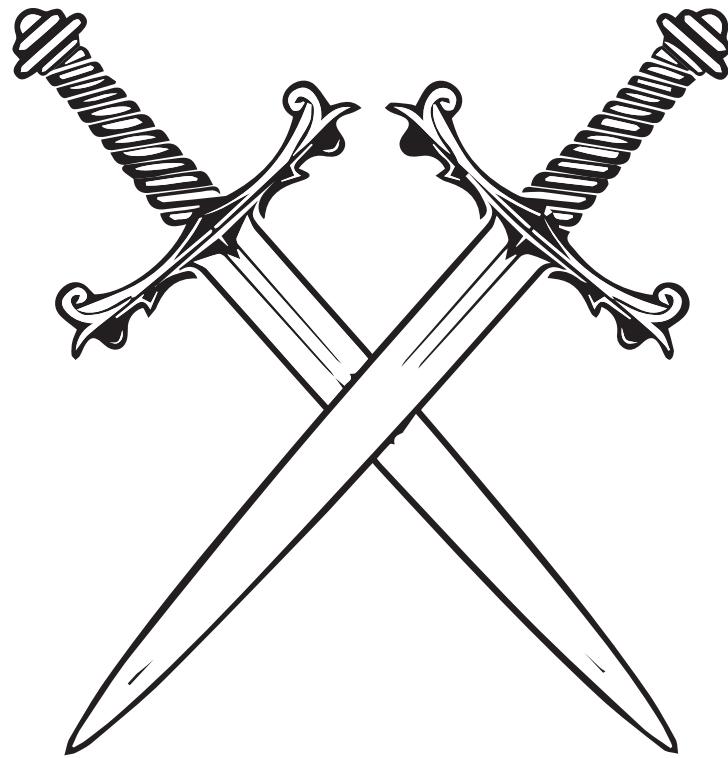


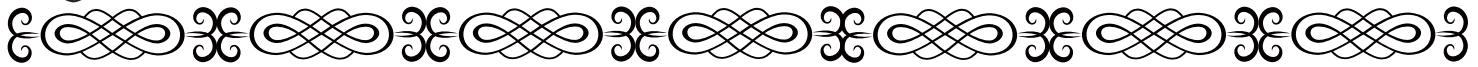
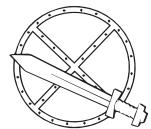
SOLAR

Live Action Fantasy Gaming



MISSISSIPPI CHAPTER RULEBOOK

Version 3.0
2014





Attention Parents and Legal Guardians:

Together we can use SOLAR as an incentive to help our younger players maintain good grades, behavior, and even excel during their high school career. To do so, I will honor the following policy for any parents that are willing to work with me: If you are a high-school aged player wishing to attend any SOLAR event, you must be enrolled in school or enrolled in a GED program. Furthermore, you must show proof that you maintain a minimum 2.0 grade point average or show significant improvement from your last report.

Anyone who maintains a 3.5 (A) or higher grade point average will be rewarded for their hard work. Examples include: in-play money, Build Points, Goblin points, potions, scrolls etc.

If you are a younger player reading this, take a moment to consider letting me and your parents work together to help you succeed. It is important that SOLAR become a part of your successes in life.

Thank You,
Scott Neeley
President, SOLAR Inc.

Disclaimer: This rulebook has been revised and edited to accommodate the needs of the Cerroneth chapter of SOLAR, and may not universally apply to other SOLAR chapters. Please consult your plot team and staff about which rulebook applies to your chapter.

“SOLAR” is the trademark of Southern Organization of Live Action Re-enactments, Incorporated.

This rulebook has been revised from

The SOLAR Player’s Handbook, v2.00 (January) ©2012 by SOLAR, Inc. :

Original SOLAR Player’s Handbook by:	Originally Edited by:	Cover Art by:	Interior Art by:	Map of the Sutherlands by:
Daniel Cook Will Knight Pontus Leander Scott Neeley Kristian Robben Jerrett Stephenson Chad Tenpenny	Daniel Cook Brian Dow Jennifer Hartshorn Scott Neeley Eric Prater Elena Simon Jerrett Stephenson	Chris Hayes	Chris Hayes Stephen Oppelt Enrique Velazquez	Dana Merry

SOLAR Cerroneth Rulebook Revision Team:

Edited by:	Proofread by:	Book Compilation by:	Interior Art by:
Robert Branson Duane Brown Micheal Deaton Kenneth Elwin Andrew M. Garrett Jess Garrett Aaron Cabra Jaynes Justin Johnson James Allan Purvis Valerie Mabry Lee Mitchell Adam Fountain Chris Scarborough “Shack” Rob Simpson	Darryl Bordelon Justin Bragg Daniel Broom Scott Cox Gordon Dickensauge Justin Landry Sean Novak Jacki Schmermund Joey Schmermund Patrick Seibert Lance Smith Joshua Smith	Sarah Scarborough	Branson Coburn Talia Daigre Addy Hilliard Amanda R. Inmon Mat & Tina Likness Sarah Scarborough
			Clipart sources: <i>clker.com</i> <i>clipartpal.com</i> <i>clipartbest.com</i> <i>pdclipart.org</i> <i>vintagefangirl.com</i> <i>50watts.com</i>

Special thanks to all those who have contributed to this organization, those who have been with us through the best and worst of times, and those that could no longer be with us to share our little dream. You will not be forgotten. -the Staff

Table of Contents

CHAPTER 1

WELCOME TO CERRONETH	13
Live Action Fantasy Gaming	2
What Is SOLAR? Who Is SOLAR?	2
Expenses For Players	2
Event Participation	2
Food	3
Game Supplies	3
Getting To Weekend Events	4
Site Locations	4
Packing For A Solar Event	4
At Time of the Event	6
First Timers	6
Navigating Logistics And Checking In	7
Typical Weekend Schedule	9
Out-Of-Game/Play	10
Rules Of Conduct	12
The Solar Code Of Conduct	12
Safety Rules	12
Player Responsibilities	13

CHAPTER 2

WORLD OF CERRONETH	16
The Baronies	17
The People of Cerroneth	31
The Local Customs	33
The Guilds	34

CHAPTER 3

RACES	35
Character Creation	35
Humans	36
The Dwarven Races	37
The “Little” People	40
The Gnomes (R)	41
The Elven Race	42
The Fey Races	47
The Sylvan Fey	47
The Goblinoid Races	52
The Bestial Races	54
The Otherworldly Races	56
Race Make-Up & Costume Requirements	57

Classes	59
Fighters.....	59
Scholar	68
Sorcerer	69
Templar.....	70
Rogues	70
Skills Overview.....	71
CHAPTER 4	
Cerroneth's Game System.....	72
About Death And Resurrection	73
Body Points.....	74
Health Status	75
Combat.....	79
Combat Safety Rules	79
Rules of Offense	80
Combat Rules Violations	84
Battle Magic	85
Casting Magic.....	85
Daily Spell Memorization	86
Spell Attributes	98
Wearing Active Spells	99
Formal Magic.....	102
Using Formal Magic	102
The Outcome of a Formal Ritual.....	103
Formal FAQS.....	107
Magical Items.....	109
Finding Magical Items.....	114
Production.....	116
Potions	116
Scrolls.....	117
Poison	118
Alchemy Productions.....	120
Creating & Using Alchemical Solutions.....	120
Alchemical Costs	121
Monsters	122
Special Attacks By Monsters	122
Monster Ability Descriptions	127
Stealing & Searching.....	136
Enforcing Game Rules	139
Marshals	139
Rules for Marshals	139
Types of Marshals	139
Cheating.....	141
Disciplinary Actions	141

CHAPTER 5

EXPERIENCE POINTS.....	143
Goblin Points.....	145
Build Points.....	146
Build Blanket	146
Experience Point Build & EP Build Cap	146
Build Chart.....	148
Character Re-Spends.....	149
Character History	150
Equipping Your Character	151
Getting Involved.....	159

CHAPTER 6

SKILL TAGS AND SKILL CARDS.....	162
Skill Costs	162
Skills.....	162
Weapons, Combat, & Stealth.....	170
Abilities	182
Production & Alchemy Skills	189
Knowledge & Trade Skills	192
Magic Skills	208
Columnar Format (Celestial and Earth)	209

SPELL DESCRIPTIONS	215
PRODUCTION DESCRIPTION	287
ALCHEMY DESCRIPTIONS	287
POISON DESCRIPTIONS	291
LAWS OF CERRONETH	298
CHART APPENDIX	301
WEAPON GUIDELINES	307
SOLAR MEDICAL INFORMATION	315
LEGAL RELEASE.....	316
MARSHAL NOTES	317



Chapter 1

Welcome to Cerronesh

Here at SOLAR, you role-play as the character you have always imagined, with lots of other players who enjoy gaming as much as you do. You have the chance to become your character from Friday evening around 11 p.m. until Sunday afternoon at 4 p.m. As you will find, there will be ample time to explore and expand your character's personality while living in the SOLAR fantasy world. Do not be afraid to step out of your comfort zone and really experience the world of SOLAR.

We encourage players to stay "in character" the entire event; however there are times you will be *out-of-play (OOP). It is vital that when out-of-play, you be quiet and respectful of the game environment, making yourself as inconspicuous as possible. Being out-of-play will not allow you to experience everything SOLAR has to offer you. Do what it takes to get back *in-play as soon as possible and join the fun that is Live Action Fantasy Gaming.

After creating your character and unpacking your belongings, return to the tavern for Opening Ceremonies at 10 p.m. Friday night. Immediately after opening ceremonies is a mandatory safety course that every new player must attend. After your safety course you become part of the ever changing SOLAR world.

If you have any questions not answered by this book—please do not hesitate to ask anyone on staff for help.

Welcome to SOLAR.

**In-play* (also referred to as "In-character", "In-game", etc.) means you are acting as your character and should behave as your character would, such as eating in the tavern to learning spells from your Guildmaster. *Out-of-play* is when you are not interacting with the game as your character and instead setting up for play, talking with marshals, etc.

Live Action Fantasy Gaming

What Is SOLAR? Who Is SOLAR?

These are questions that you have probably asked at some point, or that you will be asked by others.

SOLAR is a live action roleplaying game...

The world is set within the fantasy world of Cerroneth, in which members meet and, under supervision of staff and storytellers, act out the roles of characters. SOLAR fosters teamwork, critical thinking, and problem solving skills, in addition to physical exercise. We are just as much a sport as a community, encouraging an environment of honesty, courtesy, and intelligence from all our members.

SOLAR is also a club...

Players and staff do their part to monitor themselves and one another to ensure the safety and integrity of everyone involved. We volunteer at campsites, we respect our natural resources, and we look out for one another's safety and well-being. To be an active member of SOLAR means to respect and enforce the rules, keep our campsites clean and reusable, all the while looking out for the welfare and safety of others. Inside this rulebook you will find everything necessary to be an informed member of the game, from characters to campsite advice. If you ever have questions about this organization, go to our web site at Cerroneth.com and ask.

Expenses For Players

Event Participation

Current Registration Fees as of 2014

\$35.00	Playing and sleeping in camp bed
\$30.00	Playing without a camp bed
\$20.00	Playing a half day event. A player can participate from <i>Game on</i> to <i>Reset</i> or from <i>Reset</i> to <i>Game off</i> . The player may choose to spend the other half of the event <i>monstering</i> and/or working for the game.
\$5.00	Full-time Monster with camp bed
FREE	Full-time Monster without camp bed
\$ 5.00	For a four-day event, please add
\$390.00 (<i>Varies</i>)	Season Pass - Back Pay

Cabin Assignments

Cabins are normally done by group preference. Cabin assignment will be done at check-in. Subject to bunk availability. Due to space limitations sometimes it is necessary to sleep in cabins containing your mortal enemy, sleeping out of play is allowed. For the rules on hostile in play sleeping environments see ‘Sleeping with Enemy.’

Pre-registration

You can pay for upcoming events ahead of time by pre-registering. Doing so will give you first priority for cabin space, ahead of people who do not pre-register. At the beginning of the year, you can also buy a season pass, which will cover all your events in one campaign for a year.

Season Pass

Season passes grant you blanket build for each event of the year paid, the chance to epp cap and gob cap as well as a guaranteed bed. You get this regardless if you make the event or not. A season pass holder also gains any production for events they missed.

Back pay

It is possible to back pay for events missed. Similar to season pass this allows you to pay at a discounted rate for events you missed. Paying for missed events get you blanket and the chance to epp cap and gob cap. You do not get any missed production. See the Owner or GM for more on paying for missed event.

Food

We do have a full-service tavern to serve food and drink almost 24 hours a day. The cost varies but is usually around \$4 to \$6 a meal.

Game Supplies

- ❖ Things you may want to purchase once you get to an event:
- ❖ Make-up \$10-\$30 (Human characters don't require makeup)
- ❖ Skill Rings, White headbands, Ward Keys \$2-\$5
- ❖ Costuming \$20 and up!
- ❖ SOLAR safe weapons \$10-\$30
- ❖ Spell Book, Focus and Miscellaneous gaming needs \$15-\$25

Item availability depends on demand. Not all items will be available every event for purchase.

SOLAR encourages people and stores to bring their goods to the events and to sell them prior to opening ceremonies but SOLAR does not guarantee that their will be items for sell at the events.

Getting To Weekend Events

Site Locations

Solar Cerroneth uses several different camp sites throughout the year. Always check our website www.cerroneth.com for directions to the camp site we are using that event.

Packing For A Solar Event

What to Bring

For your first few events, only bring the bare necessities. After a few events, you may come up with interesting ideas for your character's costuming, cabin decorations, or other supplies that would make the game better. To start, the following is a time-tested checklist to consider:

- ↳ Out-of-Play Clothes (Type depends on the season) /Sleeping Bag/Bedding/Pillow(s)
- ↳ Lantern/Flashlight
- ↳ Toiletries (We have bathrooms, but bring your own toilet paper—just in case) /Food/Snacks/WATER
- ↳ Pencil/Pen and Paper
- ↳ Mirror
- ↳ Garbage bags
- ↳ Emergency Items
- ↳ Small First Aid Kit/ Medicine /Matches/Lighter Extra Batteries
- ↳ Hygiene Products
- ↳ Game Items (All in-game items must be in-play at every event)
- ↳ White Headband
- ↳ Tools and Supplies (To repair phys reps and decorate cabins)
- ↳ Costuming /Armor /Jewelry /Weapon(s) /Belt /Pouch(s) /Cloak Makeup
- ↳ Spirit Gum and Prosthetics (if necessary) Cabin Decorations
- ↳ Rugs Tapestries Curtains

An old game veteran trick is to keep most of your SOLAR stuff in a duffle bag or trunk between events, and to wash/repack your costuming when you get home. This decreases both packing time and chance of forgetting something you need!

What NOT to bring to any SOLAR event

Due to restrictions at the State Parks, as well as rules of the organization, there are several items you should not bring to the weekend:

- ☛ Drugs: (No illegal drugs on site. All medical drugs must be checked in with Medical Marshal.)
- ☛ Weapons : Mace, tasers, explosives, knives (*blade over five inches*), knuckles, bludgeons, and guns/firearms (*even if you have a permit to carry*).
- ☛ Sexually obscene/pornographic material
- ☛ Alcohol— even if you are old enough to drink.
- ☛ Fireworks and other explosives.
- ☛ Stereos—if you intend to play anything other than period music. No loud, modern soundtracks.
- ☛ Electrical heaters or air conditioner units.
- ☛ Pets – Consult owner and general manager.
- ☛ A bad attitude—come enjoy your weekend with us and leave your real-life stresses at the door!

At Time of the Event

First Timers

If you have never been to a SOLAR event, try to make it onto site before 9:00 p.m. on Friday night. This way, you will have ample time to get registered, sign all relevant paperwork, and settled in before the game begins. Below is a list of procedures to help you get started.

First, find the tavern!

The tavern is the largest building on site, somewhere in the middle of the camp. There are always lights on there and it should be the most crowded building. Once inside, there will be a table near the door where you check in. (Look for the cash register.) Pay at the Check-In counter, where you will also receive your cabin assignment, paid chit, and get answers for any initial questions or concerns you (if over 18) or your legal guardian may have. If this is your first event this is also where you will fill out the legal and medical release forms. A copy of the release forms can be found in the back of the book.

Next, find Logistics!

Further into the tavern is Logistics, which is where you go once you have checked in. This is where you make your character and collect all the Skill Tags and other information necessary for you to play the game. If you are new, there will always be someone waiting for you to help design your character and get you started.

Then go unpack!

Double check to make sure you have your paid chit, which will have your cabin or bed number written on it. Some Campsites allow driving to the cabin, check with staff before driving. After this, there will be too many players walking around as their characters, and we ask you do not drive beyond the parking area. Once you have found your cabin, find your bed and get unpacked. This is a great time to meet your cabin mates and others in the area, as well as to locate the nearest bathroom and showering facility.

Don't miss Opening Ceremonies!

Park your car in the parking area. Never, ever leave a car in front of a cabin during the game—this can cost you lives and build! Once parked, be back in the tavern by 10:00 p.m. Friday night for introductions from the staff, game news, and important announcements. Immediately following opening ceremonies is the “New Player Meeting” where rules are discussed, a mandatory safety course is administered, and any new questions you may have will be answered. Before opening ceremonies is also the best time to get your armor evaluated and your weapons checked for safety. **Now go have fun!**

The event begins immediately following Opening Ceremonies. It runs all weekend long until Sunday at 4:00 p.m., when we go “out-of-play” and the players begin cleaning the site. Remember, you are staying in a Camp site—a limited resource that we must protect—so always make sure you leave your sleeping area a little cleaner than you found it. Clean your cabin and surrounding area, pack your belongings, and turn in your Paid/Work chit and Life Ticket at the check-out box located at the tavern. Remember to have all this done by no later than 5:00 p.m. on Sunday night. This ensures that the SOLAR staff will have enough time to finish cleaning the site.

Navigating Logistics And Checking In

Check-In

The first step is check in. Here you will usually find a member of management greeting all that walk in. You will pay for your event, get a cabin assigned to you, and fill out any necessary paper work at this station. If you came with a group of friends and want to stay in the same cabin, let us know and we will see if there is room. Remember your first event is free!

Logistics

This should be your second stop along your path to getting in to play. This is where you create or update your character. If this is your first event, our logistics team will help you take your character concept and create it for the solar world. Want to be the brave front line fighter? Human warrior. Want to be the crafty sell sword? Try an elven rogue. Here you will also get your life and skill tags, not to mention your hit points. Collectively referred to as your tags or skill ring, this is everything that your character is. As you continue to play your character will learn more abilities which translates into more tags on your skill ring.

Daily Tags/Cards and Magic Item Cards

This is where you pick up your tags from your pre-request or pull your tags if you have not been playing long enough to start sending in your tag request online yet. This is also where you can pick up any production purchased. You will need to show your spell books, lab cards, and magic item cards before your tags will be given to you. This is also where you can shop at the GOB store.

Item Bonding

Fill out your item bonding card before game on and have it signed and stamped by Tags. Signed you can not modify your item bonding card until reset. For more on item bonding please see the Section on Item Bonding.

Armor and weapon check in.

Find an armor and weapons safety marshal, they are usually set up in the tavern or going cabin to cabin. These marshals will inspect your armor and weapons for safety. If your item is deemed safe you are given a

tag or the item will be marked as safe with a sticker. Once your armor is safe you will also be given your initial armor points based on how much armor you are wearing. Shields must also be inspected for safety. All arrows bolts, bows and crossbows must be inspected by the archery marshal or GM.

Monster town Pulls

Monster town pulls are rewarded for additional time worked helping the game. Each player is required to work 2 hours for the game, but any time worked over this requirement is put towards Monster town pulls. For every 2 hours worked over the required amount a player will earn 1 (one) standard monster pull. The Group pull list has higher end rewards that better reflect the dedication it takes to achieve one. As the name suggests players can pool their time worked together and receive a group pull for every 6 hours of combined work.

Monster town pulls are handled before the event and during Reset. To collect your respective pulls you will be given the opportunity to roll off of either the standard or Group reward list.

Both Standard and Group Monster town pulls can be converted to Goblin Points. Be aware the ratio for trading these in do vary from time to time, so please check with Head of Monstertown for the current ratio.

Saturday “Reset”

“Reset” is the out-of-play period from 4:00-5:00 p.m. on Saturday, when the new “game day” begins, for purposes of Logistics.

At any point during this time, spell casters are required to set aside a minimum of ten minutes in order to study their spells while warriors and rogues must rest for the same period of time to replenish their skills and/or work in their laboratories. This is also the time in which a character may change out his/her Bonded Items and Cloaks (for more on this, see Item Bonding and Cloaks in the Magical Items section). At this time, you should change out cards and tags to the color used for the rest of the event. The typical tag color for the second half of the event is green.

Making Potions/Scrolls/Poisons/Alchemy

Production skills work much the same as daily Skill/Spell tags do during the hours of Logistics at the start of game. Get an appropriate production request form from the request form table, and complete it with the production you wish to create for the event. You must bring your blue, signed Skill tag (received when skill was purchased), formula book (only if producing Alchemy/Poisons), and production request form to the production table during Logistics to obtain that production which you created for the weekend. The number of production points used to create your production can be increased by Labs, which may only have one user and must be found or created in game.

Production Enhancers and Labs

These production points may also be increased by Production Enhancer tags found in-play. If a character cannot afford to make a particular item with his/her levels of a Production Skill with bonus from a Laboratory, then he cannot make said item using the bonus points of a production enhancer tag. If you are planning on creating your production using a Lab, be sure to bring the card and item to show the Marshal.

It is possible to use special Production Enhancers, found in-play, to enhance the amount of production that a character can create. The maximum number of points a character can gain from these Production Enhancers, for a given type of production, at a given event is equal to ten times the level of the character's production skill and the maximum number of any given production type that can be created, using enhancers is ten(10). These Production Enhancers are not multiplied by the use of a Production Lab.

Late Logistics/Check-In

Late check in will be handled by logistics Friday night until 2 am, after that please see the game owner or general manager.

Typical Weekend Schedule

Friday

Check-In 8:00 p.m.–Midnight
Opening Ceremonies..... 10:00 p.m.
In-Play11:00 p.m.

Saturday

Spell/Skill Reset4:00 p.m.–5:00p.m. (Out of Play)

Sunday

Event ends/Out-of-Play4:00 p.m.
Clean-up4:00 p.m.– 6:00 p.m.
Off site6:00 p.m.

Out-Of-Game/Play

Players may be out-of-play (also referred to as OOP, out-of-game, out-of-character, OOC, etc.); buildings and items may be out-of-play. This means that the person or thing is not in the game world, and therefore, cannot affect nor be affected by anyone or anything that is in-game/play, nor can an out-of-play player affect anyone or anything that is in-game.

A player who is out-of-play must wear a white headband to signify he is out-of-game. Anyone who is not wearing a white headband is in-play. As a last resort, in a scenario where one finds oneself without a white headband a hand or weapon over the head also signifies that a player is out-of-play.

Certain buildings are always out-of-play and anyone in these buildings is out-of-play. A person in an out-of-play building must have a good reason for being in there, it is not permissible for a player to run into an out-of-play building to get away from someone or something.

A person may take himself out-of-play at any time provided that doing so will not change the course of action of other characters around him and that he is doing so for good reason. For instance, if a group of monsters is charging a character, the player of that character may not remove himself from the situation by going out-of-game.

Out-Of-Play Buildings

Bath Houses—A player is out-of-game while in a bathhouse.

Plot Cabin—This is out-of-play and may only be entered by Plot Members. If anyone else other than a Plot Member enters the Plot Cabin, his/her character sheet will be destroyed, and the player may be asked to never play SOLAR again. SO STAY OUT!

Tavern—The tavern is always in-play, however the kitchen is a no-combat area. If a player is being chased by a monster, he may not run into the kitchen and claim that the monster cannot attack. If this occurs, the monster may find a Marshal who will have the player either give up his/her Life Tag or fight the monster.

Acceptable Reasons to Go Out-Of-Game:

- ↳ Going to the Bath House—A player going to the bathroom or to take a shower may take his/her character out-of-play. No in-game items may be carried.
- ↳ Medical Reasons—A player who has been physically hurt may take his/her character out-of-game until he recuperates. If it is an emergency, the player should send for a Marshal or Medic.
- ↳ Eating—Although it is discouraged, it is understood that some people do not want to be disturbed by a Goblin while they are eating. Players are encouraged to eat in-play and handle the consequences.

- ↳ Sleeping with the Enemy—Sometimes bed space is limited and may cause the players of rival characters to share a cabin. Since these characters would not sleep in the same cabin with each other, it is permissible for them to sleep out-of-game. However, an individual's character must be somewhere at all times of the day and night—if a player is sleeping in a cabin out-of-play, his/her character must be physically represented by a body-sized object, items showing that it is the character(i.e., .a tabard, a sash, etc.), tags, and all of the in-play belongings on the character. Other in-play items not on the character must be stored in an in-play location, elsewhere if necessary.
- ↳ Working - Working for the game, monster town, marshal shift, staff. etc. If you are going to be OOP for a prolonged time, such as working a shift at monster town, please ensure to physically represent your character some where on site, such as your bunk.
- ↳ Staff or marshal - doing your duty as a staff member or marshal of the game. Fetching a staff member or marshal is also acceptable.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Rules Of Conduct

The Solar Code Of Conduct

SOLAR will neither permit any activity nor accept any suggestion which promotes the use of any of the following: alcohol, drugs, hazardous or toxic materials, dangerous non-game violence, damage to or theft of non-game items or property (including personal physical representations of in-game items), vandalism, pornographic materials, open and gross lewdness, or any actions by an individual or group which demonstrates a wanton lack of respect for the safety or security of the people, property, or environment at any SOLAR event. In addition, SOLAR rules prohibit any form of bigotry or discrimination against any individual or group because of their out-of-game affiliations, including but not limited to: race, gender, age, religion, ethnic background, ideology, sexual orientation, physical appearance, handicap or disability, or any other condition which may be part of a player's background, but not of his/her character (for example, it is permissible to hunt someone down for being a necromancer, vampire, elf, etc., but it is not permissible to hunt someone down for being a woman, member of a minority, minor, etc.).

Safety Rules

Medical Problems

Anyone taking medication under a physician's supervision or having a chronic medical condition (such as an allergy, drug sensitivity, etc.) should inform the SOLAR medical staff so that this information will be available in case of an emergency. There is a form included with this book for listing medical information. You are permitted to photocopy this form to turn in to SOLAR. The SOLAR staff includes trained and certified/licensed emergency medical personnel. They operate in full accordance with standard medical practices, and will maintain full confidentiality. All players do reserve the right to refuse treatment, if preferred.

No Physical Contact

There is a no physical contact rule enforced at all SOLAR events. You are not allowed to touch someone with anything other than a SOLAR approved weapon or spell packet. This means HANDS OFF. Unless the other person agrees to it, no one is allowed to touch anyone, even when using in-game skills such as First Aid.

Alcohol

Alcohol is not allowed at any SOLAR event, regardless of a player's age. Anyone caught with alcohol or illegal drugs will be subject to immediate disciplinary action, ejected from the game, and may never return to any SOLAR-sponsored activity.

Fire

Candles and lanterns add to the atmosphere of the game and players are allowed to cautiously use them for light sources at SOLAR events. However, no flame may ever be left unattended for any reason. It must be extinguished before leaving the area.

Players are discouraged from using flashlights while adventuring and electric lights while in the cabins.

Headbands and Headgear

People frequently make headbands a part of their costume, but a player needs to keep two things in mind:

A white headband signifies the player is out-of-game (see below) and is not able to interact in any way with the game world.

An orange headband signifies the player has been given a special medical status by the game Head Medic. This player can role-play and interact with others in a role-playing setting, but can in no way engage in combat. Spells cast in combat are not effective, however if the character is a spell caster, he or she may cast “stacking” and healing spells, but ONLY if not near active combat. **NEVER SWING AT OR OTHERWISE ENGAGE IN COMBAT WITH A PERSON WEARING AN ORANGE HEADBAND.** If you have a reason for wearing an orange headband at an event, you must report it to game Marshals at Check-In.

Because of these two situations, a character’s in-game headband cannot be white or orange.

Real Weapons

If a player brings a real weapon into the game, he will be asked to put it away. Real weapons may be used for decoration only and may not be carried around by a player. While they add to game atmosphere, they also add a great deal to the danger. Therefore, we encourage their use as a cabin decoration, but not as a personal one. Knives, even pocket knives, should not be carried with you on site during game on with out the previous consent of game management. Some individuals, especially our medic team, will need quick access to their knives in time crital situations.

Player Responsibilities

Fair Play

Cheating in SOLAR takes a lot away from the game. If you get hit by a spell, take the spell. If you get hit by a weapon, take the damage. Surviving is not as important as playing fair.

As a matter of fact, some characters are remembered for years for their dramatic deaths following their epic lives. These players have written their way into the mythology of SOLAR. And here, death is not always the end. The greatest players, the ones who truly contribute to the story, aren’t cheaters. Just follow the rules

and you'll be fine. Known cheaters make a lot of enemies and when the right people find out, are quickly ejected from SOLAR. Please do not hesitate to report cheating offenses to Marshals.

Smoking

Smoking is generally discouraged because it takes away from the atmosphere of the game. If you must smoke you may do so in permitted areas. You MUST police your butts—never throw them on the ground. Those caught tossing butts or any trash upon the ground will find severe repercussions brought against them. Smoking in cabins or porches is not allowed. Smoking of any kind is restricted not just cigarettes. Pipes, Electronic cigarettes, and hookahs are also restricted to smoking areas.

Cleaning Up

Each player is expected to clean his/her or her cabin and the surrounding area before leaving site. (SOLAR takes pride in leaving the sites cleaner than when we arrived.) All trash must be taken to the dumpster, not left in the cabin or placed in the bathhouse trashcan. If the SOLAR staff must clean a cabin, each player who stayed in the cabin will be fined \$5.00. If a player leaves a messy cabin he will forfeit his/her Build Blanket as well as one Life from his/her character sheet. In addition, after the second such sanction against a player, the player will no longer be allowed to stay in a cabin at a SOLAR site.

Lost and Found

SOLAR is not responsible for anything left on site. All items that are unclaimed when the staff leaves the site become the property of SOLAR.

Property labeled with the player's name will be returned, but costumes, weapons, and other phys-reps will be given to the Plot Committee or will be disposed of; too much stuff gets left behind to carry to and from events.

Costuming

Costuming is very important to the game environment. A good costume can make the difference between a good character and a great one. As you will see, there are some really nice costumes in-play and add more to the atmosphere of the game than you can imagine. A good costume does not have to be an expensive one. A pair of plain pants, stretch pants, or tights and a long shirt belted at the waist and worn with leather boots or moccasins works fine and is relatively inexpensive. Avoid outwardly displaying any religious symbols, as there is no religion in SOLAR. The game of Solar is set in a fantasy medieval world and your costuming should reflect this. Blue jeans and a t-shirt should be avoided. If you need help with costuming please ask a member of staff to help you out.

Your costume will most likely evolve as you continue to play the game. If you don't have a full costume at your first few events, don't worry; very few people start with full costumes. However, you really should try to have something period-looking by your third event. For exceptional efforts at costuming, there is even an armor bonus one can get (See the Armor Rating System). Most veteran players are a good source of information. If you need help with your costume, please ask.

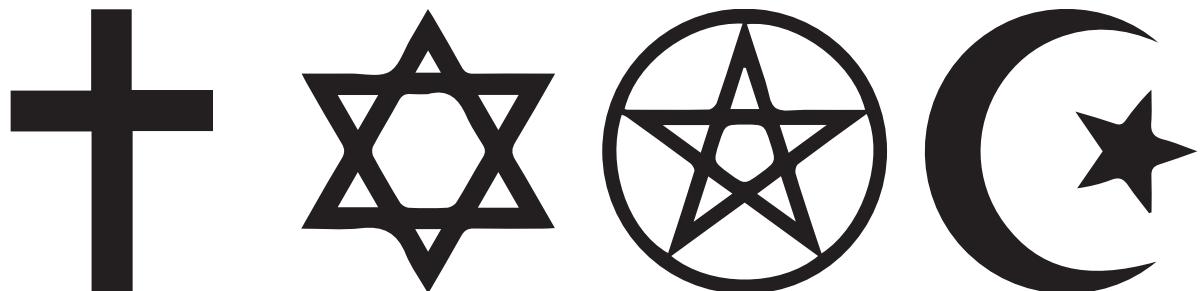
Anachronisms

Players should make sure costumes display no obvious anachronisms such as, jeans, sports shoes, sunglasses, watches, t-shirts, PDAs, beepers, cell phones, etc. Players should also leave soda cans, candy wrappers, etc., in their cabins. All anachronisms are discouraged.

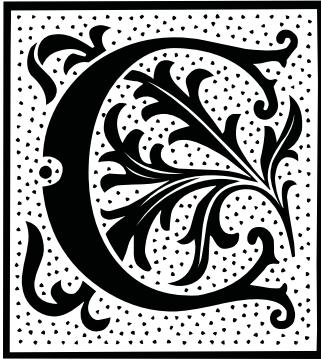
Eyeglasses are perfectly acceptable and in fact have been around since the 1200s. However, some anachronisms, such as a medic-alert tag, cannot be avoided. Players are asked to keep the anachronisms to a minimum.

