities, favors, or secret lore.

Kingdom Quests~

Issued by your kingdom's leadership or military agents, these quests advance your nation's goals and raise your standing within the kingdom. Completing kingdom quests can shift political power, gain territory, or unlock new faction-level resources.

Religious Quests~

Given by clergy or divine emissaries, these quests increase your influence within a religious order. They help expand the reach of your faith, increase spiritual power in the region, and may allow your order to call upon holy intervention in times of great need.

Tracked Quests (Hidden Consequence Quests)~

These are seemingly ordinary tasks with secret opposing forces behind them.

Completing or interfering with a Tracked Quest may lead to unexpected fallout—often at the next event. You may unknowingly tip the scales of power, unleash something long buried, or make an enemy of someone in the shadows.

2.6 Resource collection

In Tales of Essyltania, the economy lives and breathes through player-driven gathering, crafting, and trade. Resources fuel vocations, feed kingdoms, and fund wars. No matter which play style you decide, the way you collect—and protect—resources matters. Scattered across the grounds of Essyltania are Resource Nodes—specific, themed locations where players may gather materials based on their vocation. Each vocation has its own gathering site(s), reflecting the trade and skill associated with their path.

These locations are marked in-world, you won't find signs saying "Resource Zone." Exploration, observation, and sometimes word-of-mouth are key.

Once at the appropriate location, you must complete a short in-world task to gather the resource. These tasks are designed to be immersive, thematic, and hands-on, each tailored to the type of material you're trying to obtain.

Upon successful completion of the task:

- You will be awarded a Resource Card representing what you've gathered.
- Any vocational bonuses or buffs you possess will be applied at this time, potentially improving the quantity or quality of your gathered materials.
- You will be given a wearable marker (e.g., a colored ribbon, clothes pin, or badge) to indicate that you are currently carrying resources. This marker must be worn visibly while transporting resources.

You have two options after collecting resources:

- Carry On~Person

Risk and reward. Resources may be bartered, stolen (through approved mechanics), or used in on-the-fly crafting or quests.

Your wearable marker must remain visible until the resource is used or stored.

- Deposit in the Bank

Safe storage. Resources deposited at the in-game Essyltanian Bank are secure and can be accessed later for crafting, trade, or kingdom use.

Important Notes:

Resource gathering is limited by time and effort, not simply character ability. You must be physically present and perform the task each time.

Certain events or world changes may alter or restrict access to resource sites—keep an eye (and ear) on what's happening in the world.

2.7 Banking

All players begin with an active personal bank account at the in-game bank. The bank is a secure location where you may store coin and resource cards at your discretion.

Use Anytime: Players may visit the bank freely during open hours to store or withdraw money and resources.

Decay Warning: Storing decayable resources (such as perishable materials or magical components) in the bank does not pause their decay timer. Time-sensitive resources will continue to age while in storage.

Security: Items within the bank cannot be stolen under any circumstance.

Guild Banking: Guilds must formally establish themselves in-game before being granted access to a shared Guild Bank Account.

2.8 Trade

In Essyltania, all legal trading between players is restricted to the Marketplace, under supervision of an NPC. This LAW exists to maintain order and oversight in the realm's economy.

Legal Trading laws:

- ~ Location: All trades must occur within the designated Marketplace area.
- ~ NPC Presence Required: An NPC must witness the trade to finalize it.
- ~ Fee: Each party must pay a 1 copper fee to the NPC for their time.
- ~ Consent: Both players must clearly agree to the terms of the trade.

Enforcement & Punishment:

If you are caught trading outside of the Marketplace by a Town Guard or Authority NPC, you may face penalties, including:

- Monetary fines
- Confiscation of illicit goods
- Public stockade time (role-played punishment)

Trading is a privilege. Breaking this law risks both reputation and resources.

Illegal Trade Zones:

Trades conducted in the following areas are considered against game mechanics:

- Near or within the Bank
- Inside the Pantheon Tent
- In any of the Campgrounds

2.9 The Gambling house

In the city, lies a den of chance, wit, and fortune, the Gambling Hall, sanctioned by the Lumerian Order. Run and watched over by the appointed Gambler. Here, players may test their luck, skill, and nerve against one another, or against the House itself.

Lumerian-Approved Games~

The Gambling Hall offers a curated selection of Lumerian-Approved games designed for immersive, fast-paced play. Games range from cards and dice to strategy and bluffing challenges.

Players may:

- Play against each other, wagering coin
- Play against the House, in select NPC run games with fixed odds and payouts

Approved games are clearly outlined, and new games may be introduced at future events with Lumerian approval.

Wagers & Bets

All games must follow strict betting procedures to ensure fairness:

- Wagers must be agreed upon by all participants before the game begins
- The agreed wager must be clearly communicated to the Gambler NPC, who will verify that the bet is:
 - Fair
 - Consensual
 - Within the house rules

Once approved, all wagered money must be placed on the table before the first move or card is drawn.

This helps protect against disputes and ensures all bets are honored.

Rules of Conduct

- No stealing is permitted inside the Gambling Hall.
- Money placed on the table, whether bet or awaiting payout, is sacred and protected by the Lumerian code.
- Theft attempts within the Gambling Hall will result in immediate penalties including fines, detainment, or barring from future games.
- No coercion or forced gambling is allowed.

All bets must be freely entered into by all players involved.

- Respect the Gambler NPCs.

Their word is final regarding disputes, cheating, or conduct violations.

Winning & Losing

Winnings may be collected immediately after a game concludes and verified by the NPC if necessary.

