

Weight of Deeds™ Charter

Play in the world. Leave something behind.

Khassid is a world after ruin.

The Cataclysm broke more than stone, sea, and sky. It wounded memory. It scattered peoples, buried roads, silenced shrines, drowned villages, and left old names clinging to fragments no map fully understands.

Yet Khassid did not end.

The world still breathes. Its people rebuild. Its roads return. Its ruins wait beneath moss, ash, and broken stone. Its songs remember only pieces of what once was. Between the fixed stones of history lie the open places: villages not yet named, shrines not yet restored, bridges not yet crossed, roads not yet remembered, and scars not yet understood.

Weight of Deeds exists for those places.

It is an invitation to the players and Dungeon Masters who journey through Khassid and leave something meaningful behind.

Not every story becomes canon.

Not every name is carved into stone.

Not every battle enters the Chronicle.

But some Deeds are too heavy to vanish.

What Weight of Deeds Is

Weight of Deeds is a curated contribution pathway for Tales of Khassid.

It gives players, Dungeon Masters, and tables a way to offer the meaningful marks of their campaigns for possible review, adaptation, recognition, and inclusion within the living world of Khassid.

A submitted Deed may begin with a village saved from ruin, a shrine restored, a road made safe, a dungeon sealed, a bridge renamed, a relic recovered, a faction exposed, a custom born from play, a grave tended, a danger awakened, a truth uncovered, or a memory that refuses to fade.

The shape may be small.

That is not a weakness.

A candle lit at a roadside shrine can matter. A tavern song can matter. A bridge rebuilt after a flood can matter. A name spoken differently because of what happened at the table can matter.

The heart of Weight of Deeds is not the idea alone.

It is the mark left behind.

A Deed is what remains in Khassid because play changed something.

What Weight of Deeds Is Not

Weight of Deeds is not automatic canon.

A submission does not become part of Khassid simply because it was written, played, posted, streamed, shared, or sent to us. Every submitted Deed is an offering for consideration, not a claim upon the world.

Weight of Deeds is not a public vote, popularity contest, or contest of spectacle. We do not weigh a Deed by follower count, production value, table size, character level, or how loudly a story asks to be remembered.

We weigh consequence.

Weight of Deeds is also not a trap.

We want this to be clear from the beginning: offering a Deed to Khassid is not the same thing as handing us your campaign to sell.

A table's private campaign, adventure, characters, writing, maps, notes, and ideas deserve respect. Weight of Deeds exists to recognize meaningful marks left through play, not to quietly take people's work and turn it into products without further agreement.

If a Deed is accepted, Tales of Khassid may adapt the accepted form into the shared canon of Khassid. That is ordinary canon recognition.

But if Tales of Khassid ever wishes to go beyond ordinary canon integration, shared-world use, or public acknowledgment, that requires a separate written agreement before that expanded development proceeds.

That includes things like turning a submitted adventure into a published product, using substantial contributor-created text in a commercial release, or building a product substantially around a contributor's submitted material.

The Deed may be honored.

The contributor may be credited.

The mark may become part of Khassid.

But expanded commercial use requires a separate agreement.

That is part of the trust this system depends on.

Canon Authority

A shared world needs a steady hand.

For that reason, Tales of Khassid remains the final authority over the official canon of Khassid.

No submission becomes canon simply by being sent to Tales of Khassid. A Deed becomes canon only when Tales of Khassid formally accepts it and incorporates its accepted form into an official canon channel.

For Tales of Khassid, official canon channels include khassid.com, Chronicle entries, maps, archives, sourcebooks, adventures, publications, and other records recognized by Tales of Khassid.

Canon is not limited to printed books. If an accepted Deed is entered on khassid.com as part of the official record, it belongs to the canon of Khassid unless otherwise marked.

Tales of Khassid may accept a Deed in whole, accept it in part, request revision, adapt it into a different form, hold it for later consideration, or decline it.

Accepted Deeds may be revised, renamed, relocated, reduced, expanded, combined with existing lore, mythologized, or remembered differently than they first appeared at the table.

This is not done to diminish the Deed.

It is done so that any mark added to Khassid belongs within the greater shape of the world.

The contributor offers the mark. ^[]_{SEP} Tales of Khassid determines its place, form, and weight.

Deeds, Not Claims

Weight of Deeds does not exist to collect empty names or isolated ideas.

A name is not enough.

A village name is not enough. A dungeon name is not enough. A sword name is not enough. A character name is not enough.

A worthy Deed has roots. It belongs somewhere. It changed something. It left something behind. It gives future stories something to touch.

A character may be remembered through Weight of Deeds, but characters are not canonized in isolation. A character matters when their choices, sacrifice, failure, victory, mercy, betrayal, or presence changed the world around them.