Religious Symbols

Because there is no religion in SOLAR and because there is such a diversity of religion in the world, players should not bring anything with an overt religious symbol on it, regardless of the religion, out of respect for other players' beliefs. This includes crosses, stars of David, pentacle, etc.



© This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.



Chapter 2

World of Cerroneth

The lands of Cerroneth are lands full of magic and wonder. Historians argue it is the birthplace of Tyrra and that the sands of time first started flowing there. It seems as if the very fabric of reality is tied with the rise and fall these lands. The lands of Cerroneth are varied; fields overflowing with life, harsh barren deserts, deep caverns filled with ancient evils, and peaceful villages all within a few days ride from one another. Danger awaits those Heroes brave or foolish enough to seek it. Ancient tombs, abandoned mines, and lost islands are just some of the ways to seek Glory, Honor and Riches in the lands of Cerroneth. Gather your wits, steel your courage, and prepare yourself for adventure. Welcome to the kingdom of Cerroneth.

The History of Cerroneth

The history of Cerroneth proper has been handed down, remembered, forgotten, and remembered again by many different people. It is generally accepted that the world we are on, Tyrra, was always here. Scholars still debate as to how Tyrra itself was formed. Some say the Dragons made the world, while others give credit to the Alumari, a mysterious race with power over creation itself.

Excerpt from Cerroneth, a Land in Turmoil by Undrail Mark, Kingdom Historian.

“Cerroneth has always been a proud country, fiercely independent, unquestionably loyal, and unforgiving to the unwary. The bloodline of Von’ Crimson ruled the lands from the city of Vel’ Yadin. The populace was treated fairly and given freedoms to pursue their own goals and dreams. Trade with the distant Sutherlands flourished and the trade ships of Cerroneth were known to carry goods on the spiced roads along the silk triangle of the fabled Jade Isles. Life in Cerroneth was good.

The Orc Wars brought an end to the times of plenty. Armies of Orcs invaded the lands of Cerroneth, destroying all before them. Nothing was safe from the burning hands of the greenskin army. Valiant warriors rode out to defend their lands, only to find defeat and death at the hands of the invaders. The Von’ Crimson household was scattered to the winds, many saying that the bloodline was snuffed out entirely on the fields of battle. For years the Orcs held power in Cerroneth, looting and plundering as they saw fit. The Kingdom was in tatters, with only small pockets of resistance left throughout the lands. Cerroneth was left on her own; to suffer the invaders until such a time as her people could rise up and reclaim their homeland.

Desperate times make heroes of us all. When hope was all but gone, a rally cry began to spread throughout the Kingdom. By-Tor lives, The Prince has returned! Banners of Brown



and Green began to appear over inns and throughout the remaining homesteads. Orc encampments were attacked and raised with daring night raids. Each time a green and brown standard with the red dragon would be left at the site of the battle. Renewed hope and courage came in the form of returning heroes from the Sutherlands. Prince By-Tor Von' Crimson himself returned to liberate the lands of Cerroneth. After several months of bloody fighting and near disasters the forces of Von' Crimson are successful in driving out the Orcs, and scattering their warbands to the far reaches of the lands.

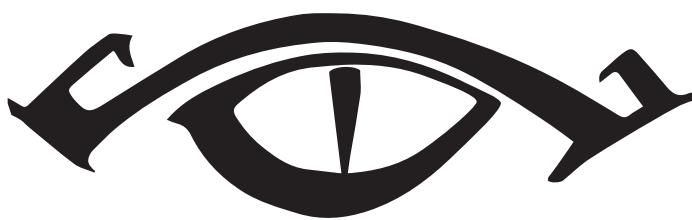
With the return of the heroes, and King Robert Von' Crimson regaining his/her throne the lands of Cerroneth began to pull together to rebuild. Farms were rebuilt, the land tilled and replanted. Neighbor helped neighbor, and slowly the memories of the dark times fled. The lands of Cerroneth are nothing if not resilient, and with the passage of time it seemed as though a new age of prosperity was upon the Kingdom. However this was not to be.

Robert Von Crimson died suddenly and mysteriously, ending the short time of peace. Von Crimson left no clear heir. Brother fought Brother, friend against friend, and neighbor killed neighbor. All of this chaos occurred in the quest to claim the crown. The Session war, when sides were chosen by all and neutrality was not an option. Death and destruction covered the lands of Cerroneth. The Crown rests now with the Dhoeseneine bloodline. Having been raised to a King, Dhoeseneine rules the lands with a firm hand, and leads the rebuilding efforts from the front. Over the years many calamities have befallen Cerroneth: Arcane invasion from the East, fell undead rising from tombs and dark places, even a resurgence of orcs pillaging the lands again. Each and every disaster has not only been met, but overcome by the resilient heroes of Cerroneth. Each day brings another danger to the Kingdom, but also new heroes to the shores of Cerroneth. It is up to us all to band together and forge a strong future for this proud Kingdom."

The Baronies

The lands of Cerroneth are divided into eight baronies, each of which are subjects to the crown. Each barony is ruled by a Baron or Baroness and they each have their own accompanying noble court. Though not everyone is apart of a barony, those who are may enjoy the protection, status, and camaraderie they can provide.

Morlond



The lands of Morlond are located in the southeastern corner of the Kingdom. The colors and device of Morlond are a black field with red trim and a stylized red eye, known as "The Eye of Morlond." One of the oldest baronies, Morlond traces its history back to times predating even the Barrier. The coastal cities are home to many pirates and privateers; a fact that is worn as a badge of honor amongst the people of Morlond. Seafaring people are always welcomed amongst the docks and harbors that

litter the southern coast.

With mountain ranges bordering the east and a vast desert covering the remaining land, the people of Morlond are survivors by nature. The people of Morlond are quick to defend themselves and face all adversaries head on and without hesitation.

Major Cities:

Cape Amethyst — Located on the southernmost tip of Cerroneth, Cape Amethyst is one of Cerroneth's busiest ports. It is also a well-fortified, strategic military point, housing Morlond's navy. Heavily fortified and well supplied, this port city acts as a staging point for many merchants wishing to promote their wares in foreign lands.

Scarlet Reach— Northeast of Cape Amethyst is the area known as the Scarlet Reach. This city is famous for their fishing community. The people are hardy and take to boats as soon as they can walk. Many traveling sailors frequent the inns of the Scarlet Reach, and much information is shared there.

Valenbire—A few days northeast of The Scarlet Reach near the Dethel border lies the city of Valenbire. This city is located near an oasis and acts as a stopping ground for traveling groups. The people of Valenbire are wary of outsiders and tend to remain silent and guarded towards visitors to their city.

Morgan Flats- The city of Morgan Flats is located on the western edge of the great desert. Many poets and learned scholars gather here to search for knowledge in the vast libraries housed here. Rumors of lost secrets bring adventurers to the flats in search of ancient artifacts. The validity of these claims remains open for debate.

Molmont—Another port city, Molmont is renowned as one of the finest shipbuilding locations in Cerroneth. Shipwrights from throughout the kingdom regularly travel to study under the master builders of Molmont. Fleets of ships can be seen leaving the Red Harbors of Molmont. Visitors are allowed to travel to the city, however access to the docks are strictly regulated to ensure trade secrecy is maintained.

Horatio Down— A few days northeast of Molmont is a fairly large, walled city located the eastern edge of The Great Sands. Further east, the fertile lands of Quinn's Plantations and Bruier Homestead support large scale agriculture. Much of Morlond's agriculture is funneled through the Downs, where it is processed and sent to predetermined locations throughout the barony.

Other Towns and Villages—Morlond is a very harsh realm, with little in the way of fertile land, so smaller villages are few and far between. Smaller port cities tend to spring up from time to time, only to disappear as trade dries up. Several traveling merchants report seeing smaller towns in the great sands, however more often than not these are mere mirages brought on by the harsh desert climates.

In-Game Morlond citizen role-playing tips and suggestions (for new players):Many residents of Morlond have lived at least part of their lives on the sea. The lands of Morlond consist of vast deserts which also tend

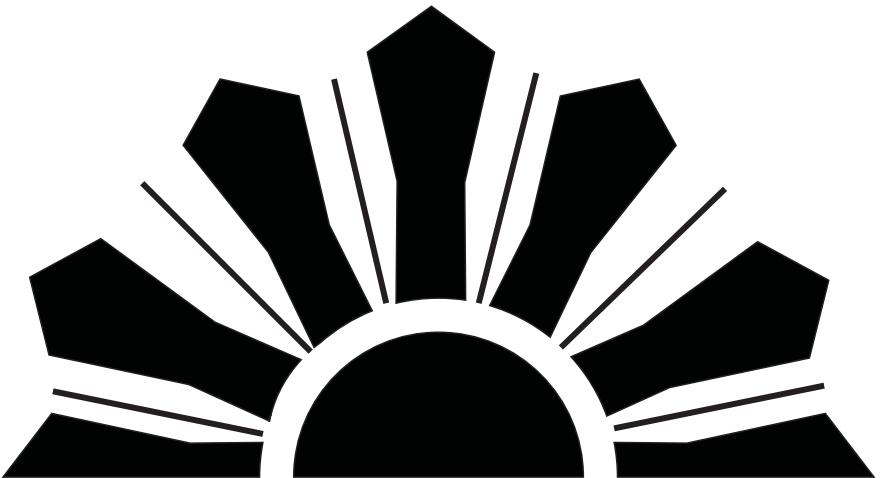
to breed harsh, strong, and blunt citizens. The ports of Morlond also bring many foreign sailors and exotic goods.

In Play Rumors:

- ❖ The Deserts of Morlond house many ghost towns and abandoned villages. Reports of undead roaming these wastelands are common place.
- ❖ A mighty sea monster lives just south of the Scarlet Reach. When the beast emerges from its lair sailors refuse to leave their harbor.

Sundir

The Lands of Sundir are located in the North Eastern portion of Cerroneth. To the North the Njal Mountains and the Great Forest serve as boundaries and to the east the storied lands of Clanthia. Several rivers flow through the rolling hills of Sundir. The Mighty Cricetus and Opherean Rivers allow for goods to flow down to the Sea of Tears. Many travelers journey to northern Sundir to visit the fabled Emerald Lake, whose waters are said to contain restorative properties. The Baronies color are black and yellow with a yellow stylized seven ray sun.



Edited by Sarah Scarborough 2014

For many years the lands of Sundir were looked upon as the model of a successful Barony. However being on the eastern border of Cerroneth, these lands were hit the hardest by invading forces. Now the lands are scarred and towns are scattered throughout the Barony. This is a land of martial prowess. Everyone has skill with some form of weapon, and many are more than moderately skilled in several fighting techniques.

For all the hardships faced by the populace, it is no surprise that more recruits for the Kingdom armies come from Sundir than any other Barony. This is a source of pride for many of the townsfolk, who are quick to remind anyone who will listen that Sundir is the strong arm of Kingdom.

Major Cities:

Silverstone — One of the major cities of Sundir, this sprawling city is located along the Southern borders of the barony. Several training grounds are located on the outskirts of the city with emphasis being placed in the elemental arts. A center for trade and learning, Silverstone stands as a testament towards the importance of balancing a strong military presence with a strong sense of learning and trade.

Stone Port — A northern city located in the mountains. This city is heavily fortified and has been used in times past to shelter kingdom officials during times of war or other threats. The people of the Stone port are proud of their station, and guard their secrets closely. Visitors are greeted with smiles, but those seeking to explore the city are kept strictly on a guided tour. An item of note about the city is that there are no public inns inside the city proper.

Brialis — Located along the Cricetus river Brialis is a bustling trade city. Sailors flock to the ports in search of work helping move goods up and down the mighty river. This city also acts as the stopping point for most adventuring groups seeking to explore the Emerald lake. Shops line the streets and the merchant houses have vast stockpiles of wares for the needy adventurer, but be warned the prices in Brialis are also among the highest in the entire kingdom.

Holg — Located near the bend in the Cricetus river, the people of Holg spend their days traveling throughout the land. This city has been rebuilt several times, and each time the walls were built a little higher and a little thicker. A small contingent of dwarves call Holg home, and with their expertise the city is beginning to blossom as a trade hub.

Draconus — This is a martial city that produces arguably the best cavalry units in all of Cerroneth. Situated on the Northern Horse Plains the wide open land is perfect for training calvary. Barracks and stables make up the most of Draconus buildings, but many visitors frequent the taverns and inns to watch the training and parades of the proud cavalry units. It is rumored that the stables of Draconus care for the Kings own stallions.

Other Towns and Villages — many of the outlying towns and villages have been abandoned and the populace moved to a more defensible city. With the rebuilding of Cerroneth small towns and villages are springing up throughout the lands of Sundir, and with time there will be more mighty cities throughout the Barony.

In-Game Sundir citizen role-playing tips (for new players): Sundir Citizens are extremely disciplined. They know that there is strength in numbers but only if the proper tactics are employed. There is a strong sense of Baronial pride from members of Sundir. The townsfolk are the shield of Cerroneth from the invaders from the east, and this is a duty they perform with pride.

In Play Rumors:

- ❖ There are ruins in Emerald lake that are inhabited by strange beasts. Those who have sought to find this city have never returned.
- ❖ When a member of Sundir swears an oath, they are bound by their word regardless of the cost.

The Enclave

The colors of the Enclave are purple and dark green on a two panel lay out. Their symbol is the tree of life. Located in the North Western part of the Kingdom, the lands of the Enclave are wild and untamed. Once abandoned, deemed barren, the lands now team with life thanks to the hard work of the kingdoms newest citizens, the Orcs. Rough and ill tempered these hardy folk are carving a life from these salted lands one acer at a time. Orcs, ogers and goblinoids of all kinds work along side the other races of Cerroneth farming and working the lands. Even though they are more attuned to nature than most baronies this is still a harsh and hostile land where one choices could mean life or death. By working together the citizens of the Enclave are slowly rebuilding and restoring the health of the lands.

Major Cities:

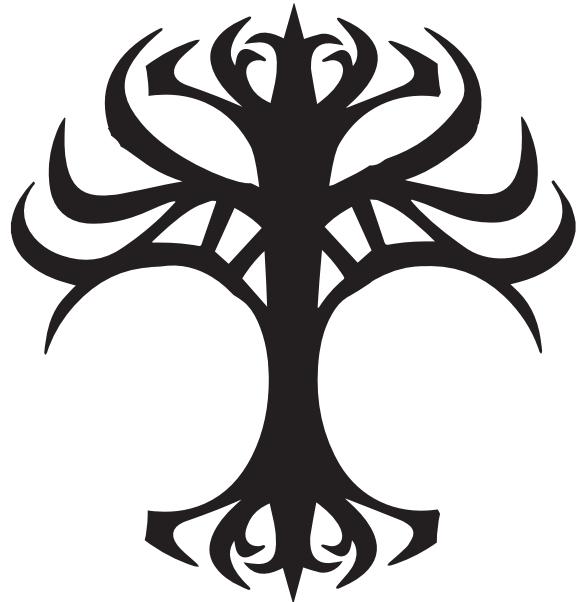
Haven — Located on the Eastern side of the Jerinth Peninsula this city is one of the few ports in the Enclave. Many ships ride out storms by taking shelter at Haven, and the city has prospered due to its excellent selection of safe harbors. Farmers bring their crops to Haven to conduct a healthy trade with the passing sea traffic.

Other towns and Villages — There are several small towns and villages scattered throughout the Enclave. The exact location of many of these change with the seasons. Living in harmony with Nature is important to the citizens of the Enclave.

In Game Enclave citizen role-playing tips (for new players): Balance is the bread and butter of the Enclave. Townfolks love to be out in nature and hate to see natural resources wasted or needlessly destroyed. Earth magics are especially strong throughout this Barony. Necromancers do not tend to last long around members of the Enclave.

In-Play Rumors:

- ❖ The Druids grove is located within one of the Enclave's Great Forests.
- ❖ More money is spent on education than any other barony.
- ❖ Undead cannot cross into the lands of the Enclave based off of the positively charged aura of the lands.
- ❖ The orcs are biding their time and plan to invade again.



Edited by Sarah Scarborough 2014

Tymor

One of the youngest Baronies, Tymor, comprised of what was once known as Markass, is located centrally in Cerroneth. The colors of Tymor are Midnight Blue with Golden lines on the breast. Their symbol is the Stag. The Southern border is the Thandern River and the Northern Boundary is the River Du'inne and the area of land known as the Teeth.

Tymor is the breadbasket of Cerroneth with many farms and agricultural villages throughout its borders. Farmers and bakers of Tymor are highly sought after by other baronies as they are viewed as some of the best in their respective trades.

Many visitors are lulled into believing the populace to be farmers and craftsmen only, but upon inspection the lands of Tymor are home to some of the most versatile fighters in the kingdom. The troops of Tymor are trained to be ready for anything, many are skilled with both blade and spell, while others are trained with missile weapons and other non-conventional weapons of war. There are rumors of a great influx of haflings to the lands of Tymor over the last few years.

It is commonly held if you need something, you can find it in the huge markets of the Tymor, and if it is not available during the day, then you can probably find it at night, for a price. This prosperity has of course brought other elements such as very active Thieves guilds and the like, who tax any they can. The nobles of this land are forever trying to control this aspect of the Barony, but none yet have had success.

Major Cities:

MacSoone — Located on the outskirts of Storm Lake this city lies in the shadow of the now infamous Vel'Yadin. Many adventurers who seek to journey into the cursed city set up their bases of operations in MacSoone.

Molle'Ma — Port City located at the mouth of the River Du'inne and on the Sea of Tears. This port hub acts as a starting point for many merchant ships that wish to trade further inland. The market place here is busy both night and day. It is rumored that anything can be purchased at Molle'Ma if the right question and payment are involved.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Ky'Leth — Fort City located on the northern Boarder. This City has recently been established when Tymor began to reconstruct the line of fortifications known as the Dragon Forts. A unique feature of this city is that it houses an Embassy for the Wild Elf King from the Wood Elf nation to the east. Trade takes place freely and the Wild elves are welcomed as traveling dignitaries. Due to the cultural demands all forms of Chaos and poisons are not allowed inside the city walls.

New Jharya — Located deep in the Great Sands Desert this oasis city is home to one of Cerroneth's greatest libraries. Access is only granted by Kingdom order and the library is guarded by many magical and mundane means. Not the least of which is the desert itself. New Jharya also acts as the epicenter for the Sarr population of Cerroneth. The Matriarch still holds court here, and many Sarr make it a point to journey to New Jharya at least once in their lifetime.

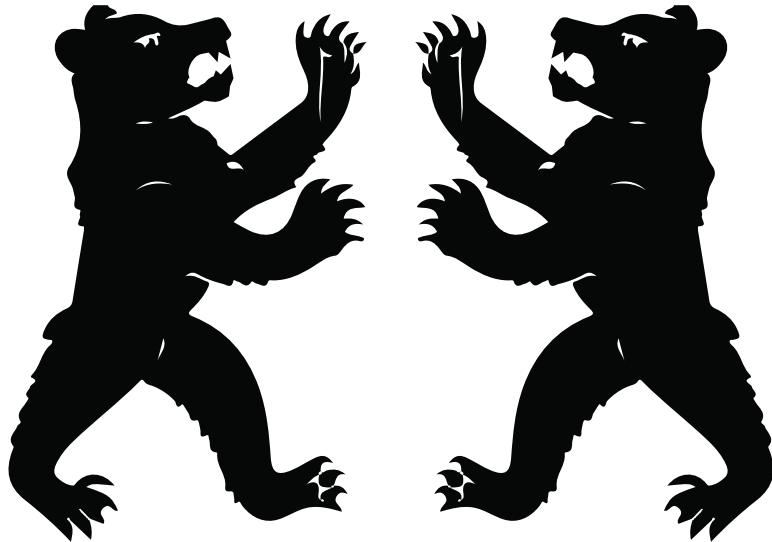
In Game Tymor citizen role-playing tips (for new players): Scholars, Templars, Merchants, warriors and many more peoples are from here. The people of Tymor are generous to a fault. Visitors report being offered food and lodging at every stop with no payment asked for. Learning and craftskill are highly valued in Tymor. Craftsmen throughout the kingdom journey to Tymor to train under the many Guilds that make the Barony their home.

In Play Rumors:

- ❖ The land around Vel'Yadin is cursed. Anyone who dies near these ruins return as an undead shell of themselves.
- ❖ A hidden pass in the eastern section of the Barony leads safely through the mountain to the lands beyond. This pass is guarded by a powerful group of brigands who tax any who wish to pass.

Tivilir

Located on the eastern coast, the lands of Tivilir are covered in the North by a vast mountain range. The Colors of Tivilir are Red and white with a mirrored image of rampant bears, one white and one red. Citizens of Tivilir are rugged, with many making their livings in mines and smithing. Many wealthy merchants and nobles come to Tivilir to procure goods from the enigmatic guild of Engineers, which is located in Tivilir. A healthy dwarven population lives in the mountain chain, and several clans have taken up permanent residence in newly founded dwarven keeps.



Edited by Sarah Scarborough 2014

Major Cities:

Nellyu — This walled city guards the eastern pass that leads deeper into the mountains of the barony. Guarded check points question any and all who seek entrance to the plains beyond. This is also a trading center of Tivilir, where those who survive in the barren plains come to buy and trade for items brought from the far east through the Nelly–Archaim pass. In the mountains somewhere nearby is reputed to be an Ancient Mausoleum.

Finyalla — A port city that many adventurers visit as their last stopping point before venturing out to explore the mysterious FireFang Island. There is a healthy amount of boating traffic from the Far East as well. Several times a year Finyalla hosts the Silk Sails, a merchant fleet from the Jade islands that brings goods to trade for Cerroneth steel.

Vaerinn — Often called the Dark City, Vaerinn is actually built into the side of the mountain chains. Most if not all of the cities inhabitants live their lives underground. Visitors are kept out of the city proper and asked to stay in the taverns and inns that build outside of the stone gates of Vaerinn. Rumors exist of an underground tunnel system that stretches to Vel' Yadin itself. These remain unconfirmed to this day.

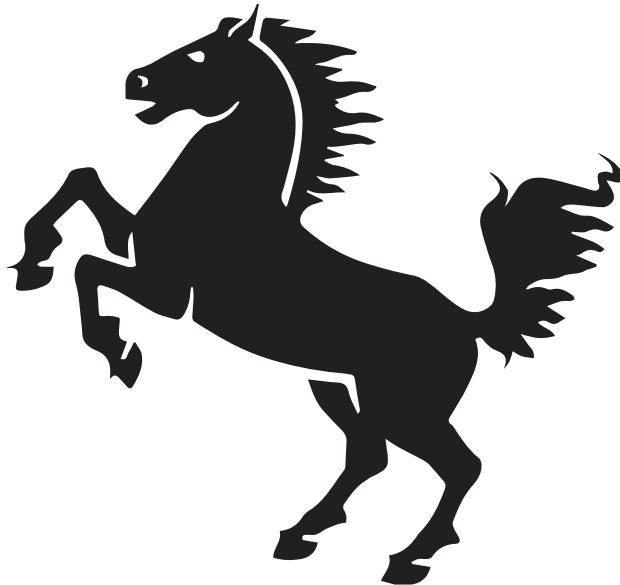
Yute — This city houses the vast compound of the Engineers guild. The guild itself is self-sufficient and visitors are usually met with a cold welcome. Those who journey to Yute often find the doors barred to all but members of the Guild.

In Game Tivilir citizen role-playing tips (for new players): Upfront and very Practical. Citizens of Tivilir prize utility and effectiveness over fancy or pretty. Almost everyone from these lands has spent time in mines or around a smithing forge.

In-Play Rumors:

- ❖ Deep in the mountains beneath the tallest peaks lies the largest mithril deposit in Cerroneth.
- ❖ During the new moon strange creatures crawl from the eastern sea to raid and plunder the coastal cities of Tivilir.





Celibhar

The flower of Cerronethian nobility. The sun seems to shine just a bit brighter in the lands of Celibhar. Citizens are known throughout the Kingdom for their strong sense of honor and duty. Several Knightly orders trace their origins to the fields of Celibhar. In Celibhar one's word is their bond, and this holds true throughout the political structure. Villagers help one another, and crimes are quickly investigated. Criminals tend to migrate out of Celibhar rather quickly, due mainly to the high volume of town watch and local militia divisions throughout the Barony. Strength of arms are prized in Celibhar, but not as much as strength of one's honor.

© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Major Cities

Drennar — The people of Drennar often aspire to become knightly squires. The city focuses on virtuous training of each and every member of their town's militia. Strictly drilled and highly motivated the citizens of Drennar stand as a shining example of what hard training and dedication can accomplish.

Shade — An industrious town that supplies some of the finest barding in all of Cerroneth. Shade supplies their wares to the horse masters of the Koth Steppes in exchange for horses and grain. Citizens from Shade are highly sought after for their affinity with leather working.

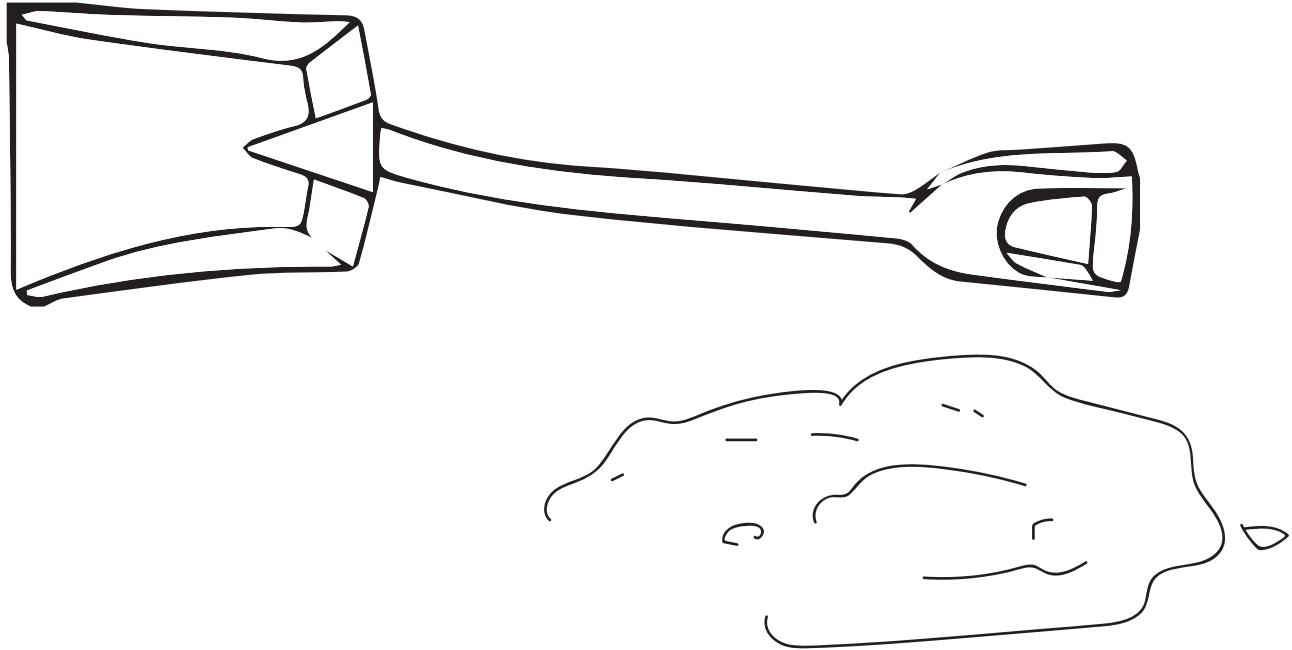
Koth Steppes — Home to the horse lords of Celibhar. These Steppes offer plenty of open room for Knightly training and drills. It is commonplace to see several units of mounted Knights thundering through the Steppes as they practice their perfectly timed charges. It is rumored that before a squire can be fully accepted as a cavalier he must spend at least a year on these Steppes learning to become one with his/her steed.

Lowcash — To every rule there is an exception, and Lowcash is the polar opposite of every other city in Celibhar. City watchmen turn a blind eye on the seedy dealings of Lowcash. Reports of black markets and illicit dealings are common place in Lowcash.

In Game Celibhar citizen role-playing tips (for new players): Celibhar celebrates honor and loyalty. Anyone from this Barony understands that oaths are not easily given, and must be followed to the letter. Cowardice has no place in a citizen of Celibhar.

In Play Rumor:

- ❖ Supposedly the citizens of Celibhar have been digging a very long underground tunnel towards the Northern border for years, for some unknown purpose.
- ❖ The largest entrance to the Underdark is located in these lands, and many drae and dark dwarves can be found here at night, not always for legitimate purposes.
- ❖ At night the central plains of the land will be awash with free roaming Undead, all seeking a release from their state of unrest.



Edited by Sarah Scarborough 2014

Haldras

The colors of Haldras are Brown and Gold with their symbol being a Hammer and Tongs. The Barony of Haldras has the largest Dwarven and Gnome populations. Most of the cities in this Barony are actually underground. The Dwarves have fortified the mountains to the east and countless strongholds exist there. The ore rich mountains help feed the hungry forges of the Dwarven smiths of Haldras. The mountains provide the majority of ore used throughout the kingdom. No nonsense and straight to the point, dealing with citizens in Haldras can be both refreshing and maddening at the same time. Metals are prized for their usefulness as tools or weapons over their luster and shine. Many heroes travel to the lands of Haldras to employ one of the master weapon crafters that ply their trade here. The Khazad-nala Mountains are home to ancestral forts of the Dwarven people.

Major Cities:

Tayling — Reach Located on the Eastern borders of Haldras just inside the desert sands this city is one of the few located wholly above ground. Several merchants travel here to pick up the fabled blades of the Khazad-nala Clans. All sorts of weapons are produced but the Warhammers are most prized of all, commands huge prices, but providing arms of unmatched quality.

Vander — Located in the foothills on the banks of the Thane River this city is the center of export for Haldras. Small trade fleets depart regularly with forged goods and return laden with cloth and other essentials for the barony. Several tunnels can be seen in the foothills, however these are highly guarded and their purpose remains a mystery.

Karak-aduin — Sprawling dwarven city located high in the mountain chain. The fabled white gates, constructed from the purest mithril, allow for the only public access point to this city. It is said that the city spans the entire mountain width and allows access to the Great Sands, but the existence of any such tunnel remains a mystery.

Last Home — Not a city so to say but this stone fort sits upon the highest mountain peak. In times of war the great horn is sounded and legend tells that the mountains themselves will aid the horn's blower in battle as long as their cause is true.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Other City and Villages — Small mining villages run along the mountains. Large numbers of Dwarves and Gnomes continually search for new veins to harvest through the land.

In Game Haldras citizen role-playing tips (for new players): Life is hard, but citizens of Haldras are harder. The lands temper the people as the master smiths temper their blades. Harsh underground living has exposed many citizens to the horrors of the Underdark, which the stoic warriors of Haldras grimly hold at bay. Citizens from Haldras honor their word, and hold fast to any agreement they forge. Those who break their oaths are looked down upon heavily.

In Play Rumor:

- ❖ The Dwarven miners have uncovered a sizeable deposit of Meteoric iron. Those who have seen the ore deposit claim that the ore seems to move and almost seems alive.
- ❖ The arms and armor produced in Haldras are sought after for their magical properties.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.



© This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

In Play Rumor:

- ❖ The Druids Grove is located in the Great Forest.
- ❖ There are trees in the Gadelf Forest that are not located anywhere else in the world.

The People of Cerroneth

Humans

The most common of races, Humans are highly adaptable and show up just about everywhere. Other races sometimes look down on Humans for one reason or another, but it is said that the Humans will outlast them all.

Elves

Elves are a common sight in Cerroneth and come in many different varieties. Surface Elves resemble humans, except for their pointed ears, but don't let one of them hear you say that. Another type of elf is the secretive and dangerous Drae. They prefer the darker corners of the world, and as such are often distrusted. With their jet black skin and fierce red eyes, they find themselves more comfortable in the shadows. There are many varieties of elves in addition to these two, including the stoic and emotionless Stone Elves, the untamed and uncivilized Wild Elves, and the resilient and proud Sea Elves.

Dwarves

The Dwarves of Cerroneth are a hardy folk and are well renowned for the skill at the forge. Dwarves are fiercely emotional people, often being the jolliest of folk or the most stoic of companions. Two major types of dwarves can be found in Cerroneth, the mountain dwarves and the shadow dwarves. At first glance these distant kin appear to be same, having the same build, but never confuse the two. The darker shadow dwarves are a moody lot who generally keep to themselves.

Gnomes

Though not terribly common in the Cerroneth, these inventive and ingenious little folk can be found throughout the baronies selling their wares. Rumors are that their society exists deeper in the earth even than Drae or Dwarves dwell.

Hoblings

Never one to miss a meal, even if it's yours, hoblings are a mischievous bunch. Quick to haggle, hoblings



Artwork donated by Mat & Tina Likness 2014

are seen as a nuisance to some and a great asset to others. If you find yourself in a hoblings debt, don't believe for a second that he'll ever forget it and know you aren't alone.

The Fey

The Fey are a mysterious collection of races found throughout Tyrra. The most common of which are the Sylvan and Unseely Fey. Both the Sylvan and Unseely Fey are crafty, fun-loving races, however that's where their similarities end. The Unseely Fey are a chaotic, untrustworthy race who, because of the hardships their race has faced, collectively lost their sanity.