Players may choose to bank winnings, wager again, or leave the hall at any time.

Remember: in Essyltania, gambling can be a fast path to riches... or ruin.

Safety & Immersion

The Gambling Hall is considered an in-character, immersive space. While bets and games are mechanical, the environment is social, tense, and alive with rumors, whispers, and power moves. Keep your play in character and your coin close.

2.10 Crafting

In Tales of Essyltania, crafting is more than just a skill, it's a path to influence. Crafted items shape the world around you.

Crafting is a collaborative system involving both players and designated NPCs. It requires not just resources, but knowledge, effort, and the will to create.

To craft an item, a player must:

- Possess the required resources
- Have the appropriate vocational path unlocked
- Know the appropriate recipe for the item

If you meet all criteria, you may approach the NPC responsible for that crafting path (e.g., blacksmithing, alchemy, tailoring, etc.) and combine your resources to receive the crafted item.

Don't Know the Recipe?

Even without the required knowledge, you can still have items crafted:

- Provide the correct resource cards
- Pay a crafting fee to the NPC
- The NPC will then craft the item on your behalf

This system allows gatherers and adventurers to participate in the crafting economy, even without specialized training.

Crafted items are not stealable. You are not required to wear a resource pin when carrying crafted goods.

Crafted items can be safely stored in the bank or carried on your person.

Decay Warning: If the crafted item has a decay timer, placing it in the bank does NOT pause decay. Time-sensitive items should be used, sold, or traded quickly.

Crafting recipes are the heart of a crafter's power. Recipes are obtained in several ways:

- Leveling up your crafting vocation
- Quests and world events
- Discoveries through exploration or experimentation
- Ancient or modern recipe books found in the world

Some recipes are extremely rare. Acquiring one may give you the power to:

- Share it freely with fellow crafters
- Sell the knowledge to the highest bidder
- Guard the secret and monopolize the craft

2.11 Theft in Essyltania

Essyltania is a land of politics and power—but also shadows. Theft between players is allowed under specific in-game rules.

How Theft Works:

Any player wearing a resource marker (pin or sash) is considered to be open to theft.

If another player steals this marker undetected, the theft is successful.

If the target notices or calls out the theft attempt—even if the marker has already been removed—the theft is considered failed, and may be reported to Town Guards.

After a Successful Theft:

- The thief must immediately reveal the stolen marker to the victim.
- The victim then reaches into their pouch and reveals one resource card at random (if carrying multiple).
- The victim tears the corner from the revealed resource card and hands it to the thief.
- That card is now considered stolen.

Stolen Resource Use

Stolen resources come with limitations:

- Can be used in crafting by the thief or sold to other players for crafting use.
- Can be sold to a Fence (an NPC who deals in black market goods).
- Cannot be sold to regular vendors—they will refuse stolen goods.

Note: Fences offer prices below market value. Profit comes with risk.

2.12 Assassinations

In the shadowed corners of Essyltania, daggers and deceit are just as powerful as armies and alliances. Assassinations represent one of the most dangerous—and dramatic—game-play mechanics available, reserved for those skilled enough to wield subtlety as a weapon. Successful assassinations carry a number of in-game consequences for the victim and their allegiances.

Assassination Is a Real Threat. No one in power is truly safe.

The following roles are all valid assassination targets:

- Kingdom Monarchs and Nobility
- Political Leaders or Council Chairs
- Guildmasters and Ranking Guild Members

These high-value individuals will wear colored ribbon markers to designate their status and position of influence.

Note: If you pursue political power and obtain one of these roles you are agreeing to be the possible target of assassination.

The Contract System

When a contract is placed on a target, the following occurs:

- The target is notified discreetly, but not told who issued the contract.
- They are given a "Contract Completion Card", marked with a unique number.
- This card must be carried on their person at all times until the contract is resolved.

The Assassin's Role

Only players who have unlocked the Assassin Class can pursue assassination contracts.

As an Assassin:

- You may receive clues about your target, including status, possible routines, or recent sightings.
- You will also be informed of the reward for a successful completion.
- You will be given a unique numbered card to carry on you to validate your acceptance of the contract.

Methods of Assassination

An assassination is considered successful only if the following criteria are met:

1. Silent Blade

The assassin must:

- Approach the target unseen
- Place a prop dagger against the target's back or side
- Declare quietly: "You've been assassinated."
- If undetected prior to the contact, the action is considered a success.

2. Poisoning

To poison a target, the assassin must:

- Wear a glove or marked hand covering
- Deliver the poison via food, drink, or physical touch (e.g., handshake or pat)
- Maintain contact for 5 full seconds
- After time elapses, reveal the poison prop or token and declare the poisoning

If the contact is uninterrupted and unnoticed, the assassination is considered successful.

After a Successful Assassination

- The target immediately hands over their Contract Completion Card to the assassin.
- The target enters the "Dying" state: (reference 5.4)
- They may call for help, but may not heal themselves
- They may be taken to a temple or receive aid from another player (healer or potion/antidote carrier)
- The assassin delivers the Contract Card to the Pantheon Tent for official record and reward processing
- The assassin is considered to have escaped cleanly, and no combat or further role-play consequence is required

Contested Assassination Attempts

If an assassination attempt is discovered before it is completed, the attempt becomes contested.

Discovery may occur if:

- The target or their allies visibly see the assassin before the blade makes contact
- The poisoning is interrupted, noticed, or called out before 5 seconds have passed

In the Case of a Contested Attempt:

- A duel is declared between the assassin and the target
- Either party may appoint a champion to fight on their behalf
- Standard dueling rules apply—this is not a duel to the death

Duel Outcomes:

If the assassin wins, they are considered to have escaped, and no further punishment occurs.