A dungeon may be remembered through Weight of Deeds, but the adventure itself is not automatically the Deed. The Deed is what remains because the adventure happened: the ruin sealed, the road made safe, the village changed, the relic recovered, the dead remembered, or the danger awakened.

A Deed is not a demand that Khassid bend around a table's story.

It is an offering of what the table made matter.

Do not submit what your table merely named.

Submit what your table changed.

Submit what remains.

Recognition of Contributors

When a Deed is accepted into the living world of Khassid, Tales of Khassid will seek to recognize the table, creator, Dungeon Master, players, party, gaming group, or approved pseudonym whose play gave rise to it, according to the permissions provided and the form in which the Deed is remembered.

Recognition may appear in different ways. A small mark may receive credit in a Chronicle entry, map note, website acknowledgment, public archive, contributor record, or future hall of contributors. A greater Deed may become part of a gazetteer, regional entry, sourcebook, adventure seed, published location, or future tale within Khassid.

Recognition is not a leaderboard.

A small Deed is not lesser because it is local. A brief map note may carry a table's story farther than anyone expected. A shrine, road, song, grave, inn, ruin, or remembered name may become the thing another table finds years later.

The purpose is not to rank contributors.

The purpose is to honor them clearly.

We want contributors to be able to say:

We were there.^{[[SEP]]}This happened at our table.^{[[SEP]]}And now some part of it lives in Khassid.

Consent and Trust

A Deed may be born at the table, but a table is made of people.

That matters.

By submitting a Deed, the submitter affirms that they have the authority and permissions needed to offer the material included in that submission. This may include player characters, party names, table-created locations, maps, notes, writing, artwork, recordings, handouts, custom factions, NPCs, or other material created through play.

Do not submit what is not yours to offer.

Do not surprise players by carrying their characters, names, private stories, or creative work into public view without permission.

Credit preferences matter. Some contributors may wish to be named publicly. Some may prefer handles, initials, party names, table names, pseudonyms, or anonymous remembrance. Weight of Deeds should honor the mark without violating the trust of the people who made it possible.

The mark matters.

The people matter too.

So does the source of what is offered.

Weight of Deeds is built on remembrance, but remembrance should never come at the cost of trust.

The Open Roads of Khassid

Khassid has fixed foundations: gods, nations, capitals, major histories, central factions, unrevealed truths, and canon still in motion.

Those foundations must be guarded so the world remains coherent from table to table, book to book, and story to story.

But Khassid is more than its capitals and crowned places.

Between the fixed stones lie the open roads: villages, shrines, ruins, bridges, ferries, graveyards, inns, market stops, borderlands, local legends, forgotten towers, broken roads, and half-remembered places where ordinary lives are changed.

Weight of Deeds belongs most often to those open roads.

A table may not decide the fate of a continent, but it may save the village where that continent's future one day turns. A party may not rewrite a god, but it may restore a forgotten shrine where worship begins again. A Dungeon Master may not place a new kingdom on the map, but their table may leave behind a road, ruin, grave, oath, relic, warning, or place of memory that gives Khassid something it did not have before.

The closer a Deed stands to the foundations of Khassid, the more carefully it must be weighed.

Careful does not mean closed.

It means the world is being protected so there remains room for others to enter it.

The open roads are not empty because they do not matter.

They are open because they are where the world still breathes.

Limits and Stewardship

Weight of Deeds must remain sustainable.

That means the system needs restraint as well as invitation.

Tales of Khassid may limit, pause, defer, redirect, or close submissions when needed to preserve the quality of review, the coherence of canon, the health of its stewards, and the long-term integrity of the setting.

Not every Deed can be reviewed immediately. Not every worthy Deed can be accepted. Not every accepted Deed can appear publicly at once.

Some marks may be recorded quickly. Some may wait for the right region, publication, map, story season, or development window. Some may be held until Khassid has room to remember them properly.

These limits are not a rejection of community creativity.

They are a protection of the world that creativity seeks to shape.

A living world must be allowed to breathe.

The Chronicle must remain open enough to receive wonder and guarded enough to remain true.

The Covenant

Weight of Deeds is an invitation to leave something worthy behind.

To submit a Deed is to say:

This mattered.^[]_{SEP} This changed something.^[]_{SEP} This should not be forgotten.

Not every story will enter the Chronicle. Not every Deed will carry the same weight. But the stories made at the table are not small things.

They are the laughter that breaks through danger. The silence after the dice stop rolling. The cheer when the impossible blow lands. The ache of a beloved character's death. The argument over what mercy requires. The hand reached across the table when grief becomes real. The villain spared. The oath kept. The oath broken. The moment no one planned, but everyone remembers.

These are not accidents of play.

They are the living fire of the game.

Weight of Deeds exists because some of that fire leaves marks.

And when one of those marks is strong enough to echo beyond the table where it was born, Khassid wants to remember it with you.