Also included in this collection are the Faeries and Dark Faeries, which mirror the Sylvan and Unseely in their playful nature. The Faerie races, however, are far more mischievous and are often seen as nuisances. They are also often seen conversing with wildlife as they are quite in tune with nature.

The Goblinoid Races

Several goblinoids have managed to find a life among civilized races. While Orcs and ogres are regarded almost everywhere else as a menace, look twice before you stab an Orc on the road. It might be someone's friend.

The Bestial and Otherworldly Races

Sarr and Wilder are rather uncommon in the kingdom but one could not go so far to say that they are rare. Legend tells of the ancient races creating these beings for their own ends by cross-breeding animals with humans and elves. Regardless of their origins, they are usually accepted by the educated people of the lands, yet often feared by the common folk due.

The Fendari and several other races are a rarity in Cerroneth. Little is known about the Fendari other than their mastery of elemental magics and that most make their home in a distant wasteland.

The Local Customs

Duels

The King's Law is waived in a duel. No charges can be filed or levied upon the victor of a duel. The protocol for dueling must be strictly adhered to: It must be determined that each combatant enters of their own free will; The Challenger must petition verbally and in writing to the challenged home guild or barony. If a house is challenged and a baronial tie is not clearly known as common knowledge, it is up to the challenged to inform their barony who will then contact the Noble of the challengers barony; The guild or barony of both parties must acquiesce to the duel; The challenged has the right to set all terms to the duel, however all terms shall be declared as fair and just by both Nobles or Guild Masters. In a case where no decision can be agreed upon, or a guild master must make a judgment counter to a Noble's, then the High Justice may step in and judge the terms of the duel; The Count or Duke must be informed in writing that a duel is to take place and a brief description as to why. Any breech of the terms discussed may result in a charge of "Defrauding the King's Justice" and "Mockery of a Noble" this will be determined by the High Justice or a Higher Noble Court.

War

The King's Law, other than offenses against the Crown, is waived in a war but only between the parties that are in a state of declared war. War must be declared in court, by letter or speech to be delivered to all parties involved in the conflict and the Count and Duke of those lands.

Clemency

A Baron or Baroness or higher noble may grant clemency in their lands for any infraction against the King's law, other than offenses against the Crown. Failure of any noble to report infractions against the Crown or Royal Family, conspiracy against the Crown or Royal Family, shall be punished as Defrauding the King's Justice, with no suspension or deferral of sentence.

Gatherings

Dethel is often traveled by nobles, especially during Gatherings, which tend to occur monthly. The Gatherings are a festive time where the nobles come together to settle affairs of state, and the commoners visit for the fun, profit, and adventure that accompany them. It should be mentioned that the presence of so many travelers in Cerroneth brings out riff raff in force, so travel the streets warily.

Nobility

Nobility consists of appointed gentry, serving a Baron or higher official. All nobles may be addressed as "My Lord" or "My Lady", and if you don't know whether someone is a commoner or a noble, tacking a 'milord' on the end of your question (just in case) is unlikely to offend. Barons each appoint Seneschals, who can speak with their authority and settle matters for commoners. Martial challenges should be directed to the Baronial Champion, who would be addressed as Lord or Lady.

Etiquette

Because tensions can run high at gatherings, and most groups are on edge, to say the least, sneaking up behind people unannounced or refusing to identify yourself when challenged is considered very bad form indeed. Those that should be given respect when encountered are those of noble rank and all guildmasters. You may find that the respect given will be returned to you in most cases, and you can only benefit from acting accordingly.

The Guilds

The Baronies are the most visible, but not the only, distinct groups of peoples in the cities. Any city of size will have a Healers' Guild, and many have additional guilds depending on local needs. Formed primarily of commoners, the guilds unite people with common interests in trade, magics, or other pursuits. Some guilds, such as the Healers Guild, have the backing and support of the kingdom of Cerroenth. In his/her guild hall, a kingdom sanctioned guildmaster outranks even that of a baron, so choose how you deal with the guilds carefully for they are not without power.

The Kingdom Healers' Guild

The Healers' Guild is the most influential kingdom sanctioned guild in Cerroneth. Offering services of mercy to all, they are led by the desire to see all enjoy peace and bodily wholeness. Located near the tavern on the town square, they are open at all hours and welcome strangers.

The Kingdom Armorsmiths' Guild

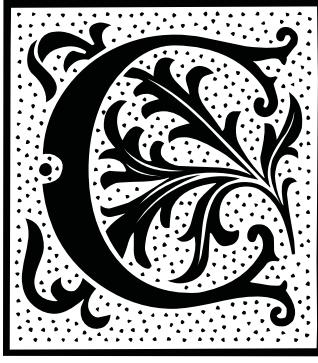
The Armorsmiths' Guild is a place of business and industry. Their forges are manned around the clock during gathers where they mend damaged armor, forge weapons, and trade in resources of all types.

The Kingdom Celestial Guild

The Celestial Guild is a place for mages to share their arts and learn new ones. A building totally dominated by magic, it features many strange sights. New and unpredictable rituals are frequently performed here.

Druids' Grove

While not a true guild the Druids' Grove is a place for those who respect the natural aspects of Tyrra to ply their trade and learn new magics. Its location is a secret to those who are not members. Protected by ancient Ents in the heart of the woodlands, the Druid's Grove is truly a mysterious place.



Chapter 3

Character Creation



Races

Characters, mysterious and unusual, replace the mundane in the mystical realm of SOLAR.

Behind the intrigue, stories, and wars of Tyrra, lie the creative players who make it all happen. This section introduces the myriad races of SOLAR, and beyond. Who will you be? How will your choice of Character Race reflect your real-life personality? Read on and find your “true” persona as an adventurer in the most wonderful place of all, YOUR imagination...

Restricted Races

More extensive experience is required to play certain races; therefore, some races are restricted to players of proven ability. These races may ONLY be played by experienced SOLAR players and only with approval. The Restricted Races below are denoted by placing an (R) next to their name. In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race and have make-up approval from the Race Marshal, and/or the Head of Logistics. Not playing your race per the rules stated can result in having your race removed from you and you will have to reapply for the right to play the restricted race.

Unlisted Races

Some races are so rare that you will only hear of them second-hand from other people that you meet in the SOLAR world. You may even meet them face to face on rare occasions.

Some players that you meet you may find to be playing races not in the rulebook. These players have long term experience playing SOLAR, and have gone through a long approval process to be able to create a character of rare background. To find out more about these races, you will need to Find Out In Play (FOIP!) as the first character you create. Good luck!

Race Changes

There are multiple ways you change your race in play. Race changed characters must follow all the rules stated in the rule book including role play rules but will need to ‘learn’ more about the race they now are in play. Being a race does not grant you inplay knowledge beyond what is stated in the rule book which is common knowledge. Special note. If you are raced changed wait till reset or the following event to have your character sheet adjusted. Bring the signed Race change

card to logistics, this does not grant a re-spend unless your race restrict your class.. ie fairy's can not be a knight and you are a knight. If your race is removed you no longer have access to racial bonuses but you can not readjust your build until either reset or between events.

****Special Note during the gathering, natural magics occurs that causes the smaller races to appear human sized. This phenomenon has been researched many times and for decades. Scholars argue that this unique ability is what led to the monthly gathers in the first place. It is also argued that whatever causes this to happen also causes aggression in the flora and fauna of the world during those few days.

The Humans of Tyrra

Humans like you and I, are the most common race on Tyrra and have no inherent advantages or disadvantages. Most Human scholars believe that the ancient races are dying out before our eyes, and Humans are the inheritors of this world. (The ancient people, of course, disagree.) It seems that Humankind is capable of anything, from profound love to extreme hatred and violence.

Humans

Humans have a relatively short life span, and are able to learn skills and trades with lightning speed. One wizened Elven scholar once said, "These Humans are as a funeral pyre, its raging flames soaring high only to consume itself in the midst of its glory!" This ability is both boon and bane to our future; let us hope our precocious nature doesn't lead us to evil. Humans come in all shapes, sizes, and colors and can hold any profession or Character Class. There are no make-up requirements for humans. There are no specific inherit advantages or disadvantages other than human limitation.

The Gypsies (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the "New Player Rules Test", and have make-up approval from the Race Marshal and/or the Head of Logistics.

These colorful wanderers populate many of the countless tribes of Humans that inhabit Tyrra. The distinction of Gypsies from the mundane Human is the mysterious rite of passage through which one gains acceptance into a Band of Gypsies.

Although only the Elders and Bandoliers of their kind can truthfully speak on Gypsy origins, most others suspect some terrible event led to their nomadic ways and evolved their ability to level the dreadful Gypsy Curse on an attacker or wrongdoer.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Make-Up and Costuming

Gypsies are Human and are not required to wear make-up but rather specific costuming instead. Tyrran Gypsies are based on the groups of Romanian and Balkan/European Gypsies. They speak with an accent that emulates the cultures they are derived from, and wear colorful and elaborate costuming in true Gypsy fashion. All Gypsies must have their make-up and/or costuming approved by a Race Marshal and the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages:

Gypsies may purchase the Gypsy Curse skill. Gypsies may also purchase the skill Evaluate Item at half Build Cost, rounded up.

Inherent Disadvantages

Because of their nomadic and secretive ways, a Gypsy cannot become a Noble or a member of any Knightly Order (including the Dark Knight and Knight subclasses). Gypsies' zest for life and live-for-the-moment attitude causes them to shun those that practice the art of Necromancy and prevents them from practicing Necromancy themselves, as such a Gypsy may never specialize as a Necromancer and may never cast Necromancy by any means (including battle magic, formal magic, and through magical items).

The Dwarven Races

There are several varieties of Dwarves. Their cultures differ widely, but they have much in common. From the mysterious Shadow Dwarf, to the noble Mountain Dwarf, these ancient people all share the same stubbornness and single-mindedness of their forefathers. Additionally, Dwarves are extremely long-lived, aging only one year for every seven Human years. These attributes enable these beings to be such an enduring power on Tyrra.



Artwork donated by Sarah Scarborough 2014

The Mountain Dwarf

These stocky and sturdy cousins of the Shadow Dwarves are believed to have arisen from the very rock of Tyrra's Verfel Mountains. Amongst the oldest of our world's races, these noble beings have left an indelible mark on history. The Dwarven love of song, history, and drink certainly belies their fierceness in the arts of war.

Make-Up Requirements:

Dwarves have only one make-up requirement. Male and female characters alike must wear a full fake beard of at least six inches. All Dwarves must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Because of a natural toughness, Mountain Dwarves receive +2 Starting Body Points and +5 to Maximum Body Points. Dwarven tradition has lead to breakthroughs in stone and metalworking. This allows Dwarves to purchase the following skills at half Build Cost, rounded up: Armorsmith and One-Handed Blunt. Natural resilience permits a Mountain Dwarf to purchase the Resist Disease skill. The Crossbow skill is a staple of their childhood education, as such Mountain Dwarves deal +2 damage with them (increasing base damage to "8 Normal").

Inherent Disadvantages

Because of their small stature, Dwarves are unable to purchase the Two-Handed Blunt or Two-Handed Sword skills. (Note: Mountain Dwarves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). Stubbornness prevents efficient learning of Celestial Magic; therefore, the Read Magic skill costs double Build Cost.

The Shadow Dwarf (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the "New Player Rules Test", have make-up approval from the Race Marshal and/or the Head of Logistics.

Born deep under Tyrra's crust, this breed of Dwarf has an ominous and secretive past. Shadow Dwarves are a brooding lot and rumor holds that these stout fellows are haunted by some terror or evil of the past that causes them much sorrow. Prone to deep melancholy, the Shadow Dwarves don't know, or more likely, won't tell the cause of this suffering.

Make-Up Requirements

The player must wear black make-up on all exposed skin. Shadow Dwarves have gray, silver, or white beards and hair. Male and female characters alike must wear a full fake beard of at least six inches. All

Shadow Dwarves must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Although not as sturdy as the Mountain Dwarf, Shadow Dwarves are still hardier than most folk, receiving +5 to Maximum Body Points (but no starting body bonus). Dwarven tradition has lead to breakthroughs in stone and metalworking and (regardless of their disinterest) this allows Shadow Dwarves to purchase the Armorsmith skill at half Build Cost, rounded up. Exposure to the poisonous fumes from the caves and tunnels in which they live, coupled with natural resilience, allows a Shadow Dwarf to purchase the Resist Disease and Resist Toxin skills. The Crossbow skill is a staple of everyday subterranean life, so Shadow Dwarves may deal +2 damage them (increasing base damage to “8 Normal”).

Inherent Disadvantages

Because of their small stature, Shadow Dwarves are unable to use the Two-Handed Blunt or Two-Handed Sword skills (Note: Shadow Dwarves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). Stubbornness prevents efficient learning of Celestial Magic; therefore, the Read Magic skill is purchased at double Build Cost. Shadow Dwarves have an aversion to bright light, but aren’t physically weakened by daylight.

The “Little” People

Distantly related to the Dwarven Races, the Hoblings and Gnomes are strange little fellows. Hoblings are well accepted amongst most races and make loyal friends and competent adventurers. Gnomes are the creators of the now lost Rune Magic, and are a very ancient race indeed. Both of these races are very long-lived. Great mystery surrounds the origin of both these cultures, and they are none too eager to disclose their familial secrets.

The Hoblings

The clever and spirited Hoblings of Tyrra make their homes just below our feet. These diminutive fellows reside in comfortable hollows they call “Burrows”. Always fond of food and drink, these chaps are warm and inviting. However, an evildoer should not be surprised when the Hobling victim slips a dagger between his/her ribs or calls forth an Elemental Blast! As a long-lived race, it is not uncommon for a Hobling to live up to 130 years; but whatever their ages, Hoblings will always partake in business, trade, and adventure.

Make-Up Requirements Hoblings have fur on the backs of their hands and the tops of their feet. Since this fur is the only distinguishing feature of Hoblings, both sets of patches must be visible at all times. If weather is inclement, the fur may be attached to the tops of boots or gloves. All Hoblings must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Hoblings’ relation to Dwarves allows them to purchase the Resist Disease skill. Dexterous hands give the Hobling an advantage when dealing with locks and traps; as such, they start with the Disarm Traps and Pick Locks skills at no Build Cost. In addition, Hoblings quickly recognize the value of an object, therefore, they can purchase the Evaluate Item skill at half Build Cost (rounded up). Hoblings deal +2 damage with Thrown Weapons (increasing base damage to “3 normal”).

Inherent Disadvantages

Because of their small size, Hoblings suffer -2 Starting Body Points and -5 to Maximum Body Points.



Artwork Donated by Amanda R. Inmon 2014

Additionally, their size prevents them from purchasing any of the following skills: Two-Handed Mastery, Two-Handed Blunt, Two-Handed Edged and Polearm.

The Gnomes (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

Many of the Tyrran races are gifted with great ingenuity. None, however, have the skill of invention held by the Gnomes. The precise origin of these little people is obscured by the mists of time. However, it is widely assumed that the Gnomes and Dwarves are distant cousins. Like Dwarves, Gnomes are long-lived and have been known to reach ages of 300 years. From their amazing contraptions, to the perplexing and legendary arts of Rune Magic, these subterranean craftsmen hold many secrets close to their chests. What mysteries are secreted away in the recesses of Gnomish cities? One can only imagine what knowledge is out there, waiting to be discovered...

Make-Up and Costuming Requirements

Gnomes have gray skin and often have Runes inscribed on their bodies. As with all “painted” races, the player is required to cover all exposed skin with make-up. Gnomes ALWAYS wear a unique hat that may be of any range of size and style. This is a tradition that is as deeply rooted as the stone they inhabit. All Gnomes must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Gnomes are skilled jewelers and merchants, and may purchase the Evaluate Item skill at half Build Cost (round up) and all Craftsman skills for 1 Build Point. Because of the sulfurous fumes and poisonous creatures that can be found in the caves and tunnels in which they live, Gnomes have a natural tolerance for toxic substances and may purchase the Resist Toxin skill. Gnomes are hardened by the rigors of the underworld. As such, they are very durable and suffer no Body Point penalty based on size.

Inherent Disadvantages

Despite their small stature, Gnomes have become well adapted to their harsh environment and have become one of the most resilient races on Tyrra. These small adventurers are creatures of the shadows and do not like sunlight. Because of this, Gnomes suffer a -2 Body Point penalty during the daylight hours (Gnomes cannot be reduced to zero Body Points by their daytime Body Point penalty). As a result of their small size, these little fellows cannot purchase the following weapon skills: Two-Handed Mastery, Two-Handed Blunt, Two-Handed Edged, and Polearm.

The Elven Race

Regal and often beautiful, the Elven Races are commonly considered to be the oldest mortal civilizations of Tyrra. Even the eldest of these fair races cannot recall the origins of their people, and Tyrran folklore holds that some great event led to the destruction of the first great Elven Nation. The survivors of this catastrophe formed new tribes and then parted ways. Storytellers maintain that those ancient tribes were the seeds of the many divergent Elven races in our world today. All the Elven races are extremely long lived, living approximately ten years for every single human year.

The Surface Elf

Often referred to as the “High Elves”, this race is thought to be the closest descendants of the first Elven Nation. While typically smaller and weaker than humans, the Surface Elves excel at all they do. Natural longevity causes most Surface Elves to be patient and tranquil, but they are every bit as prone to the eccentricities of other races. Pride is considered to be the greatest fault of the “High Elf”, and causes them the most problems.

Make-Up Requirements

There is only one make-up requirement for Surface Elves: all characters must wear pointed ears.

Inherent Advantages

It is thought that a relation to the Fey allows the Elven races to resist the effects of charming attacks or influences. As such, each Elven character may purchase the Resist Charm skill. Elves can also purchase the Resist Sleep skill due to their slowed metabolisms. The Bow skill is a staple of their childhood education, as such Surface Elves deal +2 damage with them (increasing base damage to “8 Normal”).

Inherent Disadvantages

Frail physique prevents the Surface Elf from purchasing the Two-Handed Blunt or Two-Handed Sword skills (Note: Surface Elves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). A second side effect of their lithe build is that they suffer -1 Starting Body Points and -5 to Maximum Body Points.



Artwork Donated by Mat & Tina Likness 2014

The Drae (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

Often referred to as “Dark Elves”, this enigmatic race is frequently presumed to be evil, though more accurate descriptions may be fierce, somber, and thoughtful. The caves and tunnels under the Earth is the natural home of this shadowy race, and they usually only venture into the light of day if they have great need. The Drae’s natural aversion to daylight often causes them to cover their faces with hoods. Drae go to great lengths to shroud their thoughts as well, and their surreptitious nature is world-renowned.

Make-Up Requirements

The player must wear black make-up on all exposed skin. Drae have gray, silver, or white hair and must wear pointed ears. All Drae must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

It is thought that a relation to the Fey allows the Elven races to resist the effects of charming attacks or influences. Therefore, each Drae character may purchase the Resist Charm skill. Drae can also purchase the Resist Sleep skill due to their slowed metabolisms. The Resist Emotion skill is also available to them due to the harsh way they are treated at childhood. The Crossbow skill is a staple of their childhood education, as such Drae deal +2 damage with them (increasing base damage to “8 Normal”).

Inherent Disadvantages

Size and physique prevent the Drae from purchasing the Two-Handed Blunt and Two-Handed Sword skills (Note: Surface Elves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). While not as frail as the Surface Elf, Drae are somewhat frail. As a result, Drae suffer a -5 to Maximum Body Points, and an additional -2 Body Points disadvantage while adventuring in the daylight hours (Drae cannot be reduced to zero Body Points by their daytime Body Point penalty). Drae have a natural aversion to sunlight and will avoid it, especially skin contact, whenever possible.

The Stone Elf (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

One of the strangest of the Elven races, the Stone Elf is a mystery indeed. Seemingly devoid of all emotion, who can say what drives this race? More perplexing than their history is the unique appearance of

the Stone Elf. In eras past, humans often mistook the rare Stone Elf as a living statue, thanks to their marble like skin. Magic is thought to be the reason for the radical difference between this race and its cousins.

Make-Up Requirements

Stone Elves appear to be made of marble. Therefore, the player must wear white make-up with black or gray lines on all exposed skin. Pointed ears are also required when playing this race. All Stone Elves must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Like all Elves, Stone Elves can purchase the Resist Sleep skill and Resist Charm skill. This breed of Elf has developed the peculiar ability to “see” into the minds of others and soothe the trauma of sorrow and anguish. This ability, Soothe Mental Anguish, does not allow a Stone Elf to read the thoughts of others, only to remove sorrow. It is solely a role-playing skill. The extreme control (or absence) of their emotions allows Stone Elves to purchase the Resist Emotion skill. As with the other Elven races, Stone Elves are trained as a youth to wield the Bow, as such Stone Elves deal +2 damage with this weapon (increasing base damage to “8 Normal”).

Inherent Disadvantages

Having a typical Elven physique, the Stone Elf suffers -1 Starting Body Points and -5 to Maximum Body Points. For the same reason, they cannot learn the Two-Handed Blunt and Two-Handed Sword skills ((Note: Stone Elves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). The greatest disadvantage of this race is their inability to lie. A questioned Stone Elf may choose not to answer, or be evasive, but cannot knowingly tell a lie.

The Wild Elf (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

This race is the most primitive of all the known Elves. It seems that their seclusion to the forests of Tyrra is intentional, and they shun all things “civilized” and have a strong oral history. Masters of their own style of art, and consummate foresters, the Wild Elf is a deceptively cunning race. These noble people can be found in almost all parts of Tyrra.

Make-Up and Costume Requirements

Wild Elves are loosely based on Native American Tribes. The player should choose and attempt to emulate, as best as possible, the wardrobe of a given Tribe. Wild Elves must also wear body paint, feathers, and other such adornments during times of peace and war alike. A player must wear pointed ears when playing a Wild

Elf. All Wild Elves must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

As Elves, this race can purchase the standard Elven skills of Resist Charm and Resist Sleep. As a self-sufficient culture, Wild Elves have mastered many crafts, and may purchase any Craftsman skill for 1 Build Point. They also can communicate with their totem animal as per the Speak with Animals (D,2), and start with the Animal Empathy skill, at no cost. The Bow skill is essential to their survival, as such Wild Elves deal +2 damage with them (increasing base damage to “8 Normal”). Due to the extreme aversion to Chaos and Necromancy for their entire race, no Wild Elf may ever be Desecrated, Chaos-Attuned , or possess a Necromantic Attunement. If an attempt at this is made on a Wild Elf, the magic is immediately nullified. A wild Elf Considers Necromancy the greater of the two evils and will grudgingly agree that chaos is also found in nature.

Inherent Disadvantages

Due to their rugged upbringing Wild Elves do not suffer any body penalties. Wild Elf characters cannot purchase the Two-Handed Blunt and Two-Handed Sword skills because of their small physique (Note: Wild Elves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). Wild Elves have rich oral traditions and do not put a lot of stock into learning and mastering the written word. Wild elves pay double for Read and write, read magic, Create Scroll, healing arts and evaluate item.

A Wild Elf may never be a Dark Knight, obtain a Necromancer column, cast Necromancy or Chaos spells (from memory, through items, or even Formal Magic), and will never knowingly consort with Necromancers or Undead.

The Sea Elf (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

This marine creature is very rare indeed. The Sea Elves make their homes in the depths of our coastal waters. Sea Elven lore is as murky as the oceanic crevasses they call home, and they aren’t forthcoming with information. It seems that their culture is based heavily on mercantilism and trade, and as a result, they treat oath and debt very seriously. These blue-skinned seafarers are rumored to have a very magical lineage.

Make-Up and Costume Requirements

Sea Elves have blue skin that often has green or yellow undertones. As with all “painted” characters, the player must cover all exposed skin with make-up. Sea Elven costuming usually has an aquatic theme. Items like shells, fishnet, and other “oceanic” objects adorn their clothing or bodies. Sea Elves must wear pointed

ears like all other Elven races and often have green or blue hair. All Sea Elves must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Sea Elves can purchase the Resist Sleep and Resist Charm skills like other Elves. They are different from all Elves in that they can purchase the Resist Toxin skill; the poisons and venoms found in the depths of the seas and oceans of Tyrra can be held accountable for this ability. Sea Elves are trained from childhood to wield the Trident and Spear rather than the Bow as other Elves. This early exposure allows them to purchase the One-Handed Edged skill at half Build Cost rounded up, though the strong cultural preference is for the use of these weapons they may, of course, wield other One-Handed Edged weapons.

Inherent Disadvantages

As a small race, Sea Elves are prohibited from buying Two-Handed Blunt or Two-Handed Sword skills (Note: Sea Elves may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). Sea Elves also suffer -2 Starting Body Points and -5 to Maximum Body Points. Sea Elves must return to a body of water once for every 24 hours they are on the surface. If they are unable to do so, they will die. Sea Elves are the only Elven race that does not receive a bonus on any missile-related skill.



Artwork Donated by Mat & Tina Likness 2014

The Fey Races

The Fey, or Faerie, races are a peculiar, magical, and truly unpredictable collection of races. Sylvan Fey, often called “Wood Elves”, are the most common. Other types of Fey are the small creatures like Sprites, Pixies, and Dryads. There are also more sinister Fey roaming the wooded parts of Cerroneth. An unwary forester can find the malign Unseeley Fey, the Dark Faeries, and other evils lurking at their heels. All Fey are extremely long lived; the Sylvan and Unseeley Fey have been known to live for thousands of years. It is often thought that the Faeries do not age at all. These enigmatic races create many wonderful role-playing opportunities, and are a joy and a challenge to play.

The Sylvan Fey

History has always suggested that the Sylvan Fey are close relatives to the Elves of Tyrra, and sometimes are referred to as Wood Elves. While there may be some relation, it has been proven that this race is of a more magical sort. It is assumed that the Sylvan Fey are a crossbred race of Elves and Faeries. Many scholars dismiss that origin in favor of the theory that the two share a common ancestor; yet what ancient race could have birthed so many and varied children? The Sylvan Fey are craftsmen and lovers of art. These warrior-poets are often as skilled with an ink quill as with a rapier. Light of heart and fond of adventure, you will always find a Sylvan Fey searching for something new.

Make-Up and Costuming Requirements

A Sylvan Fey doesn't have any specific costuming requirements, but is required to wear horns. These may be of latex, sculpting clay, or carved from wood. Make sure that your horns are a minimum of 1.5" long and aren't sharp enough to cause injury. Consult a veteran player for tips on making your horns. Sylvan Fey are not required to wear pointed ears, but may elect to do so if they wish. All Sylvan Fey must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Because of their Fey nature, this race has some command over mind-controlling magics and effects. Sylvan Fey may purchase the Resist Charm/Charm Break skill. Because of their creative nature, they may



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

purchase any Craftsman skill for 1 Build Point. Foresters from birth, Sylvan Fey start with the Woodland Lore skill at no build cost and are skilled archers, as such Sylvan Fey deal +2 damage with Bows (increasing base damage to “8 Normal”).

Inherent Disadvantages

Due to the their frail nature, Sylvan Fey suffer -1 Starting Body Points and -5 to Maximum Body Points. Their small size also limits the choice of combat arms. Two-Handed Sword and Two-Handed Blunt skills are unavailable to this race (Note: Sylvan Fey may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). It is unknown why the Sylvan Fey despise charming magic or effects so much, but they will never use any effect that removes free will from a being. Perhaps it has to do with the Unseeley...

The Unseeley Fey (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

This malignant breed of Fey is the result of an ancient, secretive conflict between the Sylvan Elves and the dreaded Formori. Wracked by the evils of Chaos, Sylvan Fey warriors were twisted into these minions of darkness. Their black pulsing veins reveal the putrescence flowing through their bodies, and make visible to all the dark heart that beats inside, giving life to these abominations. Sages disagree as to whether the Unseeley Fey are inherently evil. What is the truth? Can a creature infused with pure Chaos ever be good? These enigmas are prone to severe eccentricity that changes with the wind. It is as if they are the true antithesis of the good-hearted Sylvan Fey from which they were spawned.

Make-Up and Costuming Requirements

Unseeley Fey are required to wear horns on their forehead. These may be of latex, sculpting clay, or carved from wood. Make sure that your horns are a minimum of 1.5” long and aren’t sharp enough to cause injury. Consult a veteran player for tips on making them. Unseeley Fey are not required to wear pointed ears, but may elect to do so if they wish. All aspects of an Unseeley Fey’s costuming should reflect the Chaotic and twisted aspects of their nature. As a Chaos-tainted race, Unseeley Fey are also required to draw gray or black lines on all exposed skin to represent the putrescence that flows through their veins and blackened heart. All Unseeley Fey must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Because the Unseeley are essentially Sylvan Fey, they have some command over Charming magic and effects. Unseeley Fey may purchase the Resist Charm skill. Because of their creative nature, they may purchase any Craftsman skill for 1 Build Point. Unseeley have over the years have become immune to the

effects of Truth/Lie (E,3) and Honesty (CG/CO,2) spells. Pursuit of darker things has led the Unseeley away from the woodland mastery of their brothers, the Sylvan Fey; thus, they have no advantage with the bow, or any special knowledge of the forest but are instead twisted by the darkness of Chaos. The result of this is that Unseeley Fey are permanently Desecrated. See “Desecration” in the “Realms and Schools of Magic” section. There is rumored to be a Formal Magic Ritual that can restore these creatures to their former state, but it remains undiscovered.

Inherent Disadvantages

Due to the their frail nature, Unseeley Fey suffer -1 Starting Body Points and -5 to Maximum Body Points. Their size also limits the choice of combat arms. Two-Handed Sword and Two-Handed Blunt skills are unavailable to this race (Note: Unseeley Fey may purchase the Two-Handed Mastery skill, however, it only permits Mastery of Staff and Polearm). As aforementioned, Unseeley Fey are permanently Desecrated. There is rumored to be a Formal Magic Ritual that can restore these creatures to their former state, but it remains undiscovered. Unseeley Fey are extremely unpredictable, and thus, cannot be members of any Knightly Order (Knight or Dark Knight) or become Rangers. Additionally, because of their Desecration, Unseeley may never specialize as a Healer. Unlike their kin, Unseeley have no problem with using mind-controlling magic or effects; in fact, they enjoy dominion over other beings.

The Faeries (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

Faeries are the smallest of the Fey allowed as player Characters. They are derived from the folk tales of old, and can be interesting to have around. Mischievous at heart, it is a certainty that a Faerie will be central to any dubious goings-on. A wanderer in the darkest woods of Sahde can be sure to hear a giggle from the brush, and the chill you feel at your shorthairs just might be the watchful eye of a Faerie. It is widely believed that Faeries are eternally young. Whatever the truth may be, no one has ever heard tell of an “old” Faerie...

Make-Up and Costuming Requirements

Within the guidelines established by the fantasy genre, a Faerie character may look however he wishes. Remember that it is important to capture the feel of what a Faerie should look like; adornments like glitter, gossamer fabrics, and natural elements such as leaves have all been effectively used by players to contrive a Faerie costume. In other words, most faeries won’t dress as your typical human. Faeries may wear pointed ears if they wish, but are required to wear Faerie Wings at ALL times. Additionally, the wings must ALWAYS be exposed. Faeries originate in the mystical realm of Eirenn and take many physical forms while there. However, when a Faerie occupies our world, the active game-world, their appearance is much the same as the player’s. That is, they are NOT miniature! Consult a veteran player for guidance on how to obtain or make your own wings. A faerie’s wings does NOT enable the character to fly, merely to float inches above the ground granting him advantages listed below. All Faeries must have their make-up and/or costuming approved by a

Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

As inherently magical creatures, Faeries have many advantages. Faeries start, free of cost, with the Animal Empathy skill. Faeries are completely immune to any effect that is mind controlling or Charming. These effects are, but are not limited to: Charm (C,6), Friendship (E,7).

Influence, Supercharm, Vampyric Dominate, and the poisons Love , Love #9 , and Charm. If you ever have a question about an effect, ask a Marshal. Faeries may purchase the Resist Sleep skill at a discount for 2 Build Points each time it is purchased. Faeries have an inherent immunity against two Confining spells: Trap (CG/CO,3) and Pin (E,2). While they are immune to the spells, all spell defenses are still affected by those spells as normal. In order to receive the benefits of being immune to Trap (CG/CO,3) and Pin (E,2) spells during hours of darkness, a Faerie player must wear a glow stick or other source of diffuse light on his/her lower back.

Inherent Disadvantages

The meekness of these tiny creatures leads them to suffer -2 Starting Body Points and -10 to Maximum Body Points. Small size precludes Faeries from purchasing the following skills: Two-Handed Mastery, Two-Handed Sword, Two-Handed Blunt, and Polearm skills. Iron and other metals cause Faeries great pain, and as such, they cannot wield metal weapons or wear metal armor. A Faerie may never specialize her Earth column to that of a Necromancer column, cast Necromancy (from memory, through items, or even Formal Magic), and will never knowingly consort with Necromancers or Undead. Faeries also have an aversion to casting Chaos Magic. A Fairie can not be a dark knight.