If the assassin loses, they:

- Are reported to the authorities
- Must hand over their unique numbered assassination contract card to the intended target
- Spend time in the stocks (role-play punishment)
- Lose access to the Assassinate ability for the remainder of the event

Note: The assassin regains use of the ability at the next event.

A contract remains active until the end of the event, it is completed or it is canceled. However, targets who consistently evade or survive attempts earn more than just bragging rights.

If a target:

- Detects, defeats, or survives a total of four separate assassination attempts
- Collects the four physical "Assassination Contract Cards" from those attempts

Then the contract is considered canceled due to failure.

Claiming Victory Over the Contract

Once a target has four valid assassin cards, they may visit the Pantheon Tent to:

- Officially close the contract
- Be informed of the identity of the original contractor
- Collect half of the bounty that was originally paid

This system rewards cunning, awareness, and resilience—and punishes those who rely on assassination as a lazy solution to power struggles.

Important Notes:

- Failed attempt cards must each bear unique identifiers and be submitted together.
- Only one contract may exist on a single target at a time.
- Contractors do not get refunded if the contract is canceled.

Consequences:

Assassinations carry with them a lot of weight. a successful assassination will result in:

- A decrease in respawns for your guild and kingdom during large scale battles.
- Potential scars and character flaws for survivors.
- Possible Perma death for those not healed in the allotted time, or resurrected prior to the end of the event.
- Possible loss of position of power.

When you place a contract, be sure the blade you send is sharp enough and the enemy you choose... isn't sharper still.

Final Notes

- Only players with the Assassin class may attempt assassinations
- Contract targets cannot be changed or reassigned mid-event
- Contract Card numbers are unique and recorded for verification
- Attempts that ignore the outlined mechanics are void and may result in out-of-game consequences

Section 3: Guilds

3.1 What is a Guild?

Guild organizations serve as structured groups or factions that players can join, each offering unique roles, missions, and ways to engage with the world. These guilds are often built around specific social parameters, professions, philosophies, or skill sets, and provide a sense of belonging and purpose within the larger narrative of the game. Guilds form the backbone of Kingdoms providing them with additional resources, kingdom actions, and kingdom points.

Guilds Vs Kingdoms: What is the difference?

Multiple guilds can/will fall under the leadership of an individual kingdom. The kingdom has its own hierarchy, set of rules, and goals it wishes to accomplish during any given scenario. The kingdom will then relay and push those tasks onto its Guilds. How those tasks are accomplished are at each guild's discretion. Guilds may also have their own agendas at each event attempting to gain power, wealth, influence or even unseat kingdom officials and replace them with their own.

3.2 Forming a Guild

Requirements~ New guilds require a minimum of 4 members. A Leader, an Elder, a treasurer, and a scribe.

Leader~ Is the representative of the Guild, and the main point of contact with your guild and game runners whenever in-game events or inquiries are in discussion. As such, Leaders are also responsible for relaying story-line elements and news to the members of the Guild, processing and accepting new members into the Guild, as well as teaching new members the rules. Leaders are responsible for heading negotiations for the Guild. In their absence the Elder will take on this role.

Elder~ Second in command, commands the authority of the leader if/when the leader is absent from an event.

Treasurer~ Is responsible for the acquiring and management of Guild funds. All purchases or trades with Guild money or assets must be approved by the Treasurer.

Scribe~ is a record keeper for the Guild. They are responsible for documenting events, acts of heroism, victories and defeats within the Guild, and submitting these records to the lore master for vaulting.

Once membership requirements are met you are well on your way to helping guide the course of Essyltania history.

Application

Those wishing to form their own Guild are required to submit New Guild Application paperwork. These forms will ask you general questions about your Guild such as; Name, banners, colors, mission, and goals as well as what makes it different from other Guilds which already exist. Your Guild's recognized religions, joining process, rituals, and leaving processes. This is your opportunity to showcase to the GM's your creativity, and start the conversation between you and narrative on how your Guild will best fit into the overarching story-line.

Deliberation and Approval

Your application will then be reviewed by the GM's who will more than likely reach out to you for further in depth discussion about your proposed Guild before being given one of three responses~ approval, revision, or denial. Tales of Essyltania is not generally in the business of flat out denials, we want to see if we can come to a middle ground, however GM's still have to make sure that your Guild aligns with the overall story-line, and the core tenants of the game.

3.3 Joining a guild

Guilds are primarily player run entities, as such different Guilds may have different joining requirements, and others may be closed to invite only. Tales of Essyltania does not set these requirements for Guilds. However, if a Guild is placing a wall into membership that you find crosses any of our rules, we encourage you to report the Guild to game runners.

3.4 Guilds in the Plot

Guilds often play central roles in the overarching narrative of Tales of Essyltania, influencing the direction of the game through their missions, alliances, and rivalries. Players' interactions with Guilds can shape larger political landscapes, with Guilds acting as power brokers or keepers of important secrets.

Conflicts and Rivalries

Guilds may come into conflict with one another over resources, ideologies, or territory, creating opportunities for players to engage in faction-based PvP drama. These rivalries could be resolved through battles, negotiations, or sabotage.

Guild vs. Outside Forces:

Guilds may also be at odds with outside forces, such as invading armies, rival factions, or the forces of darkness. Guilds may come together to form coalitions, wage wars, or undertake dangerous missions to preserve their way of life.

Guild Quests as Plot Hooks:

The Guilds can be instrumental in pushing the narrative forward, providing quests or missions that tie into the larger world events. These quests can lead to dramatic consequences, such as unearthing ancient artifacts, uncovering hidden conspiracies, or uniting warring factions.

3.5 Guild Perks and Responsibilities

Guild Advantages:

Guilds are the backbone of their respective kingdoms, so in addition to not only participating in events with like minded people, having special Guild only vocational classes, and access to kingdom political structures, Guilds have the added benefits of a Guild banking system, Guild camping upgrades, and their own point system, Guild points.

Guild Points~

Guild points much like Personal points can be earned as rewards for quests, completion of tasks, winning tournaments, political intrigue, or passively for obtaining seats on the Kingdom council. Guild points can be spent on a number of different advantages for your Guild including additional respawns in battle, placing assassination contracts, rumor mongering, gaining additional voting power in Kingdom votes.

Can be applied to sabotage or add boons to any buildings on the city map.....

Curse/ boon for Guilds.....

Curse ousted or leaving members.....

Nominate a candidate for an open "player available" seat in a governing body.....

Vote in an election as a Guild.....

Put out assassination contracts.....

Stake a claim to other Guild's structures on the city map.....

Gain extra respawns

Declare independence.....

Bribe an elected official "force to vote a certain way".....

Stop a religion from performing a religious ceremony (can be contested by the religion by hiring mercenaries to repel the forces).....

Reduce Faith Point generation for religions.....

Political Influence~

Guild leaders make up the trusted advisors to the Kingdom heads. Scenarios will be discussed with guild leaders, and votes will be taken in order to help push the direction of your respective Kingdom. Depending on your Kingdom, there may also be council seats up for election which your guilds can campaign for. Owning council seats come with both passive and real time advantages.

Banking System~

Guilds have their own bank accounts. Guilds may put into place any structure they wish for balancing and growing their banks. Any dues, or membership fees the Guild requires must be public knowledge, and dues and/or membership fees must be approved by popular vote if attempting to establish after founding. Any buffs given to the Guild by a Steward (reference the Big Book of Vocations) only effects the Guild account and not the individual accounts of the members. Guild's members are capable of pooling their money into the Guild account, however once in the Guild account, all purchases then fall under the discretion of the Guild Treasurer.

Guild Camp Upgrades~

Guilds are able to use Guild funds in order to purchase permanent Guild camp upgrades. These potential upgrades include Guild hall/Muster/Mess canvas tents, Guild member personal sleeping tents, fire pits, chairs, tables, storage, decorations, etc. These upgrades will be setup by Tales of Essyltania staff prior to your Guilds arrival at the events, and torn down and stored by Tales of Essyltania between events. In the event of a Guild disbanding who owns Guild campsite purchases, these items will become available at auction to other Guilds.

3.6 Guild Influence System

In Tales of Essyltania, Guilds are more than just collectives of like-minded adventurers—they are political entities whose actions help shape the fate of their kingdom. The Guild Influence System governs how Guilds earn recognition, gain privileges, and participate in the ever-shifting balance of power.

Gaining and Losing Influence

Guilds earn Influence Points primarily through the completion of Kingdom Quests by their members. However, not all paths to completion are equal—some outcomes will reflect poorly on the kingdom or contradict its goals. Based on the choices and methods used, a Guild may either gain or lose influence.

Influence points are tracked publicly and serve as a measure of the Guild's standing with the Kingdom's leadership.

Influence and Political Power

Influence isn't just symbolic—it's political currency. Guilds with higher influence:

- Receive additional votes during Kingdom elections.
- May be called upon to perform sensitive or high-stakes tasks exclusive to those in good standing.
- Hold greater sway in policy discussions, war councils, and scenario decisions.

This system ensures that those who invest in the world's political structure can directly affect its outcome.

Prime Real Estate & City Maps

Cities and towns within Essyltania have a finite amount of prime, high-traffic real estate—ideal for guild halls, barracks, or shops. These locations are not just first-come-first-serve. Instead, they are locked behind Influence thresholds.

Once a Guild passes the required threshold, they may claim a building space (first come, first served among eligible Guilds).

These buildings generate passive influence each cycle, so long as:

- The influence threshold is maintained.
- Taxes are paid to the local authority.
- Upkeep (role-played tasks or minor economic contributions) is maintained.

If taxes are not paid or upkeep is ignored, the building may be repossessed or vandalized, leading to influence penalties.

Maintaining & Using Influence

Influence is not permanent. A Guild's influence level can change drastically based on:

- Quest outcomes
- Political betrayal or criminal actions
- Failure to fulfill Kingdom responsibilities
- Delinquency in taxes or building upkeep

Conversely, active involvement in the Kingdom's needs, especially during emergencies, wartime, or religious upheaval—can rapidly boost a Guild's position and unlock new narrative arcs, powers, or real-world game-play privileges.

This system empowers Guilds to become deeply intertwined with the political and social fabric of Essyltania. Influence is a living currency, earn it, spend it, guard it.

Section 4: Kingdoms

4.1 Overview of the Kingdoms of the Providence of Dawn

The House of Dawn~

The House of Dawn is a powerful and devout kingdom, nestled in the fertile lands of central Lumeria. It is a realm ruled by the guiding light of Her Eternal Luminance, a goddess of light, truth, penitence, and divine wrath. The kingdom's very existence is bound to the legacy of Dawn, Her Eternal Luminance's most revered mortal hero, whose valor and righteousness were instrumental in establishing the faith. The lands under the watchful eye of Dawn's descendants have long been safeguarded by a militant religious order, committed to the divine mission of both protecting humanity and spreading the goddess's light.