The Dark Faeries (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

There are more sinister watchers in the woods. Dark Faeries are spawned by the evils of Chaos inflicted on the “normal” Fey creatures. Unpredictable and malign, it is at best risky to attempt an alliance with one of the Dark Faeries. It seems the effects of Chaos are irreversible, and the fate of these once cheerful Faeries is etched in stone. Can they be saved from their terrible curse? Or perhaps it is we who need salvation from them? A dark faerie’s wings does NOT enable the character to fly, merely to float inches above the ground granting him advantages listed below.

Make-Up and Costuming Requirements

Within the guidelines established by the fantasy genre, a Dark Faerie character may look however they wish. Remember that it is important to capture the feel of what an “Evil” Faerie should look like. In other

words, most faeries won't dress as your typical human. Dark Faeries may wear pointed ears if they wish, but are required to wear Faerie Wings at ALL times. Additionally, the wings must ALWAYS be exposed. Consult a veteran player for guidance on how to obtain or make your own wings. As a Chaos-tainted race, Dark Faeries are also required to draw gray or black lines on all exposed skin to represent the putrescence that flows through their veins and blackened heart. Remember that a Dark Faerie is a twisted, malign reflection of the innocence and purity of normal Faeries. In order to receive the benefits of being immune to Trap (CG/CO,3) and Pin (E,2) spells during hours of darkness, a Dark Faerie character must wear a glow stick or other source of diffuse light on his/her lower back. All Dark Faeries must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Dark Faeries are identical to their Faerie kin in all advantages, save one. These little creatures are permeated and twisted by the darkness of Chaos. The result of this is that Dark Faeries are permanently Desecrated. See "Desecration" in the "Realms and Schools of Magic" section.

Inherent Disadvantages

Dark Faeries have the same disadvantages as Faeries, with the only difference lying in their Chaos-tainted nature making it so that Dark Faeries cannot specialize as a Healer (though they may specialize as a Necromancer). Dark Faeries are also free to associate with whomever they wish and have no aversion to Chaos Magic. As afore-mentioned, Dark Faeries are permanently desecrated. See "Desecration" in the "Realms and Schools of Magic" section. There is rumored to be a Formal Magic Ritual that can restore these creatures to their former state, but it remains undiscovered. A Fairie can not be a knight.

The Goblinoid Races

Often considered the enemy of humankind, the Goblinoid races remain an unknown quantity. Fierce, aggressive, and cunning, these creatures are found in all parts of our world. Orcs, Ogres, and Goblins are common in Cerroneth and elsewhere. Will you an Orcish citizen of the Enclave or a rampaging member of a pack of Ogres? These races provide a great role-playing opportunity and are a lot of fun.

The Half-Orc (R)

Orcish history is drenched with blood. It seems that their nature is to destroy; because of that, Tyrra views these warriors as evil. Full blooded Orcs are still the adversary, but they do often leave a softer hearted progeny in their wake, namely the Half-Orcs. Born of evil or good, as half-breeds, they are usually ostracized from their kin. Does this awkward balance calm the inner storm? Whatever the case, Half-Orcs make fierce warriors and loyal companions.

Make-Up and Costuming Requirements

Half-Orcs have green skin and red or orange hair. They also are required to wear tusks at all times (unless eating, of course). Tusks are usually made from “friendly plastic” and must be at least 1” long. See a veteran player for more information about making your own tusks. Half-Orcs can wear any type of costuming, but usually prefer a more ‘barbaric’ look. Remember, a player must cover all exposed skin with make-up. All Half-Orcs must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Orcs are very strong, and their kin share that attribute. Half-Orcs get a +1 Strength Bonus. This bonus allows the character to deal an additional point of damage in combat and is considered Permanent Strength. The Orcish constitution also gives them +5 Starting Body Points and +15 to Maximum Body Points.

Inherent Disadvantages

Many consider Half-Orcs to be a stupid race. While there are no doubt less intelligent members of every race, the Half-Orcs are anything but. Regardless, Half-Orcs have a difficult time learning to read and write. Because of that, a Half-Orc player must pay double Build Cost for the Read Magic and Read and Write skills. Half-Orcs are a relatively short-lived race and usually don’t survive beyond fifty human years.



Artwork Donated by Amanda R. Inmon 2014

The Half-Ogre (R)

Half-Ogres are a more quiet and brooding race of Goblinoid. They share a similar history to the Orcs and have produced a variety of half-breed offspring. Half-Ogres are less common than their full-blooded kin and often prefer to remain in solitude. This does not preclude these warriors from adventuring, however, and they can hold most any occupation. Do not be deceived by the seeming calmness of this race; they have a hidden aggressive nature and can be far more vicious than the Orc when threatened.

Make-Up and Costuming Requirements

Half-Ogres have yellow skin that can be highlighted with complimentary colors like brown or orange. Half-Ogres can have hair of any natural color, but it is usually dark. They also are required to wear tusks at all times. (Unless eating, of course!) Tusks are usually made from “friendly plastic” and must be at least 1” long. See a veteran player for information about making your own tusks. Half-Ogres can wear any type of costuming, but usually prefer a more “barbaric” look. Remember, a player must cover all exposed skin with make-up. All Half-Ogres must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Ogres are very strong and pass that attribute on to their half-blooded kin through a +2 Strength Bonus. This bonus allows the character to deal an additional +2 of damage in combat and is considered Permanent Strength. The Half-Ogre constitution also gives them +5 Starting Body Points and +10 to Maximum Body Points. Because of a love for gigantic bludgeoning weapons, Half-Ogres may purchase the Two-Handed Blunt skill for half cost, rounded up.

Inherent Disadvantages

Many consider Half-Ogres to be an unintelligent race. While there are no doubt stupid members of any race, the Half-Ogres are anything but. Regardless, Half-Ogres, like Half-Orcs, have a difficult time learning to read and write. Because of that, a Half-Ogre player must pay double Build Cost for the Read Magic and Read and Write skills. In addition, due to the great strength of the Half-Ogre most find it difficult to simply knock their foes unconscious rather than knock them Unconscious and Bleeding to Death; as such they must pay double Build Cost for Waylay. Half-Ogres are a relatively short lived race and usually don’t survive beyond fifty human years.

The Bestial Races

Within this category, profoundly strange creatures exist. Legend states that the Sarr, perhaps spawned from the great jungle cats, were created to destroy the Elves. There are also Scavengers, Half-Breeds, and other as yet undiscovered races. If a player wishes to play a Bestial Race of a different theme, they may seek to have it approved by Logistics, or a Game Manager. If approved, the player can expect to use the Wilder Race statistics. This group of races offers the greatest chance for variety and amazing costuming. Are you up to the challenge?

The Sarr (R)

As mentioned above, it is said that the Sarr were intended to be hunters of the Elven races. What magic or influence made these fierce warriors the bipeds they are now? That knowledge may be lost in time, but whatever the case, Sarr are awesome combatants with swords and magic alike. The heart of a predator brings forth extreme emotions, and a Sarr can channel that energy to do many things. Sarr are not extremely long-lived, reaching a typical old age of about sixty human years.



Edited by Sarah Scarborough 2014

Make-Up and Costuming Requirements

A Sarr is a humanoid, bipedal version of any of the great jungle cats. Prosthetics, furry ears, make-up, and fur are all allowed as part of a Sarr costume. Make-up is the key here, and it must be clear what type of cat is being represented. Because of possible confusion with a Drae character, anyone wishing to play a black panther must have the costume pre-approved by Logistics to avoid confusion. All Sarr must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Because of their bestial nature, Sarr receive +2 Starting Body Points and +10 to Maximum Body Points. Sarr have a cultural love for combat, specifically bladed weapons. The blade represents the claw to them, and they are taught its ways from childhood. Because of this affinity, Sarr may purchase the One-Handed Edged skill at half cost, rounded up. Sarr have very acute senses, most especially the sense of smell. If a Sarr sniffs an object or person for 10 seconds, he or she can detect the presence (not the type) of an ingested/applied Alchemical solution or Poison; they may also detect non-magical Diseases. Because of this they can purchase the Poison Lore skill at half cost, rounded up.

Inherent Disadvantages

Sarr believe that bladed weapons are superior to all others; they have an inherent disgust for Missile Weapons and Blunt Weapons, cite their use as cowardly, and cannot use them. Sarr have a deep dislike for Elves, and typically will not involve themselves in Elven matters. It is, however, a surmountable flaw and Sarr can overcome it.

(Note, domestic house cats may NOT be Sarr. Anyone interested in representing a house cat must do so with the Wilder rules below).

The Wilder Races (R)

Magical and mysterious is the history of the Wilder or “Scavenger” Races. Legend holds that a magician used a flawed version of the same Ritual that created the Sarr to create the Wilders. During the ritual, something went awry, and animals in the nearby woods were fused with the local humans. Raccoons, foxes, coyotes, dogs, cats, and wolves are just some of the creatures thought to have suffered this change, and more were surely affected. Over the years, these various races have bred and formed communities that reflect the nature of their bestial disposition. A player should take notice of the quirks and nuances of the chosen animal and personify those traits. The term “Scavenger” is a misnomer, as not all Wilder races are scavenging animals. Aside from the great cats Sarr are based on, the sky is the limit as far as your choices of animal are concerned. See a Game Manager for more information.

Make-Up and Costuming Requirements

Whatever the creature you choose to represent, it is important that your make-up clearly identifies what you are playing. Prosthetics, furs, horns, feathers, and any other aids may be used to create the persona that you are seeking. Ensure that you have your costume approved by Logistics prior to playing, so as to avoid any complications. Note: There are NO races that can actually fly in the SOLAR world. All Wilders must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Bestial lineage gives a physical advantage to the Wilder Races, allowing for a bonus of +2 Starting Body Points and +5 Maximum Body Points to their normal total. Additionally, that strength of body gives these Wilders the ability to purchase the Resist Disease skill. Similar to the Sarr, if a Wilder sniffs an object, or person, for 10 seconds, he or she can detect the presence (not the type) of an ingested/applied Alchemical solution or Poison; they may also detect non-magical Diseases. Due to this they can purchase Herbal Lore for half cost, rounded up.

Inherent Disadvantages

Wilders have a difficult time learning the use of the Tyrran “Common” language. Thus, they must pay double Build Cost for the Read and Write skill. Wilders are prone to the behavior of their wild kin, and it can sometimes get them in trouble. While a player does not have to behave in a wild fashion, it can certainly be fun.

The Otherworldly Races

The list of other races and species that have visited us is long and varied. Fendari, the Arcane, Aelumari, and others more mysterious have all left their mark. War is usually the gift they bring, and death is left as a reminder. Currently, Fendari are the only Otherworldly Race available for any experienced player to claim. Who can tell when the others will walk our roads again?

The Fendari (R)

In order to play a Restricted Race, you must play at least THREE (3) EVENTS as a non-restricted race, pass the “New Player Rules Test”, and have make-up approval from the Race Marshal and/or the Head of Logistics.

What secrets do Fendari keep? It is known that they are very closely tied to another Tyrran Race. But which race is it? Wild and ill tempered, Fendari seem to have fire running through their veins. Their skill with Celestial Magic is unparalleled. As time rolls on, we begin to discover more about this mysterious and rare culture. Fendari are very long lived and it is speculated they can endure for thousands of years powered by the magic they manipulate.

Make-Up and Costume Requirement

Fendari must wear dark gray or black horns. These can be fashioned using the same technique for Sylvan Fey horns. Fendari horns need not be shaped like the Sylvan Fey's and have a 2" minimum size. Consult a veteran player for advice on sculpting horns. Fendari have red skin with dark highlights and prosthetics may be used for a more “evil” face. A Fendari’s hair is usually a dark color, but may be any natural color. All Fendari must have their make-up and/or costuming approved by a Race Marshal and/or the Head of Logistics during Character Creation at a SOLAR event.

Inherent Advantages

Fendari are durable creatures, gaining +1 Starting Body Points and +5 Maximum Body Points to their normal total. Because of their Otherworldly origins, Fendari have been exposed to the powerful elemental



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

forces of their hidden home. As a result, Fendari may purchase the skill Resist Elemental, purchasable once every five levels (3 maximum). Should the character be an Elementalist, the character may go over this limit and purchase Resists using the Speciality School method in addition to his/her or her racial resists. Special knowledge of Celestial Magic allows Fendari to purchase the Read Magic skill for half Build Cost, rounded up.

Inherent Disadvantages

Because of their devotion to the Celestial and Elemental magics, teachers of Earth Magic are rare in Fendari culture. Fendari pay double Build Cost for First Aid and Healing Arts, and cannot be any of the following Warrior subclasses: Knight, Dark Knight, Ranger. In addition, a Fendari may never specialize his/her Earth column in any way, the Necromancer, Healer, and Druid specialties are forever off-limits to them. Because of their strong affinity for the elements, Fendari can also never specialize a Celestial column as a Confinist.

Race Make-Up & Costume Requirements

While exciting, playing a non-human character is also a responsibility and a commitment. When playing a character that is not human, the player must adhere to specific make-up and costume requirements. Some races, such as Stone Elf or Drae, require the application of make-up to all exposed areas of skin. If you are not confident in your ability or willingness to fully comply with the make-up requirements, you should not begin a character of that race.

As a player of SOLAR, there is one important question you should ask, “What is a player’s MOST significant contribution to this game?” Do you know the answer? We, the SOLAR Staff believes that suspension of disbelief is the answer. In other words, our main goal is to make our FANTASY world feel like a REAL world! Naturally, a player’s costuming, make-up, and appearance are critical to the game’s atmosphere. It is understood that many factors affect a player’s costuming. Considerations like budget and time are often the most limiting. While we hope that you can make the costume that you want a reality, we understand that our imaginations sometimes reach beyond our means. On the other hand, make-up is not such a flexible issue. As a very inexpensive part of our game, there is no reason a player’s make-up shouldn’t be flawless! Set an example and have the BEST make-up. Unfortunately, there are a rare few who don’t have the willingness to look their best; we have a safeguard against those naughty players: the Race Marshals and the Game Managers. If you have any questions, do not hesitate to ask.

Always remember that these races are provided to enhance the SOLAR experience for you and everyone around you. The game environment depends as much on players as it does on staff, and we need YOU to help us. So in the meantime, wear the fur, horns, ears, and make-up like you are the BEST looking player we’ve ever had! Do this right, do this well, and you can be confident that you amongst those that make SOLAR shine.

Racial Make-Up & Costume Requirements

Race	Ears	Misc	Skin	Hair	Costume
Dark Faerie	Option	Wings	Black Lines		
Drae	Yes		Black	White or Silver	
Faerie	Option	Wings			
Fendari	Yes	Horns	Red		
Gnome			Gray		Pointy Hat
Gypsy		Accent			Colorful, Festive
Half-Ogre		Tusks	Brown or Yellow		
Half-Orc		Tusks	Green		
Hobling				Fur on Feet and Hands	
Human					
Mountain Dwarf				Min. 6" Beard	
Sarr			Special		Tail
Sea Elf	Yes		Blue		Aquatic
Shadow Dwarf			Black	White with Min. 6"	
Stone Elf	Yes		White with Black		
Surface Elf	Yes				
Sylvan Fey	Option	Horns			
Unseeley Fey	Option	Horns	Black Lines		
Wild Elf	Yes		War Paint		Native American
Wilder			Special		Tail

Disguising One's Race

It is impossible for a character to disguise himself as another race. If the world of SOLAR really existed, it would be a simple matter to determine if someone were a real Drae or if he were wearing fake ears and makeup.

Classes

A character's class is used to describe his/her natural talents. However, classes are not in-game and therefore do not have any bearing on what a character does for a living. Just because a character is a Rogue, it does not mean that he/she is a thief. He/she just has a natural aptitude for roguish abilities. Each player must choose a class from the listing below before making a character.

Restricted Classes

Experience is often required to play certain more complex classes; therefore, several of our classes are restricted from a new player being able to start one. You will have to find an in-play teacher to "convert" you to a Fighter Subclass or to a specialty school of magic. Furthermore you must reach 7th level prior to any character conversion. The Restricted Classes below are noted by placing (R) next to their name. ENJOY!

Fighters

Warrior

The Warrior is the master of all things combat-related and is capable of buying combat skills that no other class may purchase. He also is able to avoid the moral issues that come with being one of the Warrior sub-classes. A Warrior has no limit to the armor he may wear nor to the damage he may deal in combat, which is appealing to many. His/her maximum of seventy-five (75) Body Points is the largest amount available to any class. The downside of the Warrior, however, is that that magic is prohibitively difficult to learn, making it so few Warriors ever purchase magical skills or spells.

Warrior Subclass: Knight (R)

The Knight is a Warrior sub-class that follows a strict code of chivalry, which enables him to more easily learn spells and spell-like abilities with which he can fight the good fight, relying on Life, Law, and honor. The tradeoff that the Knight experiences is that he is limited to a +8 Proficiency, three (3) Critical Slays, sixty-five (65) maximum Body Points, and is restricted to wearing no more than seventy-five (75) points of armor. Until reaching full Knight status (Weapon Skills, Combat Skills, First Aid, Read and Write, Healing Arts, +8 Proficiency, three (3) Critical Slays, a four-column of spells, and three (3) Resist Necromancy/Chaos) he may not purchase any skills other than racial resists, Lore skills, and Craftsman skills.

Upon reaching full Knight status, a Knight may again begin purchasing Proficiencies and Critical Slays at the increased cost of 20 Build per Proficiency, 15 per Critical Slay, and 15 for each Shield Parry after the third is purchased. A Knight may never purchase the Fatal Blow skill. The spell-like abilities and spells a Knight learns from his/her Knight Master enable him to better fight Undead and heal his/her comrades, but the moment a Knight breaks his/her code, much of this can be taken away from him.

Upon becoming a Knight, the character must make the choice between two paths: The Path of Life and the Path of Healing, once chosen this may never be changed. Abilities and spells are similar for both paths but the Path of Life focuses on not only combating Undead but also combating those that would create them and corrupt that which they defend.

The Path of Healing allows a Knight to maintain his/her ability to combat Undead but gives him a significant boost in the ability to heal himself and his/her comrades by losing some combat effectiveness against Dark Knights and Necromancers.

Path of Life and Path of Healing special abilities may be purchased once each and in the following order:



Artwork Donated by Amanda R. Inmon 2014

Level	BP	Path of Life		Path of Healing	
		Ability	Ability	Ability	Ability
3	Free	Lay on Hands		Lay on Hands	
3	1	Repel Undead (EG/D/H,2)		Repel Undead (EG/D/H,2)	
4	1	Cure Disease (EG/D,3)		Cleanse Disease (H,3)	
6	2	Turn Undead (H,4)		Turn Undead (H,4)	
8	3	Purify Blood (EG/D,5)		Cleanse Blood (H,5)	
10	Free	Bravery		Bravery	
10	3	Zone of Life (H,6)		Zone of Life (H,6)	
12	4	Renew (EG/D,8)		Heal Mortal Wounds (H,8)	
14	5	Annihilate Undead (H,9)		Annihilate Undead (H,9)	
16	5	Life (EG/D,9)		Revive (H,9)	
25	Free	Lifestrike		Lifestrike	

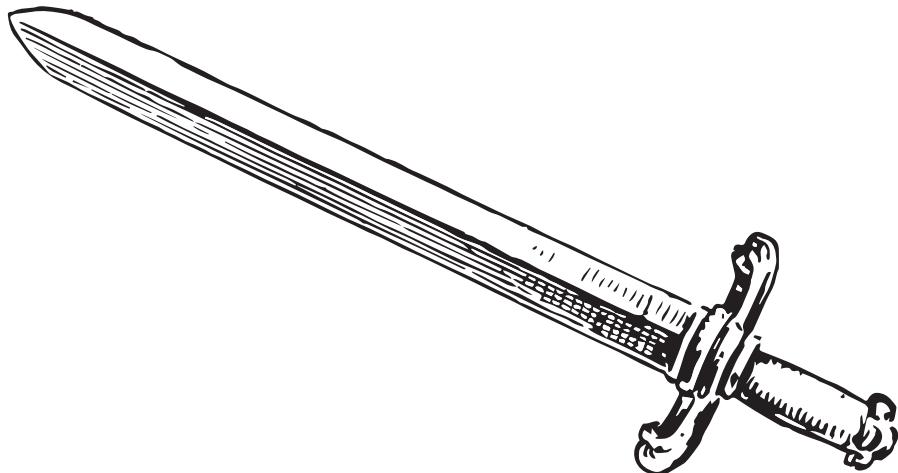
The Knight's body has been honed to fight the enemies of righteousness and as such he may purchase one Resist Necromancy/Chaos skill at 5th, 10th, and 15th levels.

A Knight's spells are purchased at a greatly reduced cost over his/her Warrior counterparts, the spell list is as follows for each Path – a variation of the Healer specialty. A Knight may only cast spells that appear on his/her Path's spell list, even from one-shots and expanded enchantments (unless the Knight later picks up an additional pyramid or column).

- Path of Life -					
-1-		-4-		-7-	
Bless		Cure Serious Wounds		Destroy Undead	
Cure Light Wounds		Greater Endow		Friendship	
Fumble		Preserve		Remedy	
Light		Spell Protection		Spirit Armor	
		Turn Undead		Wither / Restore Limb	
		Weakness			
-2-		-5-		-8-	
Cure Wounds		Bind / Unbind		Defend	
Endow		Mute		Curse / Remove Curse	
Pin		Purify Blood		Renew	
Repel Undead		Sleep		Paralyze/Unparalyze	
		Superior Bless			
		Toxin Shield			
-3-		-6-		-9-	
Cure Disease		Cure Critical Wounds		Annihilate Undead	
Destroy		Destroy Armor		Circle of Protection	
Fear / Remove Fear		Disrupt Enchantment		Life	
Greater Bless		Mistform		Proscribe Creature	
Healing Hands		Return Magic			
Repel Being		Zone of Life			
Truth					

- Path of Healing -		
-1-		-7-
Bless	Heal Serious Wounds	Destroy Undead
Heal Light Wounds	Greater Endow	Friendship
Fumble	Preserve	Remedy
Light	Spell Protection	Spirit Armor
	Turn Undead	Wither / Restore Limb
	Weakness	
-2-	-4-	-8-
Heal Wounds	Bind/Unbind	Defend
Endow	Mute	Curse/Remove Curse
Pin	Cleanse Blood	Heal Mortal Wounds
Repel Undead	Sleep	Paralyze / Unparalyze
	Superior Bless	
	Toxin Shield	
-3-	-5-	-9-
Cleanse Disease	Heal Critical Wounds	Annihilate Undead
Destroy	Destroy Armor	Circle of Protection
Fear / Remove Fear	Disrupt Enchantment	Proscribe Creature
Greater Bless	Mistform	Revive
Healing Hands	Return Magic	
Repel Being	Zone of Life	
Truth		

The following Code of Conduct is a minimum that the Knight must adhere to, regardless of his/her Path. A brief explanation of the Code follows each entry. Breach of the Code is a serious offense and can bring in-play as well as out-of-play repercussions. Repercussions for breach of Code can lead to the Knight losing his/her abilities for a Gather or being stripped of his/her abilities entirely, reverting back to that of a common Warrior. Additionally, a Knight may not become Desecrated, nor may he ever cast Chaos magic, without immediately losing his/her class.



The Knights Code of Conduct
Honor your word. Never go against your word, break a promise, or be intentionally deceitful.
Honor your Lord. Respect the knight that made you and those you have sworn yourself to.
Service creates strength, strength brings justice. Service is an honor and brings strength to you and those you serve; this strength brings justice.
The role of the strong is to protect the weak from those who would injure them. Always defend those weaker than you.
Truth is a weapon as great as your sword, your honor is your greatest shield. Never lie.
Never bring shame upon yourself or your lord. Respect the knight that made you and those you have sworn yourself to.
Cowardice is shame, but a knight who dies foolishly rather than nobly is equally shamed. A knight does not know fear in battle but when faced with impossible odds, a knight should know when to retreat and re-gather his forces.
Never break faith with a friend or ally. Never betray an ally, friend, or your lord.
The sneak attack defines a coward. Never attack anyone who does not know you are about to attack.
Life is to be celebrated, death for the knight should only be for service. Undeath is a mockery of Life and is to be eliminated. Live your life fully and do not die without warrant or let others do so. Necromancy and Undeath should be destroyed.
Treat all other knights with respect. Shun those who don't live up to their ideals. Give respect to all Knights, even Dark Knights. Any Knight who does not adhere to their code or attempts to circumvent it does not deserve respect.
Combat is between warriors, not fought from a distance. Use your sword, not the distant arrow. Never use ranged weapons but spells may be used when necessary.

Warrior Subclass: Dark Knight (R)

The Dark Knight is similar to the Knight in that he also follows a strict code of chivalry. However, the Dark Knight follows a darker path than the Knight, trusting in Death, Chaos, and even Undeath. The tradeoff that the Dark Knight experiences is that he is limited to a +8 Proficiency, three (3) Critical Slays, sixty-five (65) maximum Body Points, and is restricted to wearing no more than seventy-five (75) points of armor. Until reaching full Dark Knight status (Weapon Skills, Combat Skills, First Aid, Read and Write, Healing Arts, +8 Proficiency, three (3) Critical Slays, a four-column of spells, and three (3) Resist Healing/Curing) he may not purchase any skills other than racial resists, Lore skills, Craftsman skills.

Upon reaching full Dark Knight status, a Dark Knight may again begin purchasing Proficiencies and Critical Slays at the increased cost of 20 Build per Proficiency, 15 per Critical Slay, and 15 for each Shield Parry after the third is purchased. A Knight may never purchase the Fatal Blow skill. The spell-like abilities and spells a Dark Knight learns from his/her Knight Master enable him to better fight the living, but as a Knight, the moment his/her code is broken much of this can be taken from him.

Upon becoming a Dark Knight, the character must make a choice between two paths: The Path of Chaos

and the Path of Necromancy; once chosen this may never be changed. Abilities are similar for both paths but the Path of Chaos primarily calls upon Chaos while the Path of Necromancy primarily calls upon Necromancy and Undeath. Path of Chaos and Path of Necromancy special abilities may be purchased once each and in the following order:

Level	BP	Path of Chaos	Path of Necromancy
		Ability	Ability
3	Free	Lay on Hands	Lay on Hands
3	1	Elude Undead (N,2)	Elude Undead (N,2)
4	1	Cause Disease (EG/D,3)	Inflict Disease (N,3)
6	2	Control Undead (N,4)	Control Undead (N,4)
8	3	Poison (EG/D,5)	Inflict Poison (N,5)
10	Free	Bravery	Bravery
10	3	Zone of Death (N,6)	Zone of Death (N,6)
12	4	Waste (EG/D/N,8)	Inflict Mortal Wounds (N,8)
14	5	Create Ghoul (N,9)	Create Ghoul (N,9)
16	5	Death (EG/D/N,9)	Imbue Death (N,9)
25	Free	Deathstrike	Deathstrike

The Dark Knight's body has been honed to fight the enemies of his/her master and as such he may purchase one Resist Healing/Curing skill at 5th, 10th, and 15th levels. A Dark Knight's spells are purchased at a greatly reduced cost over his/her Warrior counterparts, the spell list is as follows for each Path – a variation of the Necromancer specialty.

- Path of Chaos -			
-1-		-4-	-7-
Bless	Cause Serious Wounds	Stoneskin	
Cause Light Wounds	Control Undead	Create / Destroy Undead	
Fumble	Decay	Greater Control Undead	
Light	Greater Endow	Wither Limb / Restore Limb	
	Preserve	Spirit Armor	
	Spell Protection		
	Weakness		
-2-		-5-	-8-
Cause Wounds	Mute	Defend	
Elude Undead	Poison	Curse / Remove Curse	
Endow	Soul Drain	Paralyze / Unparalyze	
Pin	Toxin Shield	Waste	
-3-		-6-	-9-
Cause Disease	Cause Critical Wounds	Circle of Protection	
Destroy	Destroy Armor	Create Ghoul	
Fear	Disrupt Enchantment	Death	
Greater Bless	Mistform	Proscribe Creature	
Truth	Return Magic		
	Zone of Death		

A Dark Knight may only cast spells that appear on his/her Path's spell list, even from one-shots and expanded enchantments (unless the Dark Knight later picks up an additional pyramid or column).

- Path of Necromancy -		
-1-		-4-
Bless	Control Undead	
Fumble	Decay	
Inflict Light Wounds	Greater Endow	
Light	Inflict Serious Wounds	
	Preserve	
	Spell Protection	
	Weakness	
-2-		-5-
Elude Undead	Inflict Poison	
Endow	Mute	
Inflict Wounds	Soul Drain	
Pin	Toxin Shield	
-3-		-6-
Destroy	Destroy Armor	
Fear	Disrupt Enchantment	
Greater Bless	Inflict Critical Wounds	
Inflict Disease	Mistform	
Truth	Return Magic	
	Zone of Death	
		-7-
		Stoneskin
		Create / Destroy Undead
		Greater Control Undead
		Wither Limb / Restore Limb
		Spirit Armor
		-8-
		Defend
		Curse / Remove Curse
		Inflict Mortal Wounds
		Paralyze / Unparalyze
		-9-
		Circle of Protection
		Create Ghoul
		Imbue Death
		Proscribe Creature

The following Code of Conduct is a minimum that the Dark Knight must adhere to, regardless of his/her Path. A brief explanation of the code follows each entry. Breach of the Code is a serious offense and can bring in-play as well as out-of-play repercussions. Repercussions for breach of Code can lead to the Dark Knight losing his/her abilities, reverting back to that of a Warrior.

The Dark Knight's Code of Conduct
Honor and serve your master. He made you what you are. Respect and serve your master and those you have sworn yourself to.
Courage reigns above Power. Power reigns above Tolerance. Tolerance is weakness and leads to downfall. Courage is your greatest weapon, never tolerate those that go against your ideals or it will bring your downfall.
The sword hand is sacred. Never let it falter. Do not strike off the hand of a knight who has proven himself courageous, but the coward's must be destroyed. Never defame a knight who has proven himself courageous nor take away from him his sword hand or sword. That of the coward should be destroyed.
Never break faith with a friend or ally. Never betray an ally, friend, or your lord.
Defend the domain your master entrusts to you. Defend your master's lands as well as those he entrusts to you with your Life.
Death is to be embraced and honored. Deliver to Death those who are weak and no longer of use to the strong. Respect the knight that made you and those you have sworn yourself to.
Teach your own kind the ways of the dark paths to power. Destroy those who would destroy you or deny your existence. Teach those who wish it the ways of Necromancy and Undeath. Kill those that would attempt to destroy you.
Truth is a tool, but you may not lie. Never lie.
Existence is the right only of those strong enough to end the existence of others. Only the strong have the right to live, let the weak die.
The sneak attack is the definition of the coward. A knight does not kill with the dagger in the dark. Never attack anyone who does not know you are about to attack.
Treat all other knights with respect. Shun those who do not live to their own ideals. Give respect to all Knights and Dark Knights. Any who does not adhere to their code or attempts to circumvent it does not deserve respect.
Combat is between warriors, not fought from a distance. Use your sword, not the distant arrow. Never use ranged weapons but spells may be used when necessary.

Warrior Subclass: Ranger (R)

Rangers are a Warrior sub-class that consider themselves protectors and guardians of Nature and the balance, following a strict moral code. The Ranger, like the Knight, is limited to a +8 Proficiency, three (3) Critical Slays, sixty (60) maximum Body Points, and is restricted to wearing no more than fifty (50) points of armor, however his/her spell-like abilities and spells more than make up for the restriction to his/her combat abilities.

Until reaching full Ranger status (Weapon Skills, First Aid, Read and Write, Healing Arts,+8 Proficiency, three (3) Critical Slays, and a four-column of Druid spells) he may not purchase any skills other than racial resists, Lore skills, Craftsman skills, and Tracking. Like the Knight, the Ranger also has an extreme dislike for Undeath and its agents and seeks to destroy it where it is found.

Upon reaching full Ranger status, a Ranger may again begin purchasing Proficiencies and Critical Slays at the increased cost of 20 Build per Proficiency, 15 per Critical Slay, and 15 for each Shield Parry. A Ranger may never purchase the Fatal Blow or Fatal Shield Parry skills.

Ranger special abilities may be purchased once each and in the following order:

		Ranger Abilities
<i>Level</i>	<i>BP</i>	<i>Ability</i>
3	1	Speak with Animals (D,2)
4	1	Entangle (D,3)
5	Free	Tracking (Level 1)
6	2	Wall of Thorns (D,4)
8	3	Mistform (E,6)
10	Free	Animal Empathy
10	Free	Immunity to Natural Confining
10	3	Insect Swarm
12	4	Spirit of the Ent (D,7)
14	5	Life/Death (EG/D,9)
25	Free	Nature's Strike

Additionally, a Ranger may purchase a Druid column or pyramid of spells at a reduced cost over his/her Warrior counterparts.

The Ranger's Code of Conduct

Honor the natural world and the laws of Nature rather than the trappings of “civilization”. Protect living creatures but recognize natural law and natural selection. All of Nature must eat.

Honor Nature above all things. Never let a living creature die for no reason, but know that the killing of creatures for food is a necessity and the way of Nature.

The druids are allies and can serve as teachers, but they are not necessarily your masters. Service to them is your choice.
The druid is your ally but unless you decide to serve them, they are not your masters.

The traveler in the wilderness may warrant your attention. Assist those showing respect who may need your help; monitor those who seem to have knowledge, to ensure that they do not destroy; and deter or hinder those who have no concern for the land from which they take.

Assist those in the wilderness who show respect for you and to the land they visit. Watch those whom you are unsure of and prevent the destruction or desecration of the land by those who have no concern for it, by force, if necessary.

Warrior Subclass Notes:

Because of the imposition of codes and other restrictions on these classes, there are several things that must be mentioned to the players of the game in order to better understand and make the game fair. For example, while a Knight, Dark Knight or Ranger is an honorable fighter, this does not mean he or she will accept any honor duel that comes his/her or her way. An honor duel is a challenge one does not have to accept if in his/her honest and courageous judgment he sees they have little, if any, chance to win or if the reason for the duel is not an acceptable one to the challenged. A powerful person who would challenge a weak knight to an honor duel has no honor and, therefore, can be ignored.

Also, although Knights and Dark Knights are not supposed to lie, it does not mean they are incapable of doing so. A lie, however, is a dishonorable act and a Knight or Dark Knight that lies may soon find his/her powers stripped from him. The Knight or Dark Knight who learns of his/her lie will completely shun him until an act of contrition

is made (must be learned in-game). Should a fellow Dark Knight or Knight fail to distance himself from a known Knight or Dark Knight liar, he or she may incur the wrath of the Masters and be stripped of position and power.

Knights and Dark Knights will not use ranged weapons nor will they use poisons or alchemy. Rangers do not have such restrictions. However, Rangers are, by their very nature, sworn to an austere life, not the accumulation of wealth. Should they wish magical swords and items, they can earn them or work out a trade for them.

Scholar

Scholars are called such due to the time they spend pouring over books and ancient tomes. The Scholar relies typically on his/her magical ability to see him through situations, but versatility is available to him, as he can purchase production skills quite easily as well as master Formal Magic easier than any other class. Scholars physically the weakest of all the classes with a maximum of thirty (30) Body Points and ten (10) points of armor. The physical weakness of the Scholar make it so that he best fights his/her opponents from

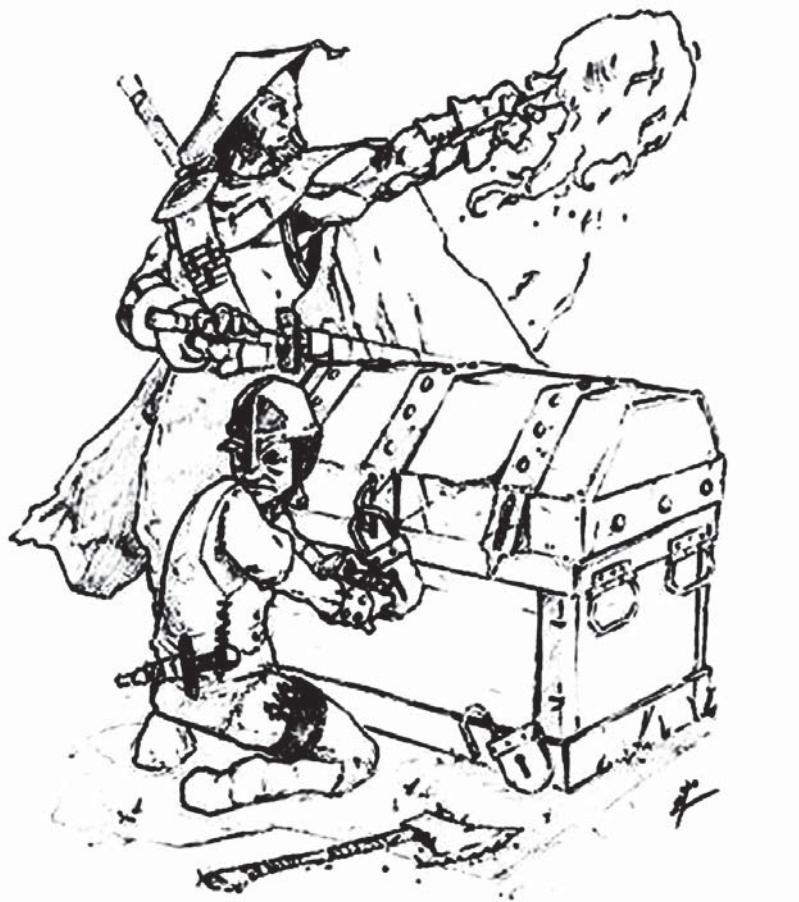


© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

a distance, only to close in for the kill when his opponents are incapacitated.

Sorcerer

Sorcerers are similar to Scholars in the respect that they too have mastery of magics, learning their primary as columns as quickly as a Scholar but being able to expand their second and third columns at a much faster rate. The Sorcerer, with incredible ease at which he learns his battle magic makes the trade off in that it is harder for him to learn formal magics, can not learn many weapon skills other than One-handed Sword, One-handed Blunt, Staff, and small weapon, and is limited in his other skill selection as well. In addition to this, they share the frailty of the Scholar class and have a maximum of 30 body points, and are restricted to wearing no more than 10 armor points. So as with the Scholar, the Sorcerer must approach combat with caution, avoiding blows at all costs.



Artwork Donated by Mat & Tina Likness 2014

Templar

The Templar is a warrior-mage and is perfect for those that wish to both fight and cast equally well. Though they are slower to progress in both combat ability and spells than their Warrior and Scholar counterparts, the balance of the two is liked by many but too slow to progress for others. At any rate, Templars make some of the most formidable opponents around, providing you with the unexpected in both their casting and combat ability. Physically, the Templar is equal to the Rogue with fifty (50) maximum Body Points and is only restricted to wearing twenty-five (25) armor points.

Rogues

Rogues are considered to be the jacks-of-all-trades, with the ability to advance in nearly any direction with relative ease. The specialty of a Rogue, however, lies in the creation of Alchemy and Poisons, along with the ability to Dodge nearly anything thrown at them with dexterous precision. Their abilities in combat lie not in the all out frontal assault of the Warrior, but instead from a surprise one-shot, well-placed lethal strike in the back as well as accurately placed Backstabs. They are not as physically tough as a Warrior in a fight and are limited to a maximum of fifty (50) Body Points and restricted to wearing twenty (20) points of armor. The smart Rogue, however, makes use of Poisons and Alchemy to more than make up for those restrictions and often proves he is capable of being his group's secondary fighter.

The maximum totals of Armor and Body Points allowed for each class are as follows:

	Armor Points	Body Points	
	Maximum	Total*	Maximum*
Warrior	Unlimited	3 x level	75
Knights/Dark Knights	75 (105)	3 x level	65
Rangers	50 (80)	3 x level	60
Templar	25 (50)	2 x level	50
Rogue	20 (40)	2 x level	50
Scholar	10 (20)	1 x level	30
Sorcerer	10 (20)	1 x level	30

* May be modified by race or the Fortify skill.

(x) Maximum armor points with maximum ranks of the Wear Extra Armor skill.



Artwork Donated by Mat & Tina Likness 2014

Skills Overview

The SOLAR game system is based on the purchase of skills. Whenever a player buys a new skill with his Build Points, he will be given a permanent tag with the name and level of the skill on it. These Skill Tags must be carried on a player's Skill Ring at all times in case a Marshal wishes to check to see if a player really has a particular skill. It is the player's responsibility to keep up with his Skill Tags between events.

Since skills must be bought for a character to use them, no character may try to use a skill that he does not have. For instance, a character must have the One-Handed Edge weapon skill before he can use a sword. If a character does not have this skill, he may not use a sword for any purpose other than a Killing Blow (See "Killing Blow" in the "Rules of Offense" section).

In most cases, to learn a new skill, a character must find either a teacher that already possesses the skill and is willing to teach it.

Once a character finds a teacher, it is up to the two of them to determine what the price will be for teaching the skill. If the price is not paid, it is up to the teacher to collect the fee. Once taught, a skill may not be unlearned.

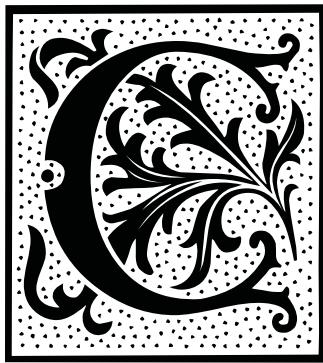
A card stating the name of the student, name of the teacher and the skill to be taught ought to be turned in with Life and Work/ Paid chits at Check-Out.

Some skills may be purchased more than once, allowing a character to improve his ability in that skill. These types of skills do not have to be taught each time to be improved. For the details of a skill, read the skill descriptions.

Other skills, such as some Craft skills, Lore skills, and Formal Magic may only be taught at certain Universities, Colleges, and Academies in the lands requiring not only a gold-piece entrance fee but also permission from the appropriate Guildmaster or ruler of the land in which you'll be learning the skill. These skills will be noted with "Special" in the pre-requisites section. The arrangement to learn these rare and powerful skills must be made in-play with the appropriate parties and may cost you more than just a few gold pieces and a favor. The only Lore skill that may be purchased during character creation is the racial Lore for one's own race and this may be done at no gold piece cost.

Lores with pre requisites can not be learned during re-spends or monastery. Must be learned in play.

If at some point in time a player feels that a skill is no longer of use to his character the skill may be sold back for the Build Points paid for it but may not be purchased again for one year.



Chapter 4

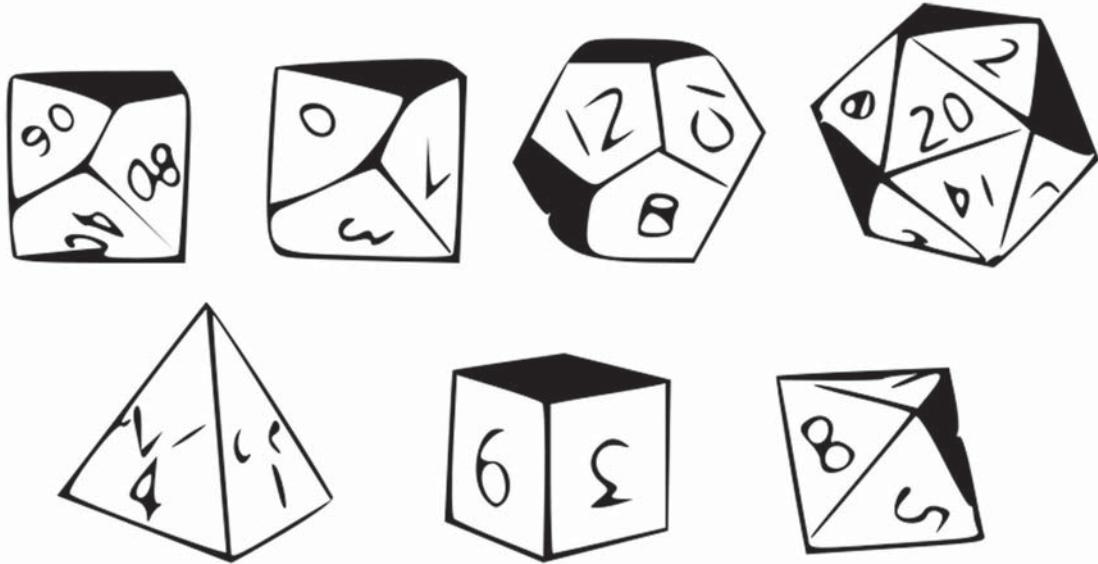
Cerronef's Game System



❖ The SOLAR rules system simulates body stamina, armor strength, and attack damage using a point system. These points are kept track of using disposable game tags that players will receive and give as points are lost and gained.

❖ Physical combat, magic, poisons, and alchemy are all activities simulated in the SOLAR game. Each activity is carefully regulated by the SOLAR rules system to ensure safety and fairness, while continuing to enhance the fantasy atmosphere.

❖ The best advice we can offer you to overcome new player confusion? Play a monster the first few hours of the event. You can learn the game rules, experience the combat system, and practice game skills without endangering your character. When in doubt don't be afraid to ask, while we all try to be as aware of the rules as possible there are times you will forget how much damage a spell does etc. Just ask, the community is great for teaching and remembering that not everyone can be an expert at everything all the time.



About Death And Resurrection

Life Force

To represent a character's life, each player is given a Life Ticket at Check-In. This Life Ticket has the character's name and level on it and must always be carried on the player's Skill Ring. Any player who loses a Life Ticket will be presumed to be dead by natural causes or accident.

As a character increases in level, his/her life force increases as well. Each character begins the game with four (4) lives and gains an additional life every even level. Should a character die in the course of an event, he must go to a designated resurrection point, have his/her real name, character name, and other information logged in the Resurrection Log and receive a new Life Ticket upon completion of his/her resurrection. With each resurrection, a character's life force weakens until finally, upon a character's last life (when she has no resurrection credits remaining)—should he die again, he may no longer resurrect and the player must make a new character. This is further explained in the "About Death and Resurrection" section.

Life Tickets are out-of-play and may not be stolen. If a person is caught with a stolen LifeTicket, he will be subject to disciplinary action.

Life Tickets may be turned in at the end of an event for purposes of capping your character at the rate of 10 EPs per level of the Life Ticket turned in. Life Tickets are out-of-play and may not be exchanged with others, for Goblin Points, or for in-play money or possessions.

Body Points

Body Points represent the amount of damage a character may take before going unconscious. Body Points are divided into Armor Points and Body Points. Each is represented by special tags that are received at Check-In and should be torn off and discarded as they are lost throughout the event.

When taking damage, Armor Points are removed first, followed by Body Points unless the effect states otherwise (for example, the Mind Blast (CG/CO,5) spell does direct body damage).

Armor Points

Armor Points represent the amount of damage a character may take to his/her/ her armor. Once the armor has taken the amount of damage equal to the Armor Points, the armor has been breached and all remaining damage is applied to the body.

The number of Armor Points a player receives depends on the amount and quality of the armor that he is wearing. Armor must be check in before or shortly after opening ceremony, usually there is some one in the tavern doing armor check in. That person will check for armor safety and assign starting armor points. If a

character is not wearing armor, but is wearing a “period” costume, they will be granted five (5) Armor Points.

Note that a character may be limited in the maximum amount of Armor Points they may receive because of their class (see class descriptions). For example, a Rogue is typically not allowed to benefit from wearing as much armor as a Warrior. Characters may choose to buy a skill to wear extra armor, however, and increase their character’s Armor Point maximums (see Wear Extra Armor skill description).

After a player’s armor has been evaluated, he will receive the appropriate number of Armor

Tags to correspond to the amount of Armor Points the character is wearing. These Armor Tags are to be placed on his/her/her skill ring, with all his/her/her other renewable tags. As a character receives damage, the proper amount of points and corresponding armor tags should be torn off the skill ring. Should a player that is “monstering” wish to collect the expended tags they should be given to said player, otherwise tags should be placed in a nearby trashcan or a pocket, not on the ground. If a player, for whatever reason wishes to remove any or all of his/her/her armor, he should remove the appropriate number of Armor Points from his/her/her skill ring.

If a player’s armor is damaged and he loses Armor Points, it can be repaired at the Armorsmiths’ Guild for a minimal fee. Also, characters that know the Armorsmith skill may repair the appropriate type of armor. These characters will probably also charge a minimal fee.

Body Points

Body Points simulate the endurance of a character and represent the amount of damage a character may take to his/her/her body before going unconscious. Body Points are determined by the character’s...

- ❖ Class—for example, a Warrior has more endurance and therefore more Body Points than a Scholar
- ❖ Race—for example, Elves are more frail and have fewer Body Points than Dwarves
- ❖ Level—as a character gains skill and experience, his/her/her stamina improves and his/her/her Body Points increase

Characters lose Body Points in combat, through magical or physical attacks, and may recover them through healing magic or alchemical substances.

Health Status

Below is listed several different statuses that a character may him or herself be subject to or will perhaps encounter in other characters. These statuses are not necessarily limited to this list nor are all statuses exclusive of one another. For example, one may be of the status "Bleeding to Death and Poisoned" or "Slain and Life Drained," but once one hits the Dead status all other status effects are gone. To aid in determining what one must say when the Healing Arts skill is used please note the line at the end of each status entry which reads, Status: "Down X Body, Health Status."

Waylaid

A character which, has been successfully waylaid, loses one Body Point and remains unconscious for ten (10) minutes. If the attacker has any strength, each point of strength causes an additional point of body damage so that, for example, if an Endow (E,2) or Empower (C,1) spell is used in conjunction with the Waylay skill, the victim will lose (3) three Body Points. A character who has been waylaid may be brought back to consciousness by either one minute of First Aid (the character will not regain the Body Point(s) lost to the waylay unless the character is at zero Body, in which case he will be brought back to one Body Point) or a curative (healing spell, potion, Lay on Hands, or alchemical solution) which exceeds the amount of damage inflicted by the waylay.

Status: "Down X Body, Waylaid."

Unconscious

If a character takes enough damage to reduce him to EXACTLY zero Body Points: he is unconscious. A character that is unconscious may be brought back to consciousness by one minute of First Aid. Left alone, he will regain consciousness in 10 minutes with only one Body Point. If cured by Alchemy or Magic, the character immediately regains consciousness with Body Points equal to the amount of curing. Status: "Down X Body, Unconscious."

Bleeding to Death

If a character takes enough damage to reduce his/her Body Points below zero, he is instead at negative one (1) body and is Bleeding to Death. While Bleeding to Death, a character takes no further damage but may be killing blown. The character will be at the Dead status in one minute if not given First Aid (see Skills section) or a curative. A player should begin counting to sixty seconds as soon as he takes enough damage to fall below zero.

Once someone has begun First Aid on a character, the character should stop counting. If for some reason, the person performing First Aid stops, the unconscious character should begin counting to sixty again from where he left off. However, if the person performing First Aid stops after reaching a minimum of ten (10) seconds, the unconscious character should begin counting to sixty again (starting with one). After one full minute of First Aid, the unconscious character will be at one (1) Body Point.

If cured by Alchemy or Magic, the character immediately regains consciousness with a number of Body equal to the amount cured.

Status: "Down X Body, Bleeding to Death."

Slain

A character that has taken effect from a Critical Slay or Fatal Blow is immediately dropped to the Slain status and he or she will die in one minute. Only the following spells will save the victim from death: Cure Critical Wounds (EG/D,6), Heal Critical Wounds (H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain character be Desecrated, only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds (H,6), Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have the appropriate amount of body restored by the spell used when the character regains consciousness.

Status: "Down X Body, Slain."

Dead

Once a character is dead, all of his/her/her active spells are no longer active (See Active Spells in the Magic section). If the character does not receive a Life (EG/D,9) or Revive (H,9) spell before five (5) minutes pass, his/her/her body will dissipate. Should the Dead character be "Desecrated", a Death (EG/D/N,9) or Revive (H,9) spell must be administered within five (5) minutes or the same fate will befall them. The only other spells that work on a Dead character are: Decay (N,4), Preserve (H/N,4), Spirit Armor (E,7), Create Undead (N, 7), Destroy Undead (H/N,7), Annihilate Undead (H, 9), and Create Ghoul (N, 9).

Upon dissipation, the character must leave all in-play possessions at the spot of dissipation, put on a white headband and go resurrect. See "Being a Spirit" below.

Status: "Dead."

Animated Dead

Characters may be created into Undead by several means: by the Create Undead (N,7) spell, the Create Ghoul (N,9) spell, by formal magic, by the touch of a various forms Undead, and by high sorcery.

The Create Undead (N,7) spell allows the caster to turn a non-Undead, non-Desecrated creature, which has reached the Dead status, into a Zombie. The Zombie thus created will have half the number of Body Points the victim had in life, and whatever armor is left on the corpse. If the Zombie ever reaches zero Body Points, it will turn to dust. Please see the Create Undead (N,7) spell description



for more information.

The Create Ghoul (N,9) spell allows a caster to turn a non-Undead, non-Desecrated creature, which has reached the Dead status, into a Lesser Ghoul. Should this occur, you will receive your new statistics from your creator. Unlike the Create Undead spell, a Lesser Ghoul can be healed even when it reaches zero Body Points with Cause or Inflict spells.

Do note that while the status of Desecration will protect a character from the Create Undead (N,7) and Create Ghoul (N,9) spells, it will NOT protect a character from ANY other means of animation.

The victim who has been created into Undead cannot be restored to life by any known means and has no memories or skills that he had as his/her/her character. A player who is turned undead can not be forced to be undead for longer than one hour by any means. Hero's that where lesser undead do not retain the knowledge of what happened while they were undead.

Note: Greater Undead have special rules.

Other Status Effects

Other status effects exist and may be inflicted upon a character through many means, including spells, gaze attacks, claws, bites, and so on. Unless otherwise stated in the status effect, should an affected character have the Healing Arts skill used on him, the way in which to reply is as follows where Status Effect is substituted with the effect on the character:

Status: "Down X Body, Status Effect"

For example, "Down 13 Body, Life-Drained", "Down 10 Body, Paralyzed", "Down 40 Body, Poisoned", "Down 0 Body, Asleep", and so on.

Take note if you are unconscious, waylaid, dead, slain, or bleeding to death you are considered subdued. Some Status effects state they are removed if subdued.

Unless moved by someone or something, the player must remain where his/her/her character died for five (5) minutes. If his/her/her character does not receive a Life (EG/D,9), Death (EG/D/N,9) (if Desecrated), or a Revive (H,9) spell within five minutes, the character's body dissipates and the spirit is released. At this time the player should give his/her/her Life Ticket to the person or thing that killed him.

Being a Spirit

The player must then leave all of the in-play items he is carrying (in-play money, potions, scrolls, weapons, magic items, etc.) at that spot, put on a white headband (See Headbands in Miscellaneous Rules) to denote he is a spirit and out-of-play and make his/her/her way to the Healers' Guild (or appropriate Resurrection Area) to be resurrected. Distance as a spirit is that same for the living so unless indicated by plot it would take a spirit just as long to walk from one point city to the next. For example, if one were to die in the city

of Coopervale and wish to resurrect across the continent, it would take weeks to reach that resurrection circle and the character would therefore be unplayable for the rest of a given event. Please note as a spirit you are aware of near by resurrection circles, if you wish to resurrect in an alternative circle see plot. Results will vary.

While a spirit, he is invisible and may not interact with anyone except to ‘tug’ on those invested in the resurrection circle. To let an invested member know you need to be resurrected simply walk up to the player and say ‘tug tug.’ The tug actually originates from the circle and not the spirit and the player has no idea who is tugging, the invested player may choose to ignore the tugging of the circle.

Memory Loss

The shock of dissipation causes the character to forget everything that happened for a period of 30 minutes prior to his/her/her death. The character will know that he has died, but not who did the actual killing nor where his/her/her death took place. Remember, Solar is an honor based game and it takes everyone playing fair to make this work. If you are concerned that someone acted on OOP (Out of Play) knowledge please let management know and they will investigate.

Resurrection

A resurrected player has full Body Points, no active spells and no armor.

Each character begins the game with four (4) lives and gains an additional life every even level. Each resurrection causes one life to be lost and the character’s spirit to be weakened. If a character loses all of his/her/her lives, the character will not be able to resurrect again once he dies and a new character must be created. a character with 4 lives on the books can resurrect 4 times before dying his/her final death. If you die your final death your body does not dissipate.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Combat

The number one and most important concern of SOLAR staff is the safety of its players, and combat is the least safe aspect of the game. For this reason, a MANDATORY safety course is given to all players and the rules for combat MUST BE adhered to strongly to keep players from getting injured.

Combat Safety Rules

“HOLD!” (Stop-Drop-and Listen!)

This is the most important rule in this book.

Any player, at any time he feels unsafe for any reason or is being hit too hard by his/her foe, may call a hold. The player calling the hold must yell the word “HOLD!” loudly enough for everyone in the immediate vicinity to hear.

When a Hold is called, everyone involved must stop all in-game actions and all in-play conversations and drop to one knee. Once in a Hold, the player who called it should then resolve the reason for the Hold, by telling his/her opponent or a Marshal the problem. Once resolved, the player who called the Hold must call the “Lay On”. To do so, he tells everyone to get up, and then he says “3, 2, 1, Lay On!”.

Players should remember the importance of calling a Hold and should only call one when necessary, as it detracts from the game.

Anyone ignoring a Hold may be subject to disciplinary action. Holds are used for emergencies and players should treat all Holds as emergencies until it is determined there is not one.

If there is a valid medical reason why you cannot drop to one knee, please make an effort to crouch or stoop to signify you are in a Hold.



Artwork donated by Mat & Tina Likness

You have just finished reading the most important rule in this book.

Healer vs. Medic

During the course of the event your character shall need healing from damage he takes in combat. It is an out-of-play necessity to make the calling of a “Medic” forbidden unless a person is hurt in real life. If you have a REAL injury call for a Medic and someone will come to your aid, if you witness someone else get injured and see that they cannot call for a Medic

do so for them. If your character is injured and needs healing in-play please call for a “healer”. For small injuries, SOLAR has many first aid items located in the tavern for your use. If you need anything such as band-aids, ankle wraps, or aspirin, contact one of the Medics, who will be identified at opening ceremonies.

Orange Headbands

Players wearing orange headbands are on medical restrictions and can play with many limitations placed upon them. It is forbidden to attack with a weapon or spell packet someone wearing an orange headband. Please consult a SOLAR staff member to explain in detail the way to “attack” someone in an orange headband. And a reminder—players wearing a white headband are completely out-of-play and should be completely ignored by players that are in-play.

Physical Contact

The only contact allowed at SOLAR is by weapons or spell packets. Brawling, wrestling, kicking, and any other form of body contact are forbidden. Anyone violating this rule will be subject to immediate disciplinary action and asked to leave site immediately

Rules of Offense

Hitting an Opponent

When a player hits another opponent, he must swing his/her weapon through an arc of no less than 45 degrees and no greater than 90 degrees. This keeps people from being hit too quickly or hard. Players should only be trying to make contact with their opponents, not knock each other across the battlefield.

Some hits will require judgment calls on the part of the victim. A player wearing a lot of armor may not feel the hit and will have to look to the attacker for how many times he was hit. If a shot is blocked, it does not count. However if the block was weak and allowed the opponent to hit at half or more of normal strength, the hit does count.

Calling Damage

Each time the weapon makes contact with the opponent, the player must call the appropriate damage,

the player must call out the amount and type of damage being done (“3 Normal!” or “10 Magic!”). This allows the opponent to know how much damage was done, and whether or not it affected him (some monsters are immune to normal damage). The standard types of damage are Normal, Blunt, Silver, Gold, Mithral, and Magic.

A character wielding a Magic weapon may use its Magic tagline or its material.

A character wielding a Mithral, Gold, or Silver weapon may call that tagline with their weapon or may also call the Normal or Blunt tagline, if appropriate. Calling damage is a necessary function of combat spoken by a player, even if his character cannot speak.

A player is required to call Magic damage with a magic weapon. For example, if a player has a +2 Weapon Proficiency, he would call “4 Normal!” with a regular sword. However, if the player had a +2 magic gold sword, he would call “6 Magic!” or “6 Gold”, but not “6 Normal”.

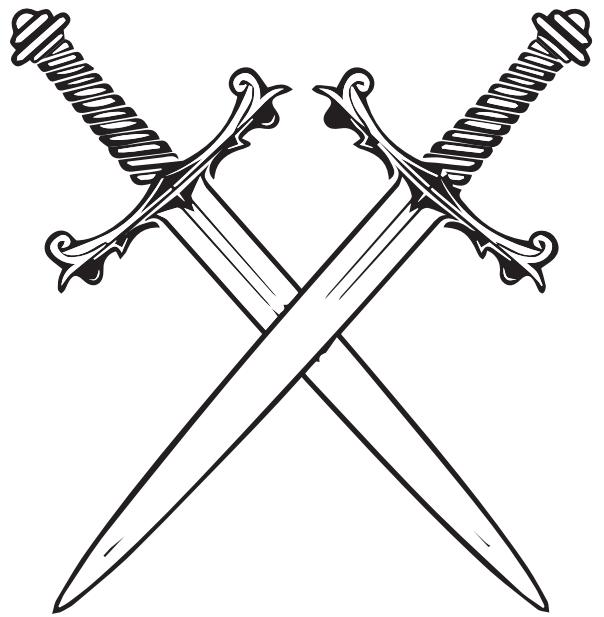
The minimum damage a player may call is zero (0)—either by attacking with little to no effort, using the flat of the blade, sparring, etc. or because the character has become too weak or inept to wield his/her weapon. Using the example above, the player could normally choose to call anywhere between “0 Magic” and “6 Magic” but when affected by a Weakness (E,4) spell and a Cause Disease (EG/D,3) spell, the character’s effective combat ability would be reduced by six (6) points of damage so that he could only call zero damage.

If a player is hitting so quickly that he cannot announce the damage fast enough to keep up with the swings, that player is “machine gunning” or “drum rolling”. If this happens, the player’s opponent has the right to lump all of those hits into one and only count the damage for one hit.

The Killing Blow / Killing Spell / Killing Strike

If at any time, a character is reduced to zero Body Points, or is restrained in any way that he could not move from in front of a weapon, he is a candidate for a Killing Blow, Killing Spell, or Killing Strike. Note that a character that is fully conscious and unrestrained is NOT to be considered an “immobile victim” or a candidate for a killing blow unless he/she willingly submits to it.

A Killing Blow is given by placing a weapon or packet on the chest or back of an immobile victim and saying “Killing Blow one, Killing Blow two, Killing Blow three.” This simulates placing the weapon up under the armor and plunging it into the vital organs or choking the person with your hands. If the character



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

performing the Killing Blow is interrupted before reaching three, he must begin the Killing Blow again.

A Killing Spell is given by throwing a damage spell at the chest or back of an immobile victim and saying “<spell verbal> Killing Spell.” (i.e., “I smite you with a Magic Missile Killing Spell.”). This simulates taking the time to aim the spell at a chink in the armor and deliver its damage to the vital organs.

A Killing Strike is given by firing a missile weapon, throwing a damaging ranged attack or throwing a damaging element or acid at the chest or back of an immobile victim and saying “<damaging attack> Killing Strike.” (i.e., “20 Acid Killing Strike”, “10 Flaming Killing Strike”).

If a character receives either a Killing Blow, Killing Spell or Killing Strike he is at the Dead status. Should the character not receive an appropriate spell to bring him back to life then he will dissipate, should he dissipate the player should then give his/her Life Ticket to whomever or whatever gave him the killing blow.

If the target is not damaged by the spell used as a killing spell, it does not deliver a killing blow. (i.e, Flame bolt killing spell against a flame elemental would not result in the death of the flame elemental.)

Throwing Magic and Gases in Combat

In order to simulate throwing magical energy and gas-filled phials, packets are used in SOLAR combat (see Packet Construction).

Spells use spell packets, which can be of any color except green. To cast a spell, the caster must have a spell packet in his/her hand (and no in-play item), say the verbal clearly and loud enough for the person nearest to the caster to know what spell is being cast, and then hit the target with the spell packet within three (3) seconds of finishing the verbal. For example, “I set your Doom upon you!” should be followed by the release of a spell packet toward the intended target. If a spell packet hits anywhere on a target, the target takes the effect of that spell.

Gases use gas packets, which must be green and labeled appropriately. To throw a gas packet, a player must state the name of the effect being thrown and then throw the packet at the intended victim. For example, “20 Acid!” or “Paralysis Gas!” should be followed with an appropriately labeled green packet. Only one gas packet may be thrown at a time. One may not simply call a gas one has, throw an unlabeled green pack, and then pull the tag from his/her skill ring later; a player must throw the properly labeled packet for the gas thrown. If the gas packet hits anywhere on a target, the target takes the effect of the gas thrown. Even acids take effect if they hit anywhere on the target. This damage may not be blocked with a weapon, should the packet strike a held weapon the target takes the full effect of the attack.

For every poison or acid that may be thrown in combat that you are carrying, you must have both a marked green packet and a valid tag.

Rogue Marshals routinely do spot checks and will take any tags that a person is carrying that they do not have packets for. Note that poison packets, unlike spell packets, are in-play. Therefore, they can be seen,

stolen, etc. There may be laws against the use of poisons, so the character is warned to check with his/her local Seneschal.

Once thrown, the attacker should pull the appropriate tag(s) or mark the spell(s) off on his/her or her daily Spell Card.

Other Thrown Attacks

The Elemental Burst (EL,2), Elemental Maelstrom (EL,5) and Elemental Fury (EL,8) spells summon elemental effects that may be delivered via a spell packet. These effects are not to be considered spells and cannot be stopped by spell shields but may be stopped by appropriate specialty shields such as Fire/Cold/Lightning Shield (EL,5) and Elemental Shield (EL,8) as well as appropriate Resists and physically blocked by a shield. This damage may not be blocked with a weapon, should the packet strike a held weapon the target takes the full effect of the attack.

Monsters, NPCs, and other characters can sometimes deliver physical damage via a packet attack such as “20 Magic”, “10 Lightning”, or “50 Life”. This is physical damage and may only be blocked by a shield and stopped only if an appropriate specialty shield would block it, such as “20 Flaming” being stopped by an Elemental Shield (EL, 8) spell. This damage may not be blocked with a weapon, should the packet strike a held weapon the target takes the full effect of the attack.

Missile Weapons

A variety of missile weapons are employed in SOLAR combat including: bows, crossbows, and a wide range of thrown weapons. Should one of these attacks strike a character he will take full damage from the attack. The only way in which a character may block an attack from a ranged weapon is with a shield, should a missile from a ranged weapon strike a character’s weapon he will still take damage from that attack.