The Principality of Drune~

Nestled between the rugged northern coastline and the fertile farmlands to the south, Drune is a principality known for its strategic position, vast maritime resources, and its complex political intrigue. With its capital port city perched on the northern shores, Drune thrives as a maritime power with a sharp focus on trade, diplomacy, and stealthy maneuvers. A land shaped by the sea and defined by its people's cunning, Drune's citizens are known for their sharp minds, shrewd business acumen, and their ability to navigate the treacherous waters of both the ocean and political affairs.

The Merchant republic of Baléport~

Set on the coast, perched on the edge of the great expanse of the seas, the Merchant Republic of Baléport stands as a testament to wealth, commerce, and the ceaseless drive for prosperity. It is the most prosperous and vibrant trade hub in the world, sitting at the crossroads of countless merchant routes and with unrivaled access to the riches of distant lands. From its bustling docks to its glittering markets, Baléport is a city of opportunity and excess, where the sound of coins clinking is a constant rhythm that drives every heartbeat of its thriving society.

The Kingdom of Skaldune~

In the harshest corner of the world lies Skaldune, a kingdom forged in the fires of battle, where only the strong survive and only the fiercest warriors command respect. Skaldune is a kingdom where survival is a constant struggle, and every day is a fight to prove one's worth. Yet, despite the brutality of their lives, the Skaldunians share a fierce sense of brotherhood. A warrior who fights alongside his brothers and sisters in arms is bound to them by the blood they shed together.

4.2 Joining a Kingdom

Most players will select a Kingdom during character creation. However, some players may decide to come into an event unaffiliated. Joining a Kingdom is done during swearing/dedication ceremonies. All Kingdoms have their own cultures and rituals for how you might swear allegiance to them. Oaths sworn are held until the completion of the following event. This keeps people from jumping around and disrupting story-line elements.

Kingdom Goals- Each Kingdom arrives at an event with a unique, evolving goal, a narrative objective that must be advanced through strategy, cooperation, and decisive action. The path your Kingdom walks will leave lasting marks on the world.

At the beginning of each event, every Kingdom is assigned a major goal by the event team. This goal is multi-staged and broken down into milestones. These may relate to military dominance, political expansion, resource acquisition, arcane discovery, religious influence, or other thematic objectives.

The primary way to advance your Kingdom's goal is by completing Kingdom Quests. These quests are exclusive to each Kingdom, often delivered by faction leaders or NPCs tied to the realm.

Quest outcomes matter. Most quests offer multiple methods of completion, and the method chosen will:

- Earn varying levels of goal progress points
- Shape future story-lines tied to your Kingdom's culture, reputation, and influence
- Potentially cause conflict or alliance shifts between Kingdoms, factions, or major NPCs

Completing more quests, and making thoughtful choices, moves your Kingdom closer to achieving its event-long goal.

At the end of the event, each Kingdom's progress is evaluated using the following performance scale:

Critical Failure - The Kingdom faltered, suffered major losses, or made reckless decisions that weakened their standing.

Failure - Some progress was made, but key milestones were missed or undermined.

Success - The Kingdom achieved its goal with solid performance and leadership.

Critical Success - The Kingdom not only achieved their goal, but shaped the world around them in powerful and lasting ways.

These results directly affect future events, determining:

- Story-line direction
- NPC relationships
- Access to resources, quests, or power
- The rise (or fall) of player influence within the realm

Kingdom performance persists across events. The decisions you make—how you solve problems, who you empower, who you betray—carry weight.

Your banner doesn't just represent a color on the field.

It represents a legacy.

Kingdom Boons and limitations~

Kingdoms may unlock certain milestone boons during an event. These boons are limited to the duration of the event and can be activated by your ruler in order to bestow advantages to loyal subjects. Players who join a Kingdom after a boon has been activated will not receive the blessing upon joining.

Switching Kingdoms: process and consequences~

Switching a Kingdom requires that you must first leave your already pledged Kingdom. This can be done a number of ways. It can be done in an official capacity, calling a meeting with the ruler, or someone from the board and discussing your intent to leave. Or, something less formal through the Pantheon Tent where you can either, allow your departing to be known by drafting a letter of resignation, or by just leaving and allowing the ruler to find out from an outside source. Each of these options come with their own severity of potential consequences. In person, may receive a lord's blessing, or could carry legal repercussions depending on what might be going on politically, or your allegiance level to the Kingdom, where as sneaking away in the middle of the night could carry with it an assassination contract for your life. All those who leave a Kingdom will have disadvantages placed against any buildings that they own on the City Map. How bad depending on which method you decided to use in leaving.

4.3 The City Map

Each Kingdom has a city map (reference the Big Book on City Maps). These maps are used to purchase lands, build establishments and gain resources. City maps are divided up into City owned land, Kingdom owned Land, and Religious land and requires the express permission of whoever is in charge of that land in order to purchase and build. Building a structure on the map will reward you with passive resources during each event. Most of these buildings require upkeep each event in order to have supplies to produce resources in between events and each building requires taxes that be paid to the Kingdom once per year.

4.4 Kingdom Roles, and Hierarchy

Each Kingdom has its own Political structure and available roles. Some have a council of advisors, some nobility, and others a mixture of Religious and military stations. Depending on which Kingdom you are a part of you will have to learn how your Kingdom's political seats function and for the politically inspired, what qualifications would make you a good candidate for future open seats.