Furthermore, should any Critical Slays or Fatal Blows (see skill section) be delivered through a ranged attack they are to be considered Unparryable. These attacks may not be blocked by any means, save through the Shield Parry and Fatal Shield Parry skills.

Increased Damage

Please note that it is the target’s responsibility to double or otherwise multiply damage done to it by spell or weapon, not the attacker’s. In addition, it is possible to have more than one damage multiplier on the same target—such as a creature that takes double damage from Cold/Ice that is also struck with a Curse (E,8) spell—when this occurs, the victim increase the multiplier by +1 rather than “doubling the double”. For example, if a Fire Elemental is struck with a Curse (E,8) spell and is hit by a warrior calling “10 Ice!”, he would take three times (3x) damage for a total of 30 points.

Combat Rules Violations

Illegal Targets

The following targets are illegal: head, neck, throat, groin, and hands from the wrists out. On female players, the upper chest is also an illegal target area. Anyone repeatedly hitting these areas will be subject to immediate disciplinary action.

Shield Turtling

A mainstay of fighting with a shield is what is known as “turtling”. A person fully hiding behind a shield so that his/her opponent may not reach him is turtling. However, the opponent could overbear the person who is turtling and knock him down. For this reason, Turtling is illegal in SOLAR. Any player seen repeatedly turtling will have the Shield skill taken away from his/her character.

Trapping and Charging

Although used greatly in sword fighting, pinning a weapon is restricted at SOLAR. Most moves used to free oneself from pinning are dangerous, and safety is the main concern of SOLAR. For that reason, it is illegal to pin another player’s weapon.

Charging is also not allowed. This, too, is used in sword fights to back an opponent into a corner, but it can cause a player to trip over something and injure himself. If a player is moving back and stops, his/her opponent is Charging if he runs into the player. This is considered body contact and, as stated in the rules above, is not legal. Also, if his/her opponent is backpedaling at more than a walking speed, the player is charging. Use your common sense here; if it seems unsafe, don’t do it.

Not Taking Damage

Taking damage relies heavily on the honor system. A player must count the damage he has received and fall to the ground after receiving the appropriate amount of damage to reduce him to zero Body Points. Players who do not count hits properly will eventually find that their opponents do not count damage properly when fighting them. Not counting hits is considered cheating and will be dealt with accordingly (see Cheating under the Conduct section).~

Battle Magic

(FROM CASTER'S DAILY MEMORY)

Casting Magic

Casting Offensively

To cast a spell, the caster must have a spell packet in his/her hand (and no in-play item), say the verbal clearly and loud enough for the person nearest to the caster to know what spell is being cast, and then hit the target with the spell packet within three (3) seconds of finishing the verbal. In most cases it is preferable to say the verbal loudly enough for the target to hear it so that one does not have to state out-of-game what spell the character has just been hit with. The spell verbal is “in-game” and may be understood by anyone.

To count as a hit against a target, the packet only needs to hit some part of the victim. As throwing packets is a less precise form of combat than melee, this can (and often times does) include areas that are considered illegal in melee combat. Though these hits are considered legal when hit by accident, specific and purposeful targeting of these areas is considered a combat violation and appropriate action will be taken. A weapon, shield, or even a character’s clothing is a valid target for a spell. The defender can try to physically dodge a spell packet, but he cannot block it with something he is carrying.

Failed Spells

If a spell misses a target, the spell is considered to have failed and the recipient does not take the effects. Spells that DO hit their target may also fail for the following reasons:

- ❖ the verbal is inaudible or unintelligible
- ❖ the verbal is inaccurate
- ❖ the spell packet is thrown before the verbal is completed or more than three (3) seconds after.
- ❖ the caster takes any body damage before the verbal is completed. Hits includes Critical Slays, Fatal Blows or Assassinate.

Once a spell is cast, whether or not it was successful, if there is a tag for that spell, it should be given to the recipient. If there is no tag for the spell, it must be marked off the player’s daily Spell Card.

Casting on Oneself

When casting spells upon oneself, a spell caster may cast underneath his/her spell shields. Therefore, for example, one can heal himself or cast protective magics without disrupting his/her personal spell shield.

Although it is not necessary to use a spell packet, you must have one hand free and say the verbal aloud when casting upon yourself.

Casting a Spell Not in Memory

If a player unintentionally casts a spell for which he does not have a tag (or slot on his/her Spell Card), he must either pull four (4) times the level's worth of the spell cast, or allow the opponent to choose spells two (2) times the level's worth of the spell cast and pull those tags (or mark his/her Spell Card as if those spells had been expended). Repeated wrongful casting (i.e., throwing spells you do not have) will result in immediate disciplinary action.

Daily Spell Memorization

Spellbooks

The Spell Book contains the list of spells the caster may memorize. In order to have a spell written into his/her book, the caster must find someone who will teach him the verbal for the spell and allow the caster to copy that spell from the teacher's Spell Book. Once the caster has found someone willing to teach, he must proceed with his/her teacher to the logistics area during Spellreset and have the spell copied into his/her book. The spells are copied using a magical ink, which costs a $\frac{1}{2}$ silver piece per level of the spell being copied (e.g., a first level Magic Missile (C,1) spell would cost $\frac{1}{2}$ silver, while a ninth level Life (E,9) spell would cost 4 $\frac{1}{2}$ silver. Each page of a spell book may have only one spell on it (reversible spells count as one spell).

When creating a new character, players may request a "starter" Spell Book at logistics, which includes many of the low level spells. Before gaining any additional spells, the player must replace their "starter" Spell Book with a permanent Spell Book. Permanent Spell Books must be actual books; a sheet of paper is not sufficient. Spell Books are an in-game item and may be stolen, so each player should put his/her real name and character name on the inside cover.

In an effort to decrease loss and damage of fragile in-play spellbooks, a player may check his/her spellbook in with logistics and receive a Spellbook Card for the spells contained in his/her or her spellbook and simply bring this card



Donated by Amanda Inmon 2014

afterwards to check-in for his/her/her spells tags and card(s).

Receiving Daily Spell Tags

Spell casters may cast a certain number of spells each day, which are represented by their daily Spell Tags. In order for a character to receive his/her spells, he must take his/her Spellbook and his/her spell pyramid/column card(s), which shows how many of spells of each level that character can cast, to the Logistics area at Check-In. At this time, the character chooses which spells he wishes to memorize for the next day (Note: Only one person may use a spellbook). The Spell Tags must have the date stamped on the back of them and are then placed on the skill ring.

The Spell Tags are color-coded with a different color for each day. Anyone caught casting spells from a previous day will be subject to disciplinary action. The Spell Tags left over from the previous day should be thrown away in a trashcan.

Realms and Schools of Magic

SOLAR has two realms of magic: Celestial and Earth. There are three schools of Celestial magic: Generalist, Elementalist, and Confinist; and four schools of Earth Magic: Generalist, Druidic, Healer, and Necromancer.

Only Templars, Scholars and Sorcerers may specialize more than a single columns (as well as Dark Knights, Knights, and Rangers, whom are limited to the specialization of their subclass). A templars and scholars may learn two specialty columns while a Sorcerer may learn up to four specialty columns. Specialty columns still must follow all restrictions set within the school. For example you can never be a necromancer healer.

A character must find an in-play teacher to “convert” a column to a specialty school of magic. Furthermore the character must reach 7th level prior to any column conversion. All schools of magic other than “Generalist” fall under this category.

The first school a character chooses is called his/her or her Primary School of Magic. If the character later decides to learn another school, that school is called his/her or her Secondary School of Magic, and the third is his/her or her Tertiary School of Magic, and so on. The Spell

Slots (see the Skills section) for a character’s Secondary School of Magic will cost more than the Primary, and the Tertiary will cost more than the Secondary.

Multiple Magic Specialties

Templars, Scholars and Sorcerers may specialize in more than one school of magic. Even so, a character may only specialize in one school of magic per realm. With this restriction, even a Scholar may only ever have four (4) schools of magic known: two generalist and two specialist (e.g., Earth Generalist, Healer, Celestial Generalist, Confinist). The exception to this rule is the Sorcerer class, which is allowed more than two specializations and is not limited by realm specialization cap. All prerequisites and restrictions must still

be followed. Example as a Sorcerer you can have a confinist, elementalist, Earth generalist necromancer but not a healer, Druid, Confinist necromancer.

A character may only specialize once in any given column, even if that specialty should later be lost through breach of one's code or restrictions. A character, should he desire, may then specialize a different column, provided he does not go over the maximum of one specialty per realm.

Specialty Restrictions

A character that chooses a specialty school of magic is sometimes subject to in-play restrictions. Characters with a Druid specialty have no strict moral code to abide by but the casting of Necromancy by any means, including enchanted items and Formal Magic, will bring the loss of one's specialty. Healer has no strict code to abide by he is still restricted. The casting of Necromancy through memory, enchanted items, or by formal magic will bring the immediate loss of one's Healer specialty.

Those casters that choose to a druid column are subject to the following restrictions:

- ❖ May not heal Undead or those that create them.
- ❖ May not befriend Undead or those that create them. May not create Undead.
- ❖ May not summon Undead.
- ❖ May not make deals with Undead.
- ❖ May not control Undead.
- ❖ May not feed Undead life force.
- ❖ May not cast Necromancy by any means.
- ❖ May not buy, sell, or trade in Necromantic items, Formal Scrolls, or Components if not for the intent of their destruction.
- ❖ May not possess Necromantic items, Formal Scrolls, or Components if not for the intent of their destruction.
- ❖ May not knowingly live in the same cabin as an Undead or those that create them.

Though redundant with the codes that Rangers and Knights swear to upon choosing their subclass, the above also strictly applies to them in regards to maintaining their class.

Not abiding by the above restrictions will bring an immediate loss of the Druid specialty column and subsequent conversion of that column to that of an Earth Generalist. Any other possible situations that violate the basic moral tenets that Druids must adhere to may also lead to an eventual, immediate, or permanent loss of their class. If a Druid is controlled (i.e. Dominate or Supercharm) into doing something restricted to him, his/her specialty is still lost. However it may be regained through in play means.

A character who loses his/her specialty during an event will be unable to access any specialty-only spells he has memorized for that weekend and only be able to cast those spells he memorized that also appear on the Earth Generalist spell list. In addition, any specialty-granted abilities or skills (Resist Necromancy, Animal Empathy, etc.) become immediately inaccessible.

When the player checks in at the next event he must inform Logistics that his/her column is no longer specialized and that he is now an Earth Generalist. Any Build Points spent on specialty- granted or class- granted abilities or skills (e.g., Resist Necromancy) are irrevocably lost. If a character loses his/her specialty and had an Earth Generalist column already, it is an exception to the rule that a character may only have one Earth Generalist column. The formerly specialized column is not combined with the existing Earth Generalist column. However, the existing Earth Generalist column may now be specialized (provided it has not been specialized before).

Desecration

Desecration is a condition that some characters are born with or can attain through in-play means that causes certain forces to be reversed when particular spells are cast on them. Characters who are Desecrated take the opposite effects from the following spells:

- ❖ Cure Light Wounds/Cause Light Wounds
- ❖ Zone of Life/Zone of Death
- ❖ Cure Wounds/Cause Wounds
- ❖ Renew/Waste
- ❖ Cure Disease/Cause Disease
- ❖ Create Undead/Destroy Undead
- ❖ Cure Serious Wounds/Cause Serious Wounds
- ❖ Create Ghoul/Annihilate Undead
- ❖ Cure Critical Wounds/Cause Critical Wounds
- ❖ Life/Death
- ❖ Purify Blood/Poison

For example, a Desecrated character struck by a Cure Light Wounds (EG/D,1) spell would take four (4) points of body damage but be healed four (4) body if struck by a Cause Light Wounds (EG/D/N,1) spell. Likewise, a Desecrated character struck with a Life (EG/D,9) spell would be struck Dead but would be brought back to life with a Death (EG/D/N, 9) spell.

Though Cures/Causes are reversed for a Desecrated character, Inflicts and Heals still affect him normally. Other spells, such as Zone of Life (H,6) and Zone of Death (N,6) also have the opposite effect on him so that

a Zone of Life will prevent entrance and a Zone of Death will provide protection from the “living”.

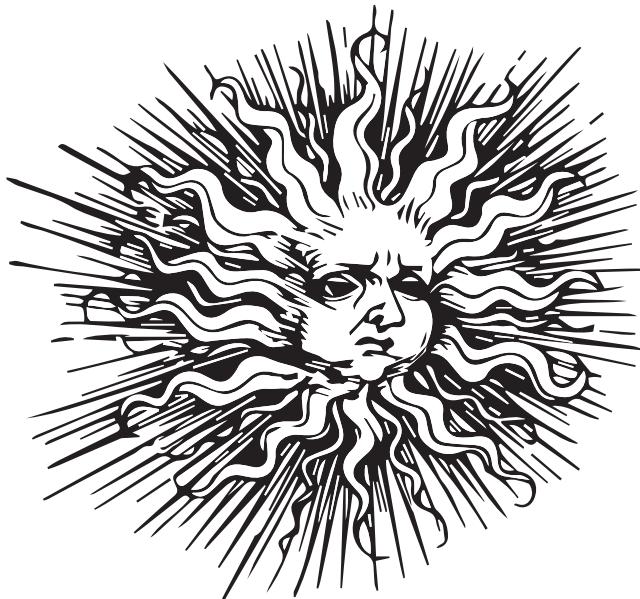
Create undead and create ghoul have no effect whereas if at dead status and take a destroy undead or annihilate undead spell the character dissipates and must go resurrect.

The make-up requirement for a Desecrated character is that it must appear the character has fully sunken eyes (i.e. Gray under the eyes). This requirement remains true for races that it might seem difficult to see sunken eyes, such as drae (simply use a lighter gray).

Furthermore, a Desecrated character may never cast Curing, Healing, Life, or Revive spells nor use any item, potion, or ability that grants such spells.



Donated by Branson Coburn 2014



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Celestial Generalist

Celestial Generalists are versatile offensive casters, with a wide variety of spells at their disposal. Though they lack the spells and Resists of the specialty schools, they still have more than enough firepower when employed correctly. The utility spell selection that accompanies their offensive capability more than completes this School, making Celestial Generalists truly fearsome opponents.

-1-

Disarm
Empower
Magic Missile
Shield

-4-

Enchanted Blade
Flame Bolt
Minor Spell Shield
Snare

-7-

Age Limb
Destroy Mind
Drain Life
Ice Storm
Wall of Force
Wizard's Lock

-2-

Armor
Delayed Empower
Detect Magic
Lightning Bolt
Repulse

-5-

Mage Armor
Mind Blast
Shatter Armor
Silence
Trance

-8-

Disjunction
Dragon's Breath
Major Spell Shield

-3-

Dispel Lesser Magic
Honesty
Ice Bolt
Shatter
Trap

-6-

Charm
Dispel Greater Magic
Lightning Storm
Reflect Magic
Web

-9-

Circle of Power
Doom
Ward



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Elementalist

Elementalists are purely vehicles of destruction. With a wider variety of elemental spells at their disposal than their Generalist brethren, they can solve nearly any problem with elemental damage, lots of it. The upper tier of their spell selection makes them formidable in combat, but due to their lack of “one-shot” kill spells, they tend to find themselves casting more often than Confinists and Generalists. The utility spells available to the Elementalist are similar to those of the Generalist, with the addition of spells to both shield against, and to enchant weapons with, elemental damage.

-1-

Disarm
Empower
Elemental Dart
Shield

-2-

Armor
Delayed Empower
Detect Magic
Elemental Burst
Lightning Bolt

-3-

Dispel Lesser Magic
Ice Bolt
Shatter

-4-

Flame Bolt
Enchanted Blade
Elemental Blade
Minor Spell Shield

-5-

Elemental Arrow
Elemental Maelstrom
Fire/Cold/Lightning Shield
Mage Armor
Shatter Armor
Silence
Trance

-6-

Charm
Dispel Greater Magic
Lightning Storm
Reflect Magic

-7-

Age Limb
Drain Life
Ice Storm
Wizard's Lock

-8-

Disjunction
Dragon's Breath
Elemental Fury
Elemental Shield
Major Spell Shield
Storm Blade

-9-

Circle of Power
Elemental Blast
Ward



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Confinist

If the Elementalist is a vehicle of destruction then the Confinist is what stops his/her rampage. With his/her large variety of confining spells, he is a deadly caster to all but the largest of prey. His/her greater variety of confining spells makes him formidable against most foes but his/her lack of elemental damage can be a hindrance against foes strong enough to break his/her magics or immune to his/her other available spells. The utility spells available to the Confinist are similar to those available to that of the Generalist, with the addition of spells to grant him armor of force and protection from confining spells.

-1-

Disarm
Empower
Shield

-2-

Armor
Delayed Empower
Detect Magic
Repulse

-3-

Dispel Lesser Magics
Honesty
Shatter
Trap

-4-

Minor Spell Shield
Enchanted Blade
Slow
Snare

-5-

Mage Armor
Mind Blast
Shatter Armor
Silence
Trance

-6-

Charm
Dispel Greater Magics
Reflect Magic
Web

-7-

Age Limb
Drain Life
Force Armor
Wall of Force
Wizard's Lock

-8-

Disjunction
Force Shield
Imprison
Major Spell Shield

-9-

Circle of Power
Doom
Shackle
Ward



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

-1-

Bless
Cure / Cause Light Wounds
Fumble
Light

-2-

Cure / Cause Wounds
Endow
Pin
Repel Undead

-3-

Cure / Cause Disease
Destroy
Fear / Remove Fear
Greater Bless
Repel Being
Truth / Lie

Earth Generalist

The Earth Generalist has the ability to cast healing, harming, and protective magics. Though not as offensively capable as Celestial casters, he trades that offensive ability for the ability to heal himself and his/her comrades, whether they are tainted or not.

-4-

Cure / Cause Serious Wounds
Greater Endow
Spell Protection
Weakness

-5-

Bind / Unbind
Mute
Purify Blood / Poison
Sleep
Toxin Shield

-6-

Cure / Cause Critical Wounds
Curse of Ineptitude
Destroy Armor
Disrupt Enchantment
Mistform
Return Magic

-7-

Friendship
Remedy
Restore Limb / Wither Limb
Spirit Armor

-8-

Defend
Curse / Remove Curse
Renew / Waste
Paralyze / Unparalyze

-9-

Circle of Protection
Life / Death
Proscribe Creature

Druid

Druids are protectors of the wilderness, maintaining a similar spell selection to that of the Earth Generalist. Druids are able to cast both curing and harming magics, maintaining that both are part of the balance of Nature. However, they see Necromancy as an abomination and may never cast it by any means (see "Specialty Restrictions"). In their protection of all things natural, Druids have several spells specific to them which enable them to befriend animals, entangle their quarry, and increase the toughness of their skin to that of bark. Once a Druid reaches his/her first 6th level spell, he gains the Animal Empathy ability for free. Druids have a moral code with which to follow and the breaking of this will cost the Druid his/her specialty or bring other in-play repercussions.



Donated by Mat & Tina Likness 2014

-1-

- Bless
- Cure / Cause Light Wounds
- Fumble
- Light

-4-

- Control Animal
- Cure / Cause Serious Wounds
- Greater Endow
- Spell Protection
- Wall of Thorns
- Weakness

-7-

- Friendship
- Insect Swarm
- Restore / Wither Limb
- Spirit Armor
- Spirit of the Ent
- Stoneskin

-2-

- Cure / Cause Wounds
- Endow
- Pin
- Repel Undead
- Speak with Animals

-5-

- Bind / Unbind
- Mute
- Purify Blood/Poison
- Sleep
- Toxin Shield

-8-

- Defend
- Curse / Remove Curse
- Renew / Waste
- Paralyze / Unparalyze

-3-

- Cure / Cause Disease
- Destroy
- Entangle
- Fear / Remove Fear
- Greater Bless
- Repel Being
- Truth / Lie

-6-

- Cure / Cause Critical Wounds
- Destroy Armor
- Disrupt Enchantment
- Mistform
- Nature's Wrath
- Return Magic

-9-

- Circle of Protection
- Life / Death
- Nature's Transformation
- Proscribe Creature



Donated by Addy Hilliard 2014

Healer

The Healer gains the benefit that he can heal nearly anyone, regardless of taints or other effects. Not only does the Healer's magic work on nearly anyone, it actually heals them for twice the amount that a similar spell cast from an Earth Generalist/Druid/Necromancer would, providing fast healing for the Healer's friends. In addition to this, the Healer may touch-cast healing spells [this includes the Heal and Cleanse line of spells as well as Bless (E,1) and Greater Bless (E,3)] under another's spell shield or Cloak, thereby allowing their comrade to maintain his/her spell defenses without having to recast them. The ability to cast under cloaks can not be used offensively. Though a Healer has no strict knightly code to abide by he is still restricted. The casting of Necromancy through memory, enchanted items, or by formal magic will bring the immediate loss of one's Healer specialty

(see "Specialty Restrictions"). In addition to all that they already benefit from, they also come equipped with an excellent selection of spells with which to combat Undead, should they so desire.

Note: A Knight's spell list is based off the Healer spell list but specialized to the Knightly Path he has chosen, you can find the two varieties of Knight spell list in the "Classes" section of Chapter 4.

-1-

Bless
Heal Light Wounds
Fumble
Light

-4-

Heal Serious Wounds
Greater Endow
Preserve
Spell Protection
Turn Undead
Weakness

-7-

Destroy Undead
Friendship
Remedy
Spirit Armor
Wither/Restore Limb

-2-

Heal Wounds
Endow
Pin
Repel Undead

-5-

Bind/Unbind
Mute
Cleanse Blood
Sleep
Superior Bless
Toxin Shield

-8-

Defend
Curse / Remove Curse
Heal Mortal Wounds
Paralyze/Unparalyze

-3-

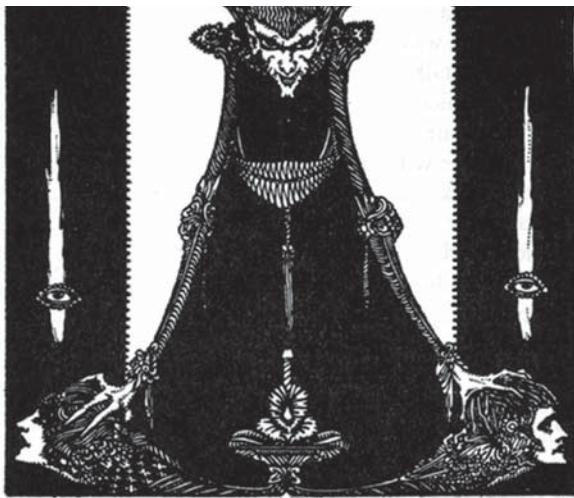
Cleanse Disease
Destroy
Fear / Remove Fear
Greater Bless
Healing Hands
Repel Being
Truth / Lie

-6-

Heal Critical Wounds
Destroy Armor
Disrupt Enchantment
Mistform
Return Magic
Zone of Life

-9-

Annihilate Undead
Circle of Protection
Revive
Proscribe Creature



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

-1-

Bless
Cause Light Wounds
Fumble
Inflict Light Wounds
Light

-2-

Cause Wounds
Elude Undead
Endow
Inflict Wounds
Pin

-3-

Inflict Disease
Destroy
Fear
Greater Bless
Remove Fear
Truth / Lie

-4-

Cause Serious Wounds
Control Undead
Decay
Greater Endow
Inflict Serious Wounds
Preserve
Spell Protection
Weakness

-5-

Mute
Inflict Poison
Poison
Soul Drain
Toxin Shield

-6-

Cause Critical Wounds
Destroy Armor
Disrupt Enchantment
Inflict Critical Wounds
Mistform
Return Magic
Zone of Death

-7-

Stoneskin
Create / Destroy Undead
Greater Control Undead
Wither Limb / Restore Limb
Spirit Armor

-8-

Defend
Curse / Remove Curse
Inflict Mortal Wounds
Waste
Paralyze / Unparalyze

-9-

Circle of Protection
Create Ghoul
Death
Imbue Death
Proscribe Creature

Note: A Dark Knight's spell list is based off the Necromancer spell list but specialized to the Knightly Path he has chosen. You can find the two varieties of Dark Knight spell list in the "Classes" section of Chapter 4.

Spell Attributes

All spells listed in the spell description section will have the name of the spell, what level it is, what school can cast it, its duration, and what type of spell it is. Unless specified in the spell's description (e.g., Mistform), Concentration duration spells are the only type of spell that may be prematurely ended by their caster by simply releasing the effect.

Spell Durations

Line of Sight

A spell with this duration lasts until the caster has left the combat area, falls unconscious, dies, or one hour—whichever happens first. The combat area is defined by drawing a line between the caster and the target that is not obstructed by a major structure or thick forest. The caster does not need to be actually looking at his/her victim for the spell to remain in effect. Should a target wish to (or be forced to) leave the area by going around a corner, etc. he should state aloud that he is leaving Line of Sight by saying “Breaking Line of Sight 1, Breaking Line of Sight 2, Breaking Line of Sight 3”. If the caster should re-enter Line of Sight at any point of time during this three-count, Line of Sight is maintained.

Concentration

A spell with this duration lasts as long as the caster maintains his/her concentration on the spell. This is denoted by the caster holding his/her hand up. While concentrating on a spell, the caster may not attack (including but not limited to the use of weapons, spells, alchemy, and poisons) but may still block incoming attacks using a weapon or shield with the hand that is not used in maintaining concentration. Other activities which require the caster's concentration to accomplish (i.e., First Aid, Armorsmith, etc.) will also prematurely end the spell.

Instant

A spell with this duration has no defining duration. However, another spell or skill may be required to reverse the effect. For instance, a character hit by a Flame Bolt (CG/EL,4) will take twenty (20) points of damage and would need someone who can repair armor or heal the body to counteract the effect.

Five Game Days

A spell with this duration lasts five (5) Game Days. A Game Day lasts from one Reset/Check-In to the next. A spell with this duration cast during the middle of a Game Day will still only have four Game Days left after the next Reset/Check-In. These days will carry over to the next event.

One Event

A spell with this duration lasts until the end of the event during which it is cast.

Length of Time

A spell with a length of time for its duration (i.e., 5 seconds, 10 minutes, 1 hour, etc.) lasts for the specified length of time measured from the time of casting in real time.

Other

A spell with this duration will explain how long it lasts in the spell description.

Wearing Active Spells

Certain spells will protect a character from both magical and non-magical attacks. Once cast, a spell defense remains “active” on the recipient until it is used in protecting the character, it is dispelled, or it reaches the end of its duration.

Once a spell defense is active, it will attempt to affect the next attack of that type whether it can affect it or not, and will no longer be active. For example, a Minor Spell Shield (C,4) will be used up trying to stop a Mind Blast (CG/CO,5) but will be unsuccessful in stopping the spell. The only exceptions to this are Major Spell Shield (C,8) and Defend (E,8) when stopping first and second level spells (see the spell descriptions).

If a character is hit by a spell that uses up one of his/her spell defenses, that player should say “Flash” to denote that the defense absorbed that spell and was used up.

If a character is hit by a 6th level or under spell when wearing a Reflect Magic (C,6) or a Return Magic (E,6), that player should say “Reflect!” or “Return” to identify the spell shield’s returning of the magics to the opponent.

The correct response when a spell is absorbed by a Defend (E,8), Major Spell Shield (C,8), Minor Spell Shield (C,4), or Spell Protection (E,4) spell is “Flash.”

The correct response when a spell or attack is absorbed by a Mage Armor (C,5) or Spirit Armor (E,7) is “Mage Armor” or “Spirit Armor”. Do not say “flash” as you do with spell shields.

Order of Protection

Magic defenses protect you in the following order:

Cloaks-----“Cloak!”

A Cloak negates the effect of a certain spell, certain types of spells, or spells cast by a certain type of creature. See below under Other Abilities Granted by Magic Items for more details on Cloaks.

Spirit Protection-----“Mage Armor!”

You may only have one of these active at a time. When struck with a spell or attack that the spirit protecting magics protect against, state the name of the spell [either Mage Armor (C,5) or Spirit Armor (E,7)].

Specialty Shields-----“Toxin Shield!”

You can only wear two of these at a time, and never two of the same type: Toxin Shield (E,5), Fire/Cold/Lightning Shield (EL,5), Elemental Shield (EL,8), and Force Shield (CO,8). You may not wear a Fire/Cold/Lightning Shield (EL,5) with an Elemental Shield (EL,8), as their purpose is nearly identical. When struck with a spell that your specialty shield protects you from, state the name of your specialty shield.

Spell Shields-----“Flash!” or “Reflect!”

You can never wear more than one of these at a time: Defend (E,8), Major Spell Shield (C,8), Spell Protection (E,4), Minor Spell Shield (C,4), Reflect Magic (C,6), and Return Magic (E,6)

Resist Skills-----“Resist!”

The spell effect must first get past all other defenses, and actually affect your body before you can resist it with racial or class resists. You may not resist magic if you are not conscious to do so.

Other Protections

The following are other defenses that may be active on a character.

Armor-Enhancing

An Armor-Enhancing spell grants a character extra armor that either works in addition to existing physical armor, such as the Armor (C,2) or Shield (C,1) spells, or in lieu of physical armor, such as the Force Shield (CO,7) and Stoneskin (D/N, 7) spells.

Only one Armor-Enhancing spell may be active on a character at any given time.

Body-Enhancing

A Body-Enhancing spell grants a character extra body that permits a character to go above and beyond his/her class maximum and is in addition to a character's normal body. This body is the first to be lost in combat. These spells may never be used to heal a character. The following spells grant a character additional body: Bless (E,1), Greater Bless (E,4), and Superior Bless (H,5).

Only one Body-Enhancing spell may be active on a character at any given time.

Stacking Attack Spells

Spells that do added damage may also be stacked. A character may have any combination of the following spells active at one time, up to a total of three (3). Only three of the following spells may be worn at one time and only one of each type may be active at the same time: Delayed Empower (C,2), Storm Blade (EL,8), Empower (C,1), Enchanted Blade (C,4), Endow (E,2), Elemental Blade (EL,4), Greater Endow (E,4).

For example, one could have three (3) Delayed Empowers (C,2) on him but only have one active at a time. However, one could have a Greater Endow (E,4), Storm Blade (EL, 8), and an Enchanted Blade (C,4) active at the same time to do +14 damage on a single swing and +10 damage on two more swings. The types of attack spell stacking are as follows:

Strength	Elemental	Enchantment
Endow (E,1)	Elemental Blade (EL,4)	Enchanted Blade (C,4)
Empower (C,1)	Storm Blade (EL,8)	
Delayed Empower (C,2)		
Greater Endow (E,4)		

Formal Magic

Formal Magic is a special type of magic that is often called Ritual Magic. It can be obtained when you have at least one 9th level Battle Magic spell slot. Formal Magic has a Build Cost associated with each level of Formal that you purchase. The Build Cost for each level varies depending on your class.

Formal Magic requires both Scroll and Components, as well as a Formal Magic Area or a Circle of Power or Protection, under almost all circumstances. Most Formal Scrolls and Components will have to be purchased from merchants or other player characters. Some Scrolls and Components may be quite rare and expensive as well!

What can Formal Magic do? Well, we can't say too much here, as this is considered in-game knowledge. We can tell you that it is used to create and destroy magic items, to protect people and their possessions, and for a variety of other uses.

Using Formal Magic

Getting Started

You must first find a teacher...this is an in-game process. You must notify Logistics that you are learning the skill by placing an appropriately completed teacher card in your check-out envelope at the end of the event. After you have spent the appropriate number of Build Points from your character sheet, you will have the ability to cast a level 1 Ritual. Now you must find the Scroll and Components in game. Sometimes, prior to Opening Ceremonies, the Plot Committee will sell trivial scrolls and components out-of-game, in and around the tavern, to represent in-between event merchanting. This may vary based on the makeup of the Plot committee. The more rare and exotic scrolls and components will have to be purchased in game, through character or NPC contacts.

How to Cast Formal

Here is how you cast your Ritual once you have purchased the skill out-of-game and the scroll and components in game.

Formal Area

Create your Formal Magic area. This may be a Circle of Power or Protection cast from your memory, a friend's memory, an item, or a variety of other ways. A second option is a Formal Magic area, which must itself be created as a Formal Magic Ritual. If casting from within a Circle of power or Protection the Circle must be up, If the circle is lowered for any reason the ritual fails.

Beginning the Ritual

When you begin the ritual, you need to note the time out-of-play, and notify the Formal Marshal on duty. To Find a marshal put a white head band on and go out of play. Start your search in the tavern. Do not interrupt role play or combat to get a marshal, wait until there is a lull in the action before approaching. Bring everything necessary to cast the Ritual with you. This includes your Formal Scroll, the Formal Components for the ritual, the gold (if it is a Ritual that requires spending additional gold to cast), a tag for your Circle or Formal Area, your tags indicating the level of Formal that you have, and tags for any Lores or Formal Masteries that are applicable.

During a Ritual

At this point you are casting the Ritual. These Rituals take a set time, and it is noted on the Formal Magic Scroll. Be sure to properly time the duration of your Ritual and the duration of your Circle! If the Circle is dropped for any reason during the Ritual, then it will FAIL, and all Components will be lost. (See below for what can be done during the casting of a Ritual both in and out-of-game) Clarification—if there is a Circle or Formal Area in place the entire casting time of the Ritual then the Ritual will be resolved as normal. It is possible to have a different Circle in effect at the end of the Ritual then was cast at the beginning.

Determining Ritual Results

Assuming you made it through the casting time of the Ritual, it is now time to determine the results. This is where the Formal Marshal comes in. He will note the time and Ritual name on a Formal Log. You will then be asked to pull marbles or some other colored object to determine whether your Ritual Succeeds, Fails, or Succeeds with Alterations (see below for a description of an Alteration). The Alterations of each Ritual will be listed on each scroll.

When you have finished, you should return to the area where you were casting the Ritual, take off the white headband and go back in-play. This will end your Ritual. Very simple!

The Outcome of a Formal Ritual

Success, Failure, or Alteration

A Formal Ritual, if performed correctly, has three possible outcomes: Success, Failure, or Success with Alterations.

Success

This simply means that you performed the Ritual perfectly and it was a perfect casting.

Failure

This means the Ritual failed completely and all Components are used up in the process.

Alteration

These are variables in the Formal Magic system. Each Ritual has a random factor associated with it that can be positive, negative, or not affect things at all. The Alterations are listed on each Scroll and describe the result of said Alteration. They can range from minor to spectacular.

“The Pull”

Alterations	Failures	Successes	Ritual level
1	1	8	1
2	1	7	2
2	1	7	3
3	1	6	4
3	1	6	5
4	1	5	6
4	1	5	7
5	1	4	8
5	1	4	9

Adjusting “The Pull” Ratio

The chart above shows the standard Success/Alteration/Failure ratio for each level of Formal Magic. Here's where things get fun. This ratio can be manipulated to a certain extent in several ways.

Assistant Caster

1 Success = 1 Alteration

Assistant Casters can assist in the casting of the Ritual by going through the casting with you. They are players with Formal Magic equal to the level of the Ritual being cast in the appropriate Realm of Magic. They can remove one Alteration or add one Alteration at their discretion. The Master (caster) WILL know which way an Assistant Caster moves the Alterations. Also, an Assistant Caster can cause a Ritual to fail automatically. This also will be known to the Master. You may only have one Assistant Caster per ritual.

Familiar

1 Success ~> 1 Alteration

A Familiar has the ability to assist in formal casting, allowing the caster to make a one-step change to the alteration scheme of any ritual the familiar assists with. If you use a Familiar to affect a formal ritual, you cannot also use an Assistant Caster.

Type of Circle

1 Success ~> 1 Alteration REQUIRED SHIFT

Casting an Earth Ritual in a Celestial Circle of Power automatically adds 1 Alteration. The opposite is true for casting a Celestial Ritual in an Earth Circle of Protection.

Duration of Circle

1 Success ~> 1 Alteration REQUIRED SHIFT

A temporary Circle adds one Alteration to the Ritual, while taking away one Success.

Role-playing

1 Success ~> 1 Alteration

If the caster actively role-plays the Ritual, in whatever way is deemed appropriate by that player and the Formal/Plot Marshal, then you may change an Alteration to a Success or a Success to an Alteration.

Additional Components

1 Success = 1 Alteration (or) 1 Success = 1 Failure PER ADDITIONAL SET

Using an extra set of Components in the Ritual will remove or add 1 Alteration or 1 Failure, if more than 1 in the Ritual. There must always be at least one Alteration and Failure in a Ritual. There is no limit to the amount of extra sets that you may add to the Ritual, but you are still bound by the rule of always 1 Success, 1 Alteration, and 1 Failure in a ritual.

Master Caster's Proficiency

Successes = # Alterations

(Caster's level of Formal Ability – Ritual level) = # of shifts from Successes to Alterations at the caster's choice. For example, a caster with level 6 Formal casting a level 1 Ritual can change ([6 - 1]=5) up to five Successes to Alterations, or any combination thereof, as long as that meets the minimum of 1 Success 1 Alteration and 1 Failure in the Ritual.

Permanency

Successes ~> # Alterations REQUIRED SHIFT

The more Formal points/levels in an item, the harder it is to successfully cast a Permanency Ritual on the item. The following list will apply to points/levels NOT counting the Permanency.

❖ 0–12 no change

❖ 13–18 changes 1 Success to an Alteration

- ❖ 19–24 changes 2 Successes to Alterations
- ❖ 25–30 changes 3 Successes to Alterations
- ❖ 31–36 changes 4 Successes to Alterations
- ❖ 37–42 changes 5 Successes to Alterations
- ❖ 43–48 changes 6 Successes to Alterations
- ❖ 49–54 changes 7 Successes to Alterations
- ❖ 55–59 changes 8 Successes to Alterations
- ❖ 60–64 changes 9 Successes to Alterations
- ❖ 65–69 changes 10 Successes to Alterations

This progression continues, adding one Alteration per five levels of Formal cast in the item.

Note: At the time of pulling any Alterations beyond 1S, 1F, 8A change from Alterations to Failures.

Calculating “The Pull” Ratio

Base Pull

First, the ratio of Successes/Failures/Alterations is set to the “Base” as indicated on the Scroll. For the most part, this ratio is determined by the level of the Ritual, as shown in the chart above. However, some Rituals may vary (such as Enchant Item) in which case the ratio listed on the Scroll should be consulted. In every case, this Base ratio will have at least 1 Success, 1 Failure, and 1 Alteration; and the total of the three will always equal 10.

Adjustments

Next, the ratio should be adjusted by accounting for each of the factors listed in the section above. Remember, most adjustments may be made at the caster’s discretion; however, those adjustments indicated as REQUIRED must be included. After adjustments are made, it IS possible to have a negative number of Successes, Failures, or Alterations. Likewise, you may have a number of Successes, Failures, or Alterations, which exceed 8. This will be corrected in the next step...however, it is worth noting that the total number of Successes, Failures and Alterations should STILL equal 10.

Minimums

Finally, the ratio must be corrected to ensure that at least 1 Success, 1 Failure, and 1 Alteration are in the Pull. If these minimums are met after the “Adjustments” step, no correction is necessary and it’s time to Pull! If these minimums are not met, the following corrections should be made.

Failures are corrected first. If there is not a minimum of 1 Failure in the pull, Successes should be changed to Failures until at least 1 Failure is present. (i.e., 5 Successes, 0 Failures, and 5 Alterations must be changed to 4 Successes, 1 Failure, and 5 Alterations) After the minimum Failure is present, the Successes and Alterations should be changed until there is at least 1 of each present (i.e., 0 Successes, 9 Alterations, and 1 Failure must be changed to 1 Success, 8 Alterations, and 1 Failure).

Formal FAQS

“What can and can’t be done during a Formal Ritual?”

If you are In Character at the time the Ritual is cast, you must sit in the Formal Circle and roleplay casting that Ritual. You may chant, sing, hum, or role-play in other suitable ways during the casting of the Ritual. You may also simply sit quietly in the circle with the Scroll in front of you. You can also gesture in a quiet manner, such as pointing, nodding your head. You may not speak, mouth words, or write things down (unless called for in the Ritual).

If you are Out of Character at the time a Formal Ritual is being cast, that is not negatively impacting another player, you can do other things for the game such as Monster, help Plot, et cetera. You may also sit quietly in your cabin and read or listen to music in an Out of Play headband. However, you cannot leave site, sleep, go down to the lake and go swimming, or anything like that. In other words, you can either work for the game, stay in your cabin and role-play casting the ritual, or be Out of Play in an unobtrusive way. If you are Monstering during the time that you would be casting the Ritual, go to the Formal Marshal on duty when you finish your Monstering shift (with your Scroll, Components, etc.) to do your Pull.

“Can I research my own Formal Magic Ritual?”

No. At this time, the game is not designed to allow the players to research their own Rituals. This may come at a future time. If you have an idea for a new Ritual, tell a Plot member or Formal Marshal, and they can relay it to the appropriate person.

“Can I combine Rituals to see what happens?”

No. Unless specifically stated on the Scroll, Rituals cannot be combined to see what happens. This is done to ensure consistency and fairness in the game.

“What if I begin a ritual with proper scroll, components, formal area, and level of formal knowledge, but the vessel I’m casting on does not meet the requirements?”

The ritual fails and components are consumed. Further examples involving this are FOIP (Find Out In Play) by your character. Good luck!

“What happens if I attempt to begin a ritual with proper scroll, components, formal area but lack either the appropriate level of formal or prerequisite skill to do so?”

The ritual does not begin, because you do not meet all prerequisites. Further examples involving this are FOIP (Find Out In Play) by your character. Good luck!

“Can I Cast Rituals on other players?”

This is permitted as long as it is noted on each Scroll. The other player may have something to say about this if it is detrimental to that character! The procedure is the same for the most part, with one significant difference. You MUST remain in the Circle or Formal Area the entire casting time of the ritual.

Another player should be sent, out-of-play, to the Plot cabin to get a Plot or Rogue Marshal. For rituals affecting other players (including destroying the Ward on a building), the Plot or Rogue Marshal will usually do the pull, instead of a Formal Marshal. In these situations, the Success or Failure of a Ritual would be judged by the Plot or Rogue Marshal present.

“What actions will cause a Formal Ritual to Fail?”

Talking will cause a Ritual to fail, and all Components will be lost. This is ALWAYS enforced if the ritual is negatively impacting another character, non-player character, or building defenses.

Any abrupt movement, such as being startled or falling out of a chair, can cause the Ritual to fail. Sleeping while casting the Ritual will cause it to Fail.

You must be able to physically read the Scroll while casting the Ritual. There is no special in-play dark or night vision in SOLAR. If a Marshal asks you to read the Scroll, you must be able to do so out-of-game, to prove there is sufficient light to cast the Ritual. If you cannot do this, the Ritual will Fail.

Exceptions are ONLY made if a beneficial Formal Ritual is cast in a private, friendly area, where all participants or present witnesses to the ritual agree before casting to forego these requirements.

Magical Items

In SOLAR, there are magical items which enable characters, in a limited fashion, to cast spells and produce effects beyond their own magical ability. These items may be found on modules, vanquished foes, or created by casters via Formal Magic.

Should a character lose a magic item, by any means, the player should report to the Plot Cabin as soon as possible to turn in the temporary and permanent item cards for the lost items.

Item Bonding

Magic items require bonding to enable them to function. Whether it is an enchanted longsword or magic ring, it needs to be bonded. Non-bonded items' powers are dormant and the items function as standard items. The bonus damage of an enchanted sword will be inactive if the sword is not bonded to the wielder. A person can bond up to eight magical items. All items consume one slot unless noted otherwise on the item's card. Every player will receive an Bonded Items card at check-in. Bonding is done twice per event-at game-on and reset. No other times are permitted. To bond an item, touch it, declare yourself bonded to it, then note it on your bonding card. Keep your bonding card on you. Once an item is bonded it can be used by anyone capable of using the item. Constructs can be bonded to a person and taken outside of cabins. Bonded constructs no longer count as cabin guardians and will not function as cabin defense. These constructs follow special rules, see the section on cabin guardians. Constructs created with level 6 formal or higher consume two slots when bonded.

Bonding does not affect item expiration date.

Please note: foci are considered non magical and do not require bonding.

Constructs

Constructs are anything that can be summoned or created via formal magic and controlled by a master controller. The master controller is the person who performed the ritual of summoning or creating the construct. Master control can be transferred by in-play means. Constructs can be used as personal or cabin guardians. Each type of guardian has its own set of rules that can be found later in the rule book. Some constructs are not capable of independent thought and need to be given specific commands. A list of commands available for basic automotan constructs is listed in the Magical Creatures and Cabin Guardians section below. Constructs have the uncanny ability to recognize and remember characters. They can recognize characters both visually and by audible markers and remember a character by name. This is a non magical ability. Attach a 3x5 card with a list of everyone who the construct has been introduced to. This is a non magical ability.

Personal Guardians

You can choose to bond a construct as one of your bonded items (see Item Bonding, above). if the construct is created or summoned by a fifth level or lower ritual it consumes one bonding slot. A sixth level or higher construct consumes two slots. Bonding a construct allows the construct to leave a cabin but at the expense of the bonded construct losing its abilities as a cabin guardian. The player is responsible for supplying players, appropriate tabards and claws for your constructs. You must be the master controller to bond a construct. Personal Constructs that are not fully intelligent can only accept one simple command at a time. Personal Guardians will not act to defend a cabin even if they are being actively played. They will defend themselves and their ward but in a purely defensive mean.. ie will not attack just block.

Magical Creatures / Cabin Guardians

Creatures of many different varieties may be summoned, created, or found. These creatures are most commonly set to guard a given cabin or room but can be given a variety of different orders. Commands to intelligent creatures can be complex but need to be written down and placed with your ward notes. If the rogue marshal can not understand your commands, then your guardian will have no commands even if fully intelligent.

Cabin Guardians are restricted to one celestial and one earth guardian active per ward. If the ward associated with a cabin guardian disrupted or the destroyed, one hour later the the cabin guardian(s) will fall into a coma like stupor. Cabin Guardians will not be able to follow commands or defend themselves during this state. Once the ward(s) are restored it takes one hour for the cabin guardian to be active again. If wards are restored before the constructs power down then they will not be affected. If a construct is destroyed it takes one hour for the new construct to become fully active and accept commands. Personal Guardians and will not act to defend a cabin even if they are being actively played. They will defend themselves and their ward but in a purely defensive mean.. ie will not attack just block.

List of commands that an automaton construct will follow.

- ❖ Attack <person, thing, them, those people over there, etc.>
- ❖ Defend <me, us, people in these colors>
- ❖ Raise/Lower Ward <now, for me, for him, for those people, etc.>
- ❖ Stand Down (stop attacking/do not attack)
- ❖ Come/Go <place, here, there (only within Line of Sight)>
- ❖ Carry <person, thing, them, those people over there, etc.>
- ❖ Wait
- ❖ Follow <person, thing, them, those people over there, etc.>
- ❖ Unlock <lock, chest, etc>

Note on construct commands. Be as specific as possible. Vague commands will not be followed. ‘Attack all undead’ will be ignored whereas ‘attack the skeletons standing in front of the cabin’ will be followed.

Special Notes:

Constructs have the uncanny ability to recognize and remember characters. They can recognize characters both visually and by audible markers and remember this character by name. This is a non magical physical ability.

Constructs are able to recognize most things in the world of solar. IE they know what a orc, elf, sword, cabin x, dragon is. You do not have to describe common things to a construct. This is true regardless of constructs intelligence.

A construct can be taught ‘colors’ in association to a group. Once colors are taught to a construct then an index card needs to be attached to the construct. IE red, green, and brown is the Kingdom of Cerroneth. This is true regardless of constructs intelligence.

Creatures created in another’s cabin or transferred to your character’s Master Control (and bound) are permitted to proceed in the most direct manner possible to the location in which they will be placed (and added to the Marshal Notes).

Unless a creature is being played at a given time it cannot hear anything that is taking place – conversations, etc.

A Phased Out/Melded creature cannot hear anything that takes place while it is phased out other than a direct command from its Master Controller to “Phase In” (the Master Controller, can give a prior command that would permit the creature to Phase In when a different wording is used, so long as the actual command intent is to Phase In). Other commands, however, may provide visual “triggers” for the creature to phase in.

Magical Items—Usage and Activation

Expanded Enchantments are a type of magic that can be created or found in nearly any sort of vessel, from a silver ring to a wooden shield. These valuable magic items allow the wearer to cast an additional number of spells per event than he or she could normally cast from memory. For example, a Healer might possess a ring that enables her to cast an extra four (4) Revive (H,9) spells per reset. Once expended, the spell can not be used again until the either after reset or the following event.

Enchanted Foci are the most common spell-granting magical item that are able to be crafted by casters. The spells stored within these foci, often called “One-Shots”, allow a caster to call upon the magic stored within for an additional one-time use spell that he could normally cast from his/her memory. Specially prepared tags of each spell stored within will be attached to the focus phys-rep. Once expended, the “One-Shot” is gone forever but the focus may be replenished through in-play means. The contents of a focus may be Identified by any character who has a 1st Level Spell Slot. This can be done by concentrating on the focus for sixty (60)

seconds uninterrupted (cannot speak, fight, cast, etc.) Once the focus has been Identified, or the character has been informed of all One-Shots stored within it, then those One-Shots (provided they are not flawed) may be transferred to another focus on a three-count (Transferring 1, Transferring 2, Transferring 3). Any number of one-shots may be transferred from one focus to another, as long as in total they do not exceed the space available within the targeted focus.

In order to cast a spell from an Expanded Enchantment or Enchanted Item, a character must possess the ability to cast the spell from memory from his/her or her daily spell allotment (knightley and special abilities do not qualify). For example, to cast a Life (EG/D,9) spell, a character would need to possess a 9th level Earth Generalist or Druid spell slot, and to cast an Elemental Blast (EL,9), a character must possess a 9th level Elementalist spell slot.

The Activation Procedure

To activate an Expanded Enchantment from a magical item, the character must be wearing the item in the appropriate location (i.e., rings on fingers, necklaces around the neck, earrings in ears, and so on) and must say the full, correct verbal for the spell being cast, not a code word or the spell name. For example, to cast a Life (EG/D,9) spell from a magical item, one would say, "I grant you the gift of Life," and then deliver a packet, or touch-cast, just as one would with any normal spell.

To activate a "One-Shot" from a focus, a caster must have his/her hand on the focus and go through the activation procedure as above except that before he or she says the verbal he or she must say "Activate!" For example, to cast a Life (EG/D,9) spell from a one-shot, a character must have his/her hand on his/her focus, and then say "Activate!—I grant you the gift of Life."

Magic Items—Special Circumstances

A character that casts a spell from an item is considered the caster of that spell. Therefore, if a Celestial caster were to cast a Circle of Power (C,9) from an item, he would be able to lower and raise said Circle of Power (C,9) just as he would be able to if the spell had come from his/her own memory.

A character wearing an item which grants him the ability to cast a spell defense is able to activate that item, giving him another defense, without destroying his/her spell shield. This is a rule that is similar in manner to casters being able to cast on themselves under their own spell shields. For example, it is possible to have a Defend (E,8) spell active and have your Toxin Shield (E,5) destroyed; it would then be possible for a caster to activate an item to recast that Toxin Shield (E,5) on himself without destroying his/her Defend (E,8). The only exception to this rule is if the item grants a spell shield; in this case, the higher level shield will remain active and the lower level shield will be dispelled. It is also possible for a caster to cast healing spells from items under spell shields, just as if he were casting the spells from memory.

Finally, if a character is making use of an item that grants a continuous effect such as a Damage Aura, Protection Aura, or Cloak – that character may not "turn off" the magic within the item. While a wielder of a magic weapon may choose to call a different tagline, that Damage Aura is still there, still active, and so on.

Other Abilities Granted by Items

Spell Strikes

A Spell Strike is a special enchantment upon a weapon that stores a spell that may be delivered through touching the weapon to the intended target and stating “Spell Strike — <spell name>!” The weapon merely needs to touch the target but must adhere to the standard rules for melee combat (no head shots, etc.). After connecting, the target will take the effect of the spell named. If you miss your swing then the spell strike is expanded, a character may dodge your spell strike causing you to miss.

All characters that possess the appropriate weapon skill may activate a Spell Strike stored in a weapon unless they are Desecrated or possess a taint prohibiting the activation of the stored spell (see Desecration or a Marshal if you possess a taint and are unsure).

Once a Spell Strike is used it may not again be activated until the next reset.

Cloaks

A Cloak is a magical enchantment that protects the wearer from a certain spell, certain types of spells, or spells cast by a certain type of creature. Cloaks are an involuntary action without any physically noticeable action and as such you can not choose for them to work or not work. To indicate that a Cloak protected you from a spell one must state “Cloak!” This protection works ONLY against battle magic spells (unless otherwise stated). For example, a Cloak vs. Fire would protect a character from an Elemental Blast—Fire (EL,9) but not a “50 Flaming” packet or a non-battle magic radius attack. Taglines and other physical special attacks may not be cloaked. Healers have the unique ability to cast some spells under your cloak so as not to blow your cloak, this ability may not be used offensively.

A Cloak will continue to work on its owner, even while Dead. (For example, a Cloak vs. Necromancy will Cloak a Create Undead (N,7) spell, and so on).

Typically, a character may not have more than two (2) Cloaks active at a time. Note, however that even under special circumstances – even if a character possesses a Cloak that states “Does not count against maximum cloaks” the true maximum is three (3).

Characters must decide upon which Cloaks are to be worn for the day at Check-In and Reset, once chosen, they may not be changed for that day—even if the items containing the Cloaks are lost.

As an example, a character leaves his/her cabin on Friday night wearing a Cloak vs. Fire and a Cloak vs. Disarming Magic and is promptly murdered and has his/her items taken. After resurrection, that character, even if he possesses more items containing Cloaks in his/her cabin, may not put a new Cloak on until Reset on Saturday.

If a character comes into possession of a Cloak during the course of an event and is not wearing a Cloak

or is wearing only one Cloak, the character must still wait until Check-In or Reset to activate the Cloak as it takes this period of time to attune to its new user.

Cloaks, under normal circumstances, recharge themselves every ten (10) minutes.

Protection Auras

A Protection Aura is an enchantment placed upon an item that provides a limited amount of magical armor to protect a character above and beyond the armor points granted by spells and physical armor. Like normal armor, this armor will protect a caster's spell casting as long as points remain.

The points of this magical armor vary, but all Protection Auras have certain qualities that are the same across the board. They are as follows:

Only one Protection Aura may be active on a character at a time. The points of a Protection Aura are fully replenished to their maximum amount at a set time listed on the magic item card. Typically, this time is ten (10) minutes. The points of a Protection Aura are always the first armor points lost in combat.

Finding Magical Items

Magical items may be acquired in many different ways—on a Module, found on the ground, stolen from another character or NPC, etc.

Many magical items are indestructible and a quick (but sometimes dangerous) test to find out if a recently acquired item is magical is by testing it with a Shatter (C,3) or Destroy (E,3) spell; however, it is just as easy and oftentimes more effective to cast a Detect Magic (C,2) spell on the item in question.

Until one knows what a magical item is capable of, one may not use the beneficial abilities stored within it, so that even though one may find a focus on an enemy caster and see out-of-play the ring of tags for the spells stored within, one may not use the spells in it until the item has been Identified by in-play means.

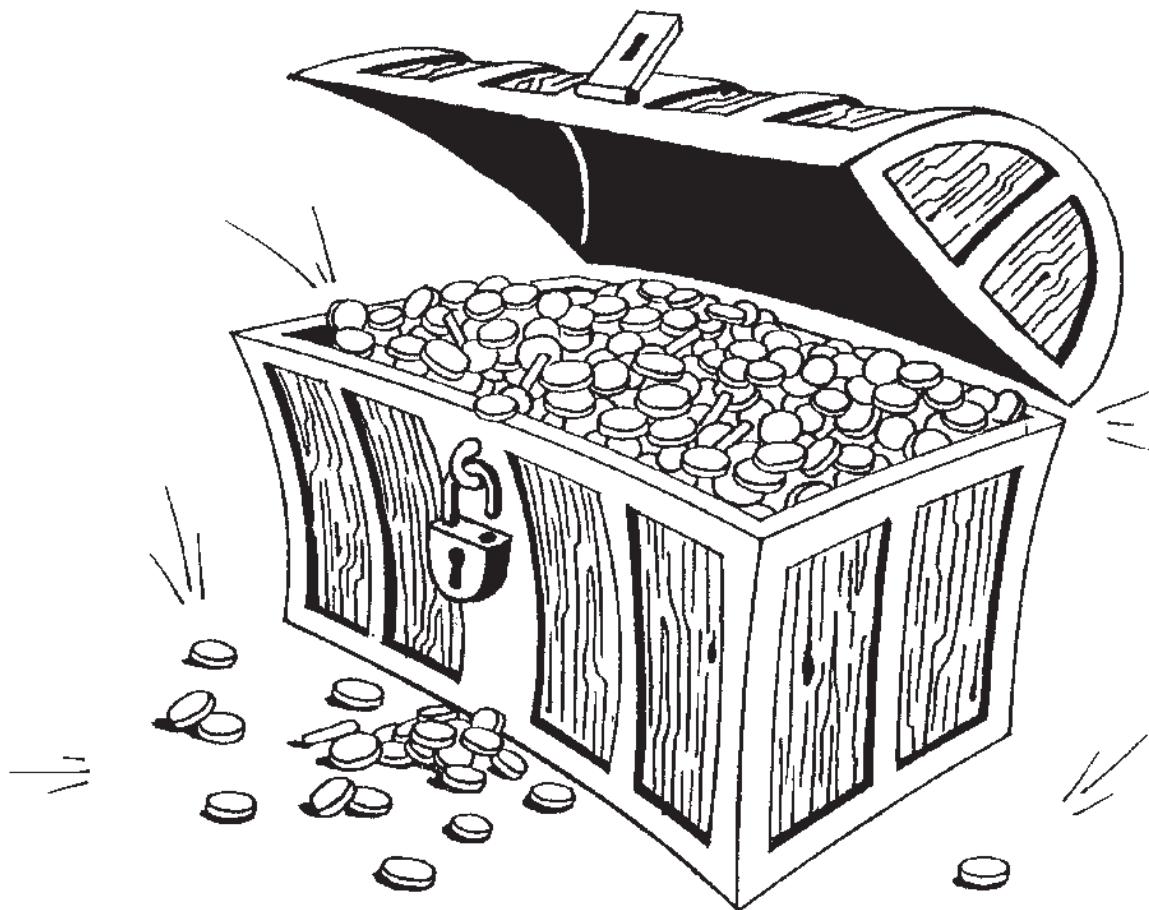
All permanent magical items will be marked with a specific code, allowing stats to easily be passed along as necessary by a Marshal once it is Identified in-play, as well as to make it easier for players to return non-magic phys reps to their owners once they have determined whether the items are magical or not.

Once an item has been Identified, take the item to a Plot Marshal in order to get the card describing the item's abilities. Once this card has been obtained, the item may be bound at the next Reset or Check-In and then used. If the tag has not yet been placed on the item or has fallen off (as is known to happen in summer heat), the same procedure is followed except that it may be necessary to describe to the Plot Marshal where you received the item.

At the end of the event, the item card received from the Plot Marshal should be turned in with a Check-Out envelope so that it may be logged and any tags or cards may be given to the appropriate character upon

Check-In at the next event.

It should be noted that all items, once enchanted, become property of SOLAR . This is a necessity to ensure that items do not change appearance from one owner to the other, giving the previous owner a chance to recognize his/her old items and make attempts to retrieve them, if the physrep owner wishes there item back they can inform plot or a rogue marshall when the items card is collected. The new owner of the physrep can then remake the item conforming only to the description on the items card. The previous owner can no longer recognize the item by visual means.



© 2014. This work has been identified as being free of known restrictions under copyright law, including all related and neighboring rights.

Production

Potions and Scrolls are another way of casting spells. They have the same effects as the spell by the same name. Potions and Scrolls can supplement a person's spell column or allow a person to cast a spell which he may not have learned yet.

Potions

Potions are ingested to gain their effects. While a player is not required to actually ingest the phys-rep liquid, he must act out drinking the entire potion by counting to three (3) and holding the potion tag or phys-rep (typically a small bottle or vial) to his/her mouth. All effects from a potion are felt only by the character that drank it. Also, potions bypass all spell defenses (Note: If a character has a spell defense active and takes a potion which is a spell defense, only one, the higher level spell defense, will be active).

The Healing Arts skill allows a character to identify a potion after ten (10) seconds of study, but not a poison or an alchemical solution.

It is possible for a potion to be administered to an unconscious person by another character, but the unconscious character cannot "accidentally" drink one.

Potions may be created for the weekend by a character with the Create Potion skill. A Potion-Maker has Production Points equal to his/her skill rank. A Potion Lab will increase the Production Points, and can be found in-play (a phys rep is required). A Potion-Maker may only use one Lab, for a maximum total of 60 points per character, per day.

A character is able to use his/her or her points in the Create Potion (see the Create Potion skill in the Production Skills section) skill at Check-In on Friday night to create his/her or her potions for the weekend. At this time, the character is allowed to spend the number of levels of Create Potion possessed on the creation of potions for both Friday/Saturday and Saturday/Sunday. The points from these separate days may not be combined; however, they can be increased by the use of a Potion Lab.

For example, a character with Create Potion, level 4 may produce a Greater Endow (E,4) potion, two Endow (E,2) potions, or any other combination of levels totaling no more than 4 for his/her first day's production with the same process being repeated for the second day of production.

Potions have a shelf-life of one year. Each potion tag should be date-stamped with the date on which it was created. It will expire one-year from this date. If the potion has not been used by this time, it is rendered useless having evaporated and the tag should be discarded.

Special: A Potion-Mixing Powder may be created by a Master Potion-Maker once per game day and

will allow the Potion-Maker to safely mix potions together to form a single improved potion that imbues its drinker with the properties of all the potions that were mixed together. The maximum levels that may be combined via this process is fifteen (15), though any number of potions may be combined thusly. The standard rules of stacking apply.

This process must be completed in the Potion-Maker's laboratory but need not be done with newly created potions or even potions created by the Potion-Maker himself. At Logistics, the player should simply staple the potions together along with the Potion Mixing Powder and have the staff member working Logistics sign off on it. See Master Potion-Maker for more information. Further, a Master's Elixir may be created by a Master Potion-Maker once per game day and will grant the following benefits if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (E,7), Renew (D/EG,8), Defend (E,8), and Remove Curse (E,8).

Scrolls

Scrolls can only be read by someone that possesses the Read Magic skill. A character may only cast from a scroll if the spell is no more than four (4) levels above the highest level Celestial Spell the character can cast without a scroll. If a character does not have a first level spell slot, he may cast up to fourth level Celestial Generalist scrolls.

For example, Thengar the Warrior, who has the Read Magic skill and no spell slots may cast up to fourth level spells from scrolls, whereas Alec the Celestial Mage, who has a fifth level Confinist spell slot, may cast any level spell from scrolls of 9th level and below that appear on the Confinist spell list as well as any scroll that contains a 4th level or below appearing on the Celestial Generalist spell list.

To cast a spell from a scroll, the caster must be able to read it. If casting at night, a Light Elixir or Light (E,1) spell must be present. The caster must then incant the verbal written on the scroll and perform the appropriate action as if the spell had just been cast from memory (e.g., touch a target, throw a spell packet, etc.). Once cast, the scroll disappears (out-of-play, the scroll must be torn in half and disposed of properly, NOT on the ground Scroll may be given to plot or MT monster for recycling.)

Scrolls may be created for the weekend by a character with the Create Scroll skill. A Scroll-Maker has Production Points equal to his/her skill rank. A Scroll Lab will increase the Production Points, and can be found in -play (a phys rep is required). A Scroll-Maker may only use one Lab, for a maximum total of 60 points per character, per day.

A character is able to use his/her or her points in the Create Scroll skill at Check-In on Friday night to create his/her or her scrolls for the entire weekend. At this time, the character is allowed to spend the number of levels of Create Scroll possessed on the creation of potions for both Friday/Saturday and Saturday/Sunday. The points from these separate days may not be combined.

For example, a character with Create Scroll, level 4 may produce a Minor Spell Shield (C,4) scroll, two Delayed Empower (C,2) scrolls, or any other combination of levels totaling no more than 4 for his/her first

day's production with the same process being repeated for the second day of production.

Scrolls have a shelf-life of one year. Each scroll should be date-stamped with the date on which it was created. It will expire one-year from this date. If the scroll has not been used by this time, it is rendered useless, turning to dust and the scroll should be discarded.

Poison



Donated by Amanda Inmon 2014

Creating & Using Poisons

Poison Lore is a prerequisite for identifying, making, and/or using poisons. Poison-Makers must have Create Poison, level 1 to use ingested poisons, and Create Poison, level 10 to throw poison gases. Production Points are the number of points a poison maker can spend each day. A Poison-Maker has Production Points equal to his/her skill rank. A Poison Lab will increase the Production Points, and can be found in-play (a phys rep is required).

Ingested poisons must be ingested directly or applied to food or drink and ingested, solvents must be applied, and gases are thrown. See "Throwing Magic and Gases in Combat" in the "Rules of Offense" section for information on constructing the gas packets and using them in combat.

Ingested poisons, if applied to food or drink, affect only the first person to eat or drink from it. If a bottle of wine is poisoned, only the first glass is poisoned. If a bowl of food is poisoned, only the first bite is poisoned, and so on. Multiple ingested poisons may not be applied to the same food or drink, if they are, only the most recently applied will take effect and the others are negated. If a Rogue Marshal is not present when an ingested poison is applied to a food or drink, the tag for said poison should be attached to the bottom of the container to legitimize that the poison has actually been applied. Should a Rogue Marshal be present, the ingested poison should be applied and the tag handed to the Rogue Marshal who will then watch from a distance and let the victim know the effect when the poison is imbibed. The Toxin Shield (E,5) spell will not protect a character from an Ingested Poison, only vigilance or the appropriate immunity or resist will do so.