4.5 Kingdom vs. Kingdom politics

War, Alliances, and Diplomacy rules

Kingdoms do not always see eye to eye on issues. This can lead to open conflict between Kingdoms which in turn can lead to alliances between others. Diplomats and Rulers can, will, and often do come to the table to discuss and work out any disagreements, potentially profitable contracts, or disputes over land holdings. When these round table meetings do not reach agreeable consensus sometimes war is the only way forward. Kingdoms have a variety of options to punish their opponents via their Kingdom points. These include, naming ranking/seated officials in assassination contracts, causing economic disruption via sanctions, pushing attrition through the strategic targeting of resources and not to be overlooked- gaining just cause for declaration of war.

In-game events influencing kingdom standings~

Tales of Essyltania's story is meant to create a vast and challenging personal and political landscape and we strive to have fully immersive experiences where your decisions actually matter to the greater story-line. People, Guilds and Kingdoms will often be at odds with one another. Not always about what is the right thing to do, but rather the right way to go about it. The resolutions to these scenarios can and will effect the greater standing of Guilds within their respective Kingdoms and the Kingdoms themselves. Sometimes the smallest event can have the largest ripples in the story-line.

Section 5: Combat Rules

5.1 Safety First

All players wishing to enter into combat **MUST** attend combat training. If you have not had combat training signed off by the arms master prior to a battle, you will not be allowed to participate.

Approved Weapons and Armor

Weapons must be made of soft, flexible materials (e.g., foam, rubber, etc.) and must not pose a risk of injury. Weapons with hard edges, sharp points, or anything capable of causing harm are strictly prohibited. Armor should be designed to protect the wearer while allowing for ease of movement. All armor must be constructed of approved materials, such as padded cloth, leather, rounded non-spiky metal or foam, and be properly inspected before use. All weapons and armor must be inspected and approved by staff prior to each use to insure neither has been damaged to the point of being a danger to those around you.

Combat Marshals and non-combat zones

Combat Marshals are present to ensure the safety of all players during combat scenarios. Players are required to follow all instructions given by Combat Marshals at all times during any combat scenario. Combat marshals will be clearly marked and made easily recognizable.

Non-combat zones include: in the market, inside any personal or business run tent, inside the Pantheon Tent, in any area in a 10 foot radius around field hospitals, a 10 foot radius around the bathrooms, in front of the Bank. These areas are to always be respected as non-combat zones and unless otherwise authorized by the rules of an event, or combat marshal, cannot even host duels.

Consent and Call-out

By showing up to a pre-selected combat zone, or agreeing to a duel, you are consenting to be contacted with LARP weapons. All non-combat contact with another player must be consented to prior to happening. If you are attempting to "pick up a downed player" you must ask that player's permission if it is okay to touch them prior to touching them. You may also use the check-in hand signs by flashing them the "okay?" sign and waiting for a thumbs up or thumbs down. If you receive the thumbs down, then you must hover your hand above the head or shoulder to simulate picking them up and helping them back.

Call out good hits, and downs. It is each persons own responsibility to keep track of there hits and hit points. We understand that in the heat of battle we can forget to keep track, if you have to debate whether you are down or not, error on the side of fairness and take a knee.

If you notice that someone is injured during combat, even if it is just dirt in their eye call a time out and have a combat marshal assist in pausing the fighting to make sure the person is okay.

5.2 Combat Mechanics

Hit Points / Wound System

Base Hit Points (HP): All players start with 2 HP. Each HP represents your ability to continue fighting or resist injuries.

Armor & Bonus Hit Points:

The majority of your kit has to be of the armor type to gain the extra hit points

Light Armor: +1 HP *Leather Armor Kit

Medium Armor: +2 HP *Chainmail Armor Kit

Heavy Armor: +3 HP *Plate Armor Kit

This bonus is added directly to your base HP, and the armor must be properly worn and clearly identifiable.

Special Upgrades, Religious Boons, or Kingdom Buffs~

Players may receive additional points via a number of different sources. These buffs unfortunately do not stack, however, you may take two sources with you into battle. These Hp are considered your last HP, and if you are able to pull away from the battle and get healed prior to going to zero they stay, but if you go to zero HP you must remove and break these boons and will not have access to them for the remainder of the fight.

Strikes to the Body are considered to be worth 2 damage, and a strike to the limbs are counted as 1 damage. Limbs have their own HP depending on the players total HP. Players with 1-3 HP, limbs will have 1 HP each. Players with 4-7 HP, limbs will have 2 HP each. Going to 0 HP in a limb will cripple that limb. Meaning in a leg, you are immobile, or in an arm you must drop any weapon carried in that hand. If you lose both of the same limb, you go into the "Dying" state. For example, if you lose an arm and a leg you can continue fighting as long as you still have HP. However if you lose both arms or both legs, you will go into the "Dying" state regardless of total HP.

Archery and Thrown Weapons~

Arrows and javelins are considered to be worth 2 points of damage regardless of where they hit on the body. (a block with a shield does not constitute a hit) Hits must be called out by both the attacker and blocker. Thrown weapons may be caught by the defender and re-thrown. Javelins and arrows may be recovered and reused however, you are not immune to combat while attempting to recover a javelin or arrow. All arrows and javelins are to be turned in for recovery by the original owner(s) at the end of a combat.

Like other melee weapons, bows and javelin must go through weapons check. Bows should have a maximum draw weight of 30 pounds, all arrows and javelin must be approved padded tip missiles. Each bow will be tested by a marshal prior to being approved to enter into combat.

Thrown, and projectile weapons run a higher risk of striking areas which should be avoided. We understand that accidents do happen however, you should never aim for a players head, and anyone caught head hunting will be removed from the field. In the case of an accident, always check on the player, respect any calls for out of game, and apologize (its just the right thing to do)

Combat is performed at half speed to ensure safety and allow a wider range of weapons and armors. This means that actions such as strikes, blocks, and dodges should be performed at a reduced pace (approximately 50% of normal speed) to reduce the chance of injury.

Healing~

Healing can occur in non-combat zones or through specific abilities and magic. Players cannot heal during combat, except through magical means or designated potions.

Using a Potion~

Potion must be removed from pouch, the wax seal must be cracked on the potion and the potion must be poured onto the ground.

5.3 Special Combat Scenarios

Duels & Tournaments~

A duel is a one-on-one combat scenario where players may challenge one another to settle a dispute or determine superiority.

Duels have a formal start, where both participants agree to the terms (combat rules, special conditions, etc.), and they end when one party's HP is reduced to 0.

Tournaments may involve multiple rounds and combatants. In tournaments, combatants will face off in a series of one-on-one duels or group battles. Players must follow all tournament rules and honor calls made by Combat Marshals.

Mass Battles & Sieges

Mass battles involve large groups of players and may include various combat styles, tactics, and objectives (e.g., capture the flag, defend the stronghold, etc.).

In a mass battle, players will follow the standard combat mechanics, but may also engage in large-scale maneuvers, such as formations, group combat strategies, and coordinated attacks.

Sieges may include the use of siege weapons (e.g., trebuchets, siege ladders) and the defense of a structure or location.

Players will be expected to adhere to special rules for these scenarios, including the use of siege weaponry, strategic points on the field, and defending key objectives.

5.4 Death, Injury & Resurrection

What Happens When a Character Falls~

- If a character's HP is reduced to 0, they enter the "Dying state" and are unable to continue participating in combat until they are healed or revived.
- The character should immediately turn their weapon upside down and kneel or fall to the ground to indicate that they are out of combat.
- A character who is in the dying state may wait for a maximum of three minutes to be helped away from danger by a friendly combatant to either a medical field hospital for healing, or receive a potion of healing while on the field. All touch must be consented too. (see rules above on non-combat consent)
- A dying character may also call for surrender if they wish to avoid permanent death or further injury. The team may then take you back behind their lines to await the end of combat or for a rescue to be mounted.
- If a character does not receive help in three minutes they are considered dead and may return to their spawn point if the scenario allows for respawns.

Recovery Options & Cooldowns~

Characters may receive healing through magical means, potions, or other approved methods. Some abilities or spells may require cooldowns before they can be used again, and these will be stated in the character's abilities or rules.

Any healing or restorative abilities must adhere to cooldown periods, meaning they cannot be used continuously or repeatedly in combat.

Permanent Death Rules~

Tales of Essyltania recognizes that players put a lot of time and effort into their characters, for that reason permanent death is almost always a narrative decision. That being said~ If a character's HP reaches 0 and they are not revived or healed within the designated time-frame, they are permanently dead. You may also choose not to have a dead character brought to a temple and resurrected, you may choose instead to accept a permanent death. When a permanent death takes place, you will go to the Pantheon tent. Report your death to be recorded in the annals of history, and create a new character and Kingdom alignment. You will lose any skill points, personal, Guild, and Kingdom points, piety, and allegiance points. However, you may inherit any currency, resources, or properties from your previous character.

Resurrection Rules:

Resurrection may be possible for permanent death through magical means, but this is subject to specific rules and limitations (e.g., spells, special rituals, Event rules or designated NPCs).

Resurrections should always be performed with consent and under supervision of a staff member.

By adhering to these combat rules, we ensure a fun, safe, and engaging environment for all players. Always remember to respect your fellow players and the combat marshals for a smooth and enjoyable experience!

Section 6: Religions

6.1 Overview of Religion in Essyltania

The Divine Pantheon & Major Faiths

Gods of Mortal Creation:

Her Eternal Luminance~ Goddess of Light

Balthor~ God of War and the Forge

Baraghoul~ God of the Slaughter

Parth~ Goddess of Death

Serrain~ God of Nature

Sylvari~ Goddess of Nature

Orava'gnome~ Goddess of Progress

Zoja~ God of Life

Extended Major Pantheon:

Tar'ront~ God of the Tempest

Lamont~ God of Law and Order

Azeban~ God of Trickery

Barthenon~ God of Art

Daeva~ Goddess of Deceit

Mirashana~ Goddess of the Seas

Ithil~ Goddess of the Moon

Drusa~ Goddess of the Harvest

Faron~ God of the Hunt

Regional Beliefs~

The Saints of Her Eternal Luminance:

Saint Senna

Saint Dawn

Saint of Good Fortune

Lesser God of Balthor:

The Corpse King

6.2 Becoming a Devotee

Roles within the Religion

Each religion within Tales of Essyltania shares a similar power structure, though the names of ranks may differ between religions. The basic structure is as follows:

Head~

High Cleric, True Servant, High Speaker, Herald, Sage etc. These are the religious heads of a chapter. These mortals are generally the ones who interpret the will of their god and put their desires into action. Heads of religion are responsible for conducting religious ceremonies, accepting new members into the fold, and allocating the religions faith points. It is also the Heads job to either attend to the battlefield personally or assign a leader to go in their stead.

Leader~

cleric, priest, servant, druid etc. Leaders are just below heads. Responsible for conducting/participating in religious ceremonies, Leading followers in prayers and general healing. The number of leaders that a religion has depends on the number of followers it has.

Follower~

Those who have devoted themselves to a particular god or goddess. A person may only be a follower of a single religion. Players who follow a religion will receive any advantages or benefits from religious boons from their god.

Joining or Founding a Temple or Sect~

Joining established religions, like joining guilds, may have different prerequisites. Most religions are free to join and have open membership, though some may carry certain stipulations. These situations if any will be discussed with you by the head of the religion before you attempt to join. Once you have decided on a religion to join you will give the head of the sect your devotee coin, which you will start each event out with. These coins will keep track of how many followers a certain religion has at any given time and can effect the boons available at each event.

Forming your own Temple/sect~

There are many gods in Essyltania, and even more lesser gods. In fact, with the gods currently slumbering it seems as if new religions are popping up yearly. In order for these gods to be rightfully acknowledged and to grow more powerful, a place of worship must be established. In order to have the right to start a potentially recognized religious gathering, you must first have the Holy Person Vocation. Then you must apply for a religious license from the Magistrate. These are generally fairly simple to obtain. This will allow you to begin to preach the word of your god in public venues and potentially begin to gain followers and supporters. Once you have achieved 10 followers you may fill out an official request with the GM's to have your religion officially instated as a town religion. This is your chance to sit down and discuss with the GM's the message that your god has spoken to you, lay out your message, and vision for the future. All religious requests will be compared to the backdrop of the established Pantheon before being given approval. Upon approval, you may then build a shrine in town to hold worship at. If you wish to expand further and gain a covered worship space, or permanent structure additional funds may be gathered alone or by your followers in order to secure a larger, better place of worship. These available options much like the Guild campsite upgrades will be setup by Tales of Essyltania staff prior to your arrival and will be broken down and stored by staff between events.

6.3 Religious Powers & Blessings

Faith points~ Faith points, like action and Guild points, can be earned a number of different ways. Through religious based quests, temple donations, or hitting milestones for religious gathering/ceremonies. These points can then be applied to effect players in both positive and negative ways, back or denounce players or guilds, interact with the city maps, or perform larger ceremonial rites.

Miracles, Curses, and Holy Rites~

- Excommunicate (isolate a person and put your followers against them)
- Denounce a Guild
- Boons and Curses
- Remove Buildings from the map in the religion's section
- Add boons to buildings on the map
- Curse buildings in religious section of the map
- Discover abilities/ rituals/ events at faith point milestones
- Back a Guild (Members of the faith in the Guild get an extra respawn) (only one Guild at a time)
- Faith-based Skills and Abilities

6.4 Religion in Society

Influence on Politics and War~

Religions are able to make their impact felt in a number of aspects of society. Religions can excommunicate leaders, giving advantages to those opposing them, back Kingdoms in war time, adding buffs, as well as back candidates in political campaigns.

Conflicts Between Faiths~

Faiths are often at odds with one another. Declaring their god and faith superior to others. Faiths will be rivals with one another over the very heart and soul of Essyltania often engaging in disputes over holy sites, relics, political sway, and on occasion may even enter into open conflict.

Pilgrimages, Rituals, and Religious Events~

The faiths of Essyltania may offer for followers to embark on holy pilgrimages, participate in spiritual rituals, or have calls to action for worldly religious events, in order to secure certain favors or advantages for the Faith. These activities are completely on a volunteer basis, and may or may not unlock boons for all or select members of the faith. Although, those who dedicate their lives to the faith will gain favor within the religion.

Section 7: Camping

Whether you sleep beneath the stars or within canvas walls, your campsite is part of the living world of Essyltania. All players are welcome to camp on-site, but all campers are expected to follow the rules and uphold the shared spirit of the game: respect, immersion, and stewardship.

Types of Camping

Camping at Tales of Essyltania is divided into two main areas:

Modern Camping

This area is open to all tents, modern gear, and creature comforts. While not immersive, it provides a place for players to rest and recharge. Modern camping is located a short walk from the main play area.

Decorum Camping

This is an immersive camping experience designed to blend into the world of Essyltania.

Requirements:

Tents and structures must be approved (vetted) prior to setup to ensure visual consistency with the setting.

Decorum camps are located closer to the main event area, creating a seamless transition between your role-play and rest.

Parking & Setup

After unloading your gear, all vehicles must be moved to the designated parking lot. No cars may remain in the camping area during the event.

*****Campers may set up anywhere within the designated camping zones on a first-come, first-served basis.*****

You are fully responsible for your own setup and tear-down.

Campsites must be kept clean, orderly, and free of trash during and after the event.

Leave your space as good—or better—than you found it.

Fire Safety

- Fires must be contained in raised fire pits or portable above-ground setups.
- No ground fires are permitted.
- Fires must never be left unattended.
- Always keep water or an extinguisher nearby when a fire is lit.

Respect & Courtesy

- Treat your fellow campers with kindness and respect.
- Be considerate of personal space—do not intrude into others' tents or setups without permission.
- Keep any music or noise at a respectable volume, especially during nighttime hours.
- Quiet hours may be enforced if deemed necessary by event staff.

Reporting Issues

If you encounter any problems in the campground—noise disputes, safety concerns, or player conflicts—please report them directly to game runners or designated staff. We are here to ensure everyone's safety and enjoyment.

Camping at Tales of Essyltania is more than sleeping outdoors—it's a chance to extend the adventure, forge friendships, and live the legend around the firelight.

Be mindful. Be respectful.

And may your nights be peaceful... until the horns sound again.