A Poison-Maker may only use one Lab, for a maximum total of 60 points per character, per day. Production Points may be spent at Check-In for production for both Friday/Saturday and Saturday/Sunday. Production Points may not be traded or held over next event. Production Points from separate days may not be combined for use. A Poison-Maker must possess a formula book that contains all his/her known Poison formulas, each page of his/her book should be stamped by logistics as it must be copied from an existing book and formula. A Poison-Maker should always bring this book with him to create his/her poisons for the weekend.

Example: Alho Rengate has 5 levels of Create Poison and a Lab. $5 \times 2 = 10$ points to spend for Friday/Saturday and a separate pool of 10 points to spend for Saturday/Sunday, thus enabling him to create a Forget-It-Well ingested for the first day and a Cause -2 Damage Gas and Sleep Gas for the second day. Note

that since he does not have more than 10 Production Points to spend on a single day's work in his/her Lab, he cannot create an Agony Gas, Paralysis Gas, Love Poison #9, or Berserk Gas – nor can he throw gases, as of yet (Level 10 required).

The use of poisons is controversial and may be illegal in certain areas. Check with your local Seneschal.

Poison Costs

Poison Lore is a prerequisite for identifying, making, and/or using poisons.

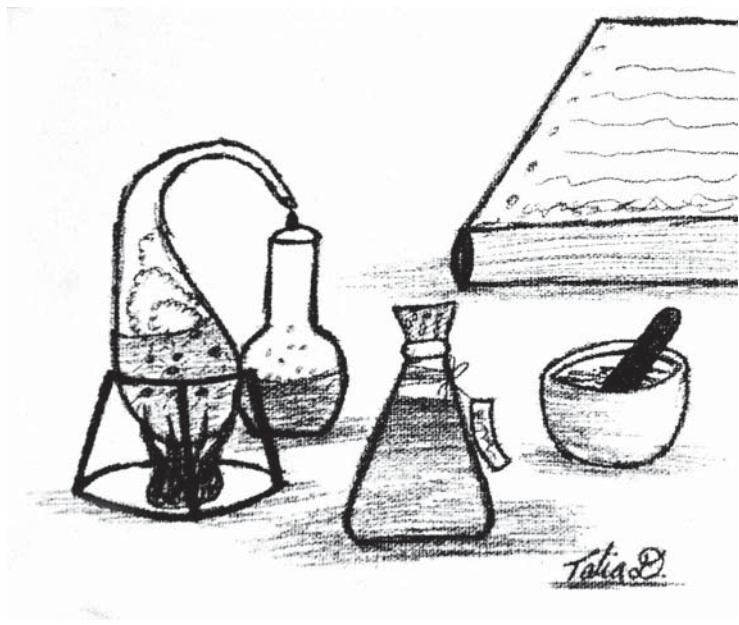
Poison	Type	Production Points
Agony	Ingested	6
Agony	Gas	12
Berserk	Ingested	6
Berserk	Gas	12
Blade Venom	Solvent	Special
Cause -2 Damage	Ingested	1
Cause -2 Damage	Gas	2
Cause -4 Damage	Ingested	2
Cause -4 Damage	Gas	4
Cause -12 Damage	Ingested	5
Charm	Ingested	4
Charm	Gas	8
Forget-It-Well	Ingested	10
Forget-Me-Not	Ingested	8
Hallucinoid	Ingested	4
Instant Death	Ingested	8
Instant Death *	Gas	Special
Love	Ingested	6
Love Poison #9	Ingested	12
Nausea	Gas	8
Paralysis	Ingested	6
Paralysis	Gas	12
Sleep	Ingested	4
Sleep	Gas	8
Slow Poison	Ingested	2

Poisons have a shelf-life of one year. Each poison tag should be date-stamped with the date on which it was created. It will expire one-year from this date. If the poison has not been used by this time, it is rendered useless, having evaporated, and the tag should be discarded.

Labs

All Labs must be phys repped in game to be used. Labs Will not allow you to exceed 60 points of any one type of production . Only one person at a time may use a lab. You must show your lab card when getting your production.

Alchemy Productions



Donated by Talia Daigre 2014

Creating & Using Alchemical Solutions

Herbal Lore is a prerequisite for identifying, making, and/or using alchemical solutions. Alchemists must have level 1 Alchemy to use ingested elixirs or solvents, and level 10 to use alchemical gases.

An alchemist has Production Points equal to his/her skill rank. An Alchemy Lab will double the Production Points, and can be found in-play (a phys rep is required).

An alchemist may only use one Lab, for a maximum total of 60 points per character, per day. Production Points may be spent at Check-In for production for both Friday/Saturday and Saturday/Sunday. Production Points may not be traded or held over next event. Production Points from separate days may not be combined for use. An Alchemist

must possess a formula book that contains all his/her known Alchemy formulas, each page of this book should be stamped by logistics as it must be copied from an existing book and formula. An Alchemist should always bring this book with him to create his/her alchemy for the weekend.

Example: Black J. Armond has 5 levels of Alchemy and a Lab. $5 \times 2 = 10$ points to spend for Friday/Saturday and a separate pool of 10 points to spend for Saturday/Sunday thus, enabling him to create a 20 Acid and a Light Elixir for the first day and an Antidote Gas for the second day. Note that since he does not have more than 10 Production Points to spend on a single day's work in his/her Lab, he cannot create a 30 Acid, Vorpal Coating +2, or Vorpal Coating +3 nor can he throw Acids or curative gases as he does not posses 10 levels of Alchemy.

Alchemy has a shelf-life of one year. Each alchemy tag should be date-stamped with the date on which it was created. It will expire one-year from this date. If the alchemy has not been used by this time, it is rendered useless, having evaporated, and the tag should be discarded.

Alchemical Costs

Herbal Lore is a prerequisite for identifying, making, and/or using alchemical solutions.

Alchemical Solution	Type	Production Points
10 Acid	Gas	4
20 Acid	Gas	7
30 Acid	Gas	12
Alchemical Solvent	Solvent	4
Antidote	Elixir	5
Antidote Gas	Gas	10
Cure + 2 Damage	Elixir	2
Cure + 2 Damage	Gas	4
Cure + 12 Damage	Solvent	7
Light	Solvent	1
Love Poison #9 Antidote	Elixir	7
Oil of Slipperiness	Solvent	5
Paste of Stickiness	Solvent	5
Vorpal Coating + 1	Solvent	4
Vorpal Coating + 2	Solvent	8
Vorpal Coating + 3	Solvent	12

Elixirs must be ingested, solvents must be applied, and gases are thrown. See “Throwing Magic and Gases in Combat” in the “Rules of Offense” section for information on constructing the gas packets and using them in combat.



Donated by Mat & Tina Likness 2014

Points and 7 Armor Points. He (unfortunately) finds himself in combat with a spectre that is calling “5 Life Drain.” The first blow the spectre lands on Sven takes away 5 Armor Points, leaving him with 2 Armor Points and 10 Body Points. The next blow the spectre lands will take away 2 Armor Points, but also 3 Body Points. This means the spectre’s special Life Drain attack has affected Sven and he can now no longer fight due to the effects of the Life Drain special attack. Left unaided, the spectre could choose to subdue Sven (damage him to 0 Body Points) and kill him, or just leave him there until the effects of the Life Drain wear off.

Left untreated, all lasting effects from special monster attacks last for five (5) minutes unless otherwise stated in the description. Listed below are some of the more common special attacks. Any special attack which states the name of a spell (e.g., “5 Sleep!”) have the same effect as the spell but have a duration of five (5) minutes.

The effects of most of the following attacks will be removed if the victim dies (see descriptions below). If a character at the Dead status is brought back to life by a Life (EG/D,9) or Revive (H,9) spell, the victim will no longer be under the effect of the attack. Note that if the character is Desecrated, use the above list but swap the Life spell with the Death (EG/D/N,9) spell.

Most of the following special attacks, also called “taglines,” are administered through the use of claws. In the rare case that a tagline can be utilized via a weapon, this will be noted within the description of that ability.

Attacks to claws do not do damage to the monster. However, a monster is not allowed to use his/her claws to parry attacks.

Some of these taglines or abilities are very rare—others are more commonplace. It is suggested that

Monsters

Special Attacks By Monsters

Some monsters have the ability to cause certain effects with their attacks and will call their damage accordingly (e.g., “4 Life Drain!”). In order for a character to be affected by the special qualities of the attack, he must take Body Point damage from the creature. While the character has Armor Points remaining, he will be protected from the special attack’s effects.

For example, Sven Rigard has 10 Body

players familiarize themselves with these abilities in order to better understand and role-play the effects when they encounter them. All tagline monster attacks are considered metabolic in nature except for "Body", "Curse", "<Element>", "Entangle", "Massive", "Rust", and "Weakness".

In the special case of a monster with a tagline requiring it to affect Body that uses a Critical Slay on its victim, if the victim is protected by a Mage Armor (C,5) or Spirit Armor (E,7) and has more than 1 Body, he will take effect from the tagline as it has effectively struck his/her Body. In addition, if the victim is not protected as above, he will be Slain and affected by the tagline.

Each description states what spells are able to cure the specific conditions. Note that no form of dispelling magic will remove any of the metabolic "tagline" effects.

Body

Any attack paired with this tagline will go immediately to the target's Body Point total, bypassing any armor points that the target possesses. Attacks with this tagline can be blocked by physical means (weapons and shields).

Curse

This attack, once it penetrates armor points, affects the target as though it has been affected by the Curse (E,8) spell (though no spell shield will stop it and Disjunction (C,8) will not remove it). Attacks with this tagline can be blocked by physical means (weapons and shields).

The only way to remove this effect is by time, Resurrection, or the Remove Curse (E,8) spell.

Disease

This attack, once it penetrates Armor Points, infects the target with a non-contagious disease. While diseased, a character cannot run or use the Dodge skill. The character's strength is also reduced by two (2), making him call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

This attack will affect any living individual, regardless of whether or not they are Desecrated.

Though typically only used by claw-wielding monsters, this tagline may occasionally be used with weapons.

A Remedy (EG/H,7), Renew (EG/D,8), Heal Mortal Wounds (H,8), Cleanse Disease (H,3), or Cure Disease (EG/D,3) will cure the disease. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8), and Cure Disease, which is traded out for Cause Disease (EG/D,3).

Elemental

This attack, if packet-delivered, is a non-magical, damaging attack accompanied by a specific element that, for the normal character, has no additional effect. This attack may be blocked by shields but not by weapons or any other item. An example of this attack is “20 Flaming”, “10 Ice”, or “30 Lightning”. Fire/Cold/Lightning Shield (EL,5) or Elemental Shield (EL,8) will stop this attack, as will the Resist Elemental skill or a specific Resist skill appropriate to the element (e.g. Resist Fire). A Formal Magic Cloak will not stop any variety of this attack – including Elemental Strikes.

If this attack affects an area, everyone in the area is affected unless protected as above.

This attack may also be delivered by a melee or missile weapon in a manner similar to Elemental Blade (EL,4) or Storm Blade (EL,8). If damage is dealt in this manner, damage is still taken from the attack regardless of specialty shields or Resists; however, the Resist Elemental skill, Resist <Element> skill, or appropriate specialty shield can negate the tagline, but the damage remains.

Note that Fire/Cold/Lightning Shield (EL,5) or Elemental Shield (EL,8) will only stop Fire, Ice, or Lightning attacks. Other unique and non-standard elemental attacks – such as “50 Chaos, 10’ Radius” may only be stopped by the Resist Elemental skill, or in the case of this example also by the Resist Chaos/Necromancy skill. Furthermore, no normal Acid attack may be stopped by any variety of spell shield, Cloak, or standard Resist.

Entangle

Any attack paired with this tagline will cause the target to be physically immobilized from the neck down and rooted to the spot where entangled. As with the Entangle (D,3) spell, this effect may be broken with an Endow (E,2), Greater Endow (E,4), Empower (C,1), or Delayed Empower (C,2) spell; or by someone else using an edged weapon to cut the target free on a ten-count (“Cutting 1, Cutting 2, Cutting 3,” etc.). A natural strength bonus of two (2) or greater will snap the Entangle effect. Should the victim of the attack be a Confinist with an active Force Shield (CO,7), this spell will flash and protect the victim from the Entangle effect. Note that any damage attached to the effect (such as “7 Entangle”) will be taken as normal. The Entangle effect may also be resisted with the Resist Confining skill. Note that a target need only be struck by this attack to be affected by the Entangle effect – even if the damage is blocked with weapon or shield, the subject is still Entangled unless protected as above (though he takes no damage).



Donated by Addy Hilliard 2014

Massive

Any attack with this tagline is so forceful that it cannot be blocked by any “normal” means. Any attempt to block this attack by use of weapons or shields results in the person wielding the weapon/shield to suffer the damage. The Critical Parry and Dodge skills may NOT be utilized to avoid these strikes. The Shield Parry, Fatal Parry, and Fatal Shield Parry skills will, however, block a single attack with the Massive tagline—please note that if a Massive attack is also attached to a Fatal Blow—a Shield Parry may, of course, not be used to block it—only a Fatal Shield Parry will stop the attack. This is not an inherently magical attack and will not affect a creature if it is magic or better to hit. You can stack the tag line with other taglines such as massive magic.

Nausea

This attack, once it penetrates Armor Points, makes the target sick and weakened. While under the effects of the Nausea tagline, a character cannot run or use the Dodge skill. The character’s strength is also reduced by two (2), making him call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects. This attack will affect any living individual, regardless of whether or not they are Desecrated.

If used as a packet attack, it will affect the victim unless they are wearing a Toxin Shield (E,5) or have the Resist Toxin skill.

A Cleanse Blood (H,5), Purify Blood (EG/D,5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell will remove the effect. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8), and Purify Blood, which is traded out for Poison (EG/D,5).

Life Drain

This attack, once it penetrates Armor Points, drains the majority of life energy from the target, leaving only enough for him to crawl, fend off Killing Blows, speak, and drink potions. The victim may not fight or cast spells. The target may not be given a Killing Blow until subdued. This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew for Waste (EG/D/N,8) in the above list.

Paralyze

This attack, once it penetrates Armor Points, completely immobilizes the target. He may not move any part of his/her body (although others may), and may be the recipient of a Killing Blow. As per the Paralyze (E,8) spell, a Remedy (EG/H,7), Renew (EG/D,8), Heal Mortal Wounds(H,8), or Unparalyze (E,8) spell will release the target from the paralysis. Note, if a character is Desecrated, switch Renew for Waste (EG/D/N,8) in the above list. While paralyzed, the victim is completely aware of his/her surroundings and can hear and see all that he can from his/her immobile state.

Poison

This attack, once it penetrates Armor Points, contaminates the blood of the victim, leaving only enough strength for him to crawl, fend off Killing Blows, speak, and drink potions. The victim may not fight or cast spells. The target may not be given a Killing Blow until subdued.

This attack will affect any living individual, regardless of whether or not they are Desecrated.

Cleanse Blood (H,5), Purify Blood (EG/D, 5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will remove the poison from the victim's blood. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8), and Purify Blood, which is traded out for Poison (EG/D,5).

Rust

Any attack paired with this tagline will cause the item struck to crumble into useless rust if made of normal metal. This includes normal weapons and armor.

When the item(s) are destroyed, the tag(s) for said item(s) should be given over to the player of the monster. Armor and weapons destroyed by the 'Rust' tagline may NOT be repaired by the use of the Armorsmith skill, and new tags (representing the acquisition of said item) must be acquired in-play (usually by purchase at the Armorsmiths' Guild).

Weakness

This attack, once it penetrates Armor Points, reduces the target's strength by four (4), making him call four (4) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects. The only way to remove this effect is by time or the Remove Curse (E,8) spell.

Monster Ability Descriptions

All the effects listed below last five (5) minutes unless otherwise stated in the description.

Breaking Confining Spells and Effects

Creatures with great strength may break out of confining effects at a varying level of ability, based upon their total strength bonus. It requires a certain strength bonus, a count (Breaking One, Breaking Two, etc.) and a loss of Body Points for the creature. Breaking out of confining may only be accomplished by the affected creature, that is, an adjacent ally with great strength cannot help break the victim out. Further, multiple creatures jointly combining their strength will NOT have a cumulative effect. Unless stated otherwise in a creature's description, the following rules apply:

Confining Type	To Break	Count	Body Point Loss
Physical Web Physical Bind Entangle (D,3)	+2 Strength or any Endow or Empower spell	"SNAP," "Empower BREAK," or "Endow BREAK"	Zero (0)
Pin (E,2)/ Trap (CG/CO,3)	+2 Strength	3-Count	Three (3)
Bind (EG/D/H,5) Snare (CG/CO,4)	+4 Strength	4-Count	Six (6)
Web (CG/CO,6)	+6 Strength	6-Count	Twelve (12)
Imprison (CO,8)	+10 Strength	10-Count	Twenty-Five (25)
Stone Web	+12 Strength	24-Count	Twenty-Five (25)

Please note that if struck with multiple of the same spell while one is already in the process of breaking out of confining, one should restart the count with each successive spell. Example, a creature is struck with a Web (CG/CO,6) spell and begins breaking it, getting halfway through his/her count and is struck again with a Web (CG/CO, 6) spell – at this point, he must begin his/her count anew. Certain creatures may have the ability to "BREAK" confining at a greater rate than their strength indicates—if so, this will be noted in the monster's description, and, more than likely, the creature will not be able to "SNAP" at a greater rate than normal.

Certain monsters have such great Strengths that they are able to just "SNAP" the hold of the effect on them. In this case, there is no breaking count or Body Point loss. The creature just says "SNAP" and continues on its path. This required strength is two (2) times plus one (1) the amount normally needed to break the confining magic or effect (e.g., +5 strength to "SNAP" a Trap (C,3) spell).

Gaze

Some creatures may make special attacks with a piercing gaze. This packet-delivered attack needs only to strike its victim; eye contact is not necessary. Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Power (C,9), Circle of Protection (E,9), and Ward (C,9) will protect the caster or those within from the Gaze's effect. In addition, those behind a Wall of Force (CG/CO,7) or Wall of Thorns (D,4) will also be protected from this attack. Should the Gaze attack mimic a dispelling effect of appropriate power to destroy the protective barrier between the monster and victim, the dispelling effect works as normal.

Many Gaze attacks mimic the effect of a spell. In this case, the appropriate spell shields will protect the victim as if it were said spell. For example, "Trance Gaze" would act exactly as a Trance (C,5) spell.

Immunity

Sometimes creatures will be completely immune to an attack type and will respond with "No Effect!" if attacked with that attack form. No amount of damage by that type of attack will harm the creature. Some creatures are immune to certain types of weapon damage.

An example of this is where a creature is immune to "normal" weapons and may only be harmed by "silver" or "better" weapons.

Influence and Vampyric Dominate

Influence and Vampyric Dominate are natural powers that closely imitate the effects of the Charm (C,6) and Friendship (E,7) spells. However, constant eye contact must be maintained between the monster and the victim (see below) for the power to take effect. While under the effects of Influence or Vampyric Dominate, the victim will do ANYTHING it is told to—jump off a cliff, kill his/her best friend, tell him his/her life's story, etc. Influence and Vampyric Dominate can not be stopped by anything, save vigilance or the Resist Charm skill, Resist Charm/Charm Break skill, or Immunity.

Someone who is already Charmed in some manner is Immune to the Dominate effect because a character may not be Charmed to more than one entity at a time (see the exception of Supercharm, below). Examples of other charms include Charm (C,6), Friendship (E,7), Love Poison, Charm Gas, and Love Poison #9. Influence and Vampyric Dominate are blocked by all walls as well as the Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Power (C,9), Circle of Protection (E,9), Ward (C,9), Wall of Force (CG/CO,7), and Wall of Thorns (D,4) spells.

No battle magic spell may be used to detect this effect, though suspicious activity and uncharacteristic behavior may warrant the attempt of a Charm Break or other means to destroy the Influence or Vampyric Dominate.

A victim that is Influenced or Vampyrically Dominated is not aware that he is such.

	Lesser Vampire	Greater Vampire
Length of eye contact required	10 seconds	3 seconds
Duration of Dominate	10 minutes	1 hour

Petrifying Gaze

The Petrifying Gaze attack completely immobilizes the target by turning its victim into a statue of solid stone. While petrified, a character is completely immobile in all ways and may not be moved by any outside acting force. While turned to stone, the character may not be harmed.

However, other characters or creatures may give the victim a Killing Blow with a magical weapon or with a magical Killing Spell which will subsequently bring the victim to the Dead status. Any spell that can normally be used as a Killing Spell may be used to kill the victim; in addition, the Destroy (E,3), Shatter (C,3), Shatter Armor (CG/CO,5), and Destroy Armor (E,6) spells may be used to deliver the Killing Spell. A Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell are the only things other than death and time that will remove this effect. Note, if the character is Desecrated, use the above list but remove Renew and add Waste (EG/D/N,8). Mistform (E,6), Spirit of the Ent (D,7), Wizard Lock (C,7), Imprison (CO, 8), Circle of Power (C,9), Circle of Protection (E,9), and Ward (C,9) will protect the caster or those within from the Gaze's effect. Those behind a Wall of Force (C,7) or Wall of Thorns (D,4) will also be protected from this attack.

While petrified, the victim is completely unaware of his/her surroundings and is effectively unconscious for all intents and purposes, much in the same way as the victim of a Trance (C,5) spell is.

Phase/Meld

This ability allows the creature to either "Phase" or "Meld" into or out of sight or into or out of an element of Nature (Earth, Stone, Wood, Water, Air). Unless otherwise stated, it takes a slow three count of saying, "Phasing in 1, Phasing in 2, Phasing in 3," for an unseen creature to Phase in and become attackable. It can be seen on "Phasing in 1" but cannot be otherwise heard, sensed, or attacked until the count is over.

While doing the phasing in count, the monster holds his/her weapons crossed over his/her head and slowly brings them down to a usable location by his/her side. To Phase Out, a slow three count of saying, "Phasing



Donated by Mat & Tina Likness 2014

out 1, Phasing out 2, Phasing out 3," while crossing his/her weapons over his/her head is necessary, and the creature is visible and able to be damaged until completely phased out.

While Phasing In or Out, the creature can change its mind and Phase back the other way by reversing the count and putting his/her weapons or arms back in the appropriate position. A Phased Out creature can sense other creatures, but it does not know who they are unless the monster has encountered them before and "recognizes" them.

A Phased Out creature cannot hear anything that takes place while it is phased out other than a direct command from its Master Controller to "Phase In". Further, a Phased Out creature may only walk, not run. The ability to Meld works the exact same way, but it is generally used for going into and out of the solid elements, while the Phase ability is generally used for air and other elements.

The Shackle (CO,9) spell will trap a Phasing or Melding creature on the current plane for combat duration, denying them the ability to Phase or Meld. A Phased Out creature may walk through solid objects, including both doors and walls—out-of-play, the person playing the Phased creature may open doors or move around obstacles as necessary to simulate his/her or her phasing through the object. A Phased creature may NOT phase through a raised Wizard Lock (C,7), Wall of Force (CG/CO,7), Circle of Power (C,9), Circle of Protection (E,9), or Ward (C,9).

Physical Bind

Physical Bind is a physical confining attack that acts exactly the same as the Bind (EG/D/H,5) or Snare (CG/CO,4) spell except in regards to the strength required to break it and the fact that is a physical attack and may not be flashed by any normal spell shield. Generally a packet attack, it takes a +2 natural Strength bonus to break a Physical Bind. Any of the strength enhancing spells such as Endow (E,2), Empower (C,1), Delayed Empower (C,2), or Greater Endow (E,4) will also snap the Physical Bind.

Should the victim of the attack be a Confinist with an active Force Shield (CO,7) this attack will flash the shield and protect the victim from the Physical Bind effect. Note that any damage attached to the effect will be taken as normal. The Physical Bind effect may also be resisted with the Resist Confining skill.

The victim of this attack may be released from it by an Unbind (EG/D/H,5) spell or another character may cut a victim out of a Physical Bind with an edged weapon on a ten-count ("Cutting 1, Cutting 2, Cutting 3," etc.). If the cutting count is interrupted in any way, the character must restart his/her cutting count each time.

Physical Web

Physical Web is a physical confining attack which creates a physical web around the victim, immobilizing him and rooting him to the ground where struck. Generally a packet attack, it takes a +2 natural Strength bonus to break a Physical Web. Any of the strength enhancing spells such as Endow (E,2), Empower (C,1), Delayed Empower (C,2), or Greater Endow (E,4) will also break the Physical Web. It does not take a count to break the Physical Web and causes no damage to the victim when broken. One must simply say "Endow

Break!" or "Empower Break!" if breaking the physical web with one of the above spells, if broken with Enhanced Strength, the character should say "Snap!"

Should the victim of the attack be a Confinist with an active Force Shield (CO,8) this attack will flash the shield and protect the victim from the Physical Web effect. Note that any damage attached to the effect be taken as normal. The Physical Web effect may also be resisted with the Resist Confining skill.

The victim of this attack may be released from it by an Unbind (EG/D/H,5) spell or another character may cut a victim out of a Physical Web with an edged weapon on a ten-count ("Cutting 1, Cutting 2, Cutting 3," etc.). If the cutting count is interrupted in any way, the character must restart his/her cutting count each time.

Pierce

A Pierce attack is one that is available to rare and powerful creatures found on Tyrra. This ability allows the creature to Pierce through the spells and items that would otherwise protect a character from an attack.

The most common Pierce attack comes with a battle magic spell. This attack will bypass all spirit protections, spell shields, specialty shields, and Formal Magic Cloaks active on the character and affect him as if he had no protections available, leaving (if the character is still alive after that attack) the aforementioned protections still active on him. The only way to prevent a character from taking the effect of a Pierced spell is by an appropriate Resist skill.

For example, normally, when a character that is wearing a Cloak vs. Confining, a Force Shield (CO,8), and a Major Spell Shield (C,8) is struck by an Imprison (CO,8) spell, he would first Cloak it with his/her Cloak vs. Confining, then stop another with his/her Force Shield (CO,8), then Flash another with his/her Major Spell Shield (C,8), and would not take the effect of the spell until finally being struck with a fourth Imprison (CO,8). If that same character were to be struck with an 'Imprison Pierce', all protections would be bypassed and he would immediately take the effect of the spell.

A less common "Pierce" attack comes via melee or missile weapon attacks, usually attached to a Critical Slay attack (Prepare to die—Slay! Pierce). This attack will "Pierce" through a character's Mage Armor (C,5) or Spirit Armor (E,7) and immediately affect him as if he had no protection, dropping him to the Slain status with his/her Mage Armor (C,5) or Spirit Armor (E,7) still active.

A melee "Critical Slay—Pierce" attack may still be blocked physically or negated with a Critical Parry, Critical Shield Parry, Fatal Shield Parry, or Fatal Parry. It may also be Dodged with the Dodge skill but will still remain active.

A missile "Critical Slay—Pierce" attack may be negated with a Critical Shield Parry or Fatal Shield Parry. It may also be Dodged with the Dodge skill.

Resistance

Certain creatures are resistant to certain attack types. When hit with an attack that they are resistant to, they will state, “Resist!”. Sometimes the creature is only a bit resistant to the attack form and will only be able to “Resist” the attack type once. Some creatures are able to resist the attack type more than once. It should be noted, however, that they are not immune to the attack type and should their resistances be used up, they are affected by the attack as normal.

Rifting

Rifting is a powerful ability available to certain creatures. This ability allows the creature (or creatures) “Rift” in and out of nearly any location, ripping a hole in the fabric of the world to step through to the place they desire.

Rifting may occur in one of two ways, either by the opening of a rift or by individually (or as a group) rifting into our world.

A rift may or may not stay open for a period of time. This looks to be a portal and will usually be represented as such, creatures may enter our world via this rift and others may attempt to enter the “Rift” from our world (do so at your own risk). The sound of the rift opening is represented by a player saying “Rift Opening 1, Rift Opening 2, Rift Opening 3” – this is as audible as the voice of the player stating the that the rift is opening, the effect is visible to those looking at it.

The sound of the creatures rifting in (individually or as a group) is represented by a player saying stating “Rifting in 1, Rifting in 2, Rifting in 3” – this is as audible as the voice of the player stating the that the rift is opening, the effect is visible to those looking at it but the creature cannot be attacked until “Rifting in 3” is stated.

A creature may also attempt to escape by rifting out, stating “Rifting out 1, Rifting out 2, Rifting out 3”, a creature attempting to escape via rifting is susceptible to attack until “Rifting out 3” is stated at which time the creature is gone.

Soul Destruction

Some creatures possess such supernatural prowess or High Sorcery that they may rip the very soul from a character’s body so that he is turned immediately to dust and must resurrect, provided his/her life force is strong enough. These attacks, though primarily delivered via a packet attack are sometimes also delivered through a weapon or other means.

Though the only true protection from these alleviate some of the pain on a character’s soul, taken from these attacks: attacks is vigilance, the Soul Store ritual can The following chart states the number of lives

Attack	Lives Lost	Lives Lost if Soul Stored
<i>Disintegrate</i>	1	1
<i>Soul Destroy</i>	2	0 (Say 'No Effect!')
<i>Spirit Wrack</i>	3	1
<i>Obliterate</i>	4	2

Standard Lesser Undead Package

All Lesser Undead have the following Abilities/Immunities/Disadvantages, unless stated otherwise in their description:

- ❖ Healed double by Inflicts and Chaos magic. (e.g., Inflict Critical Wounds (N,6) will heal 48 Body Points, Cause Serious Wounds (EG/D/N,4) will heal 32 Body Points).
- ❖ Imbue Death/Death will bring back from the Dead status. Life/Revive will kill them instantly unless protected.
- ❖ Harmed double by Curing magic. Harmed regularly by Healing magic. (IE. Cure Critical Wounds (EG/D,6) will do 48 Body of damage and Heal Critical Wounds (EG/D/N,6) will also do 48 Body).
- ❖ Immunity to Doom (CG/CO,9), Repel Being (EG/H,3), Repulse (C,2), Mind Affecting spells and effects, Metabolic spells and effects, Toxins, and all Waylays.
- ❖ Affected by Elude Undead (N,2), Repel Undead (EG/D/H,2), Control Undead (N,4), Turn Undead (H,4), Zone of Life (H,6), and Greater Control Undead (N,7)
- ❖ Destroyed into a pile of dust by the Destroy Undead (H/N,7) spell unless it has a Spirit Armor (E,7), Mage Armor (C,5), Defend (E,8), or Major Spell Shield (C,8) to protect it.
- ❖ Destroyed utterly by the Annihilate Undead (H,9) spell, regardless of whether it has a spell shield or not.

Stone Web

The strongest of the natural physical confining attacks, Stone Web is generally a packet attack and acts like the Imprison (CO,8) spell, except for the fact that the victim is rooted to the ground where struck. It is a physical, not magical, attack as well and requires a longer count to break. It takes 24 seconds and superhuman strength of +12 or greater to break a Stone Web, and doing so causes twenty-five (25) Body Points of damage to the victim. While trapped within a Stone Web, the victim cannot be affected by spells or physical damage. The duration for a Stone Web is five (5) minutes. Note that a character's only defense

against this ability is the Dodge skill, the Resist Confining skill, the Force Shield (CO,8) spell, or the Ranger's Immunity to Natural Confining.

Regarding magic, it should also be noted that Stone Web will only protect the character from battle magic spells (except those listed above). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

Supercharm

A power that is similar to the Influence or Vampyric Dominate effect. While under the effect of a Supercharm, the victim will do ANYTHING he is told to do—jump off a cliff, kill his/her best friend, tell him his/her life's story, etc. Supercharm can not be stopped by anything except the Resist Charm skill, Resist Charm/Charm Break skill, Resist Emotion skill, or Immunity. A Supercharm will override and supersede any existing Charming effect on the victim. Additionally, unlike Influence or Vampyric Dominate, Supercharm is permanent until removed (Charm Break or Formal Magic ONLY), and will last through resurrection.

The delivery method may not necessarily be through eye contact. No battle magic spell may be used to detect this effect, though suspicious activity and uncharacteristic behavior may warrant the attempt of a Charm Break or other means to destroy the Supercharm.

A victim that is Supercharmed is not aware that he is such.

Terror

The Terror effect causes the target to be completely immobilized in utter Terror of the creature that dealt the effect for five (5) minutes, this effect is similar to the Paralyze (E,8) spell except that it a Mind-Affecting effect and may only be removed by the following spells: Renew (EG/D,8), Heal Mortal Wounds (H,8), Remedy (EG/H,7), and Remove Fear (E,3). Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8).

The Terror effect can only be stopped by the Resist Emotion skill. Knights and Dark Knights are immune to the Terror effect beginning at level 10 when they gain the Bravery skill. The Terror effect may be used as either a radius, packet, or tagline attack. If it is used as a tagline attack, it must penetrate the target's Armor Points in order to take effect.

Tidal Wave

When this ability is used, "Tidal Wave!" is uttered and a Hold is called. Anyone within a 20-foot radius of the creature backs up 20 feet, lies down on the ground, and takes 5 points of Body damage. Once everyone is down, a "Lay On" will be called and play will resume.

Threshold

A monster with Threshold has hide, skin, shell or some other defensive layer that is resistant to damage. It takes a certain amount of damage to penetrate this Threshold and damage equal to or less than the Threshold does no damage to the creature.

Once this amount is exceeded by at least one point, the creature takes all damage dealt by the opponent. For example, a creature with a Threshold of two (2) is immune to attacks that deal one or two points of damage, but if hit for three (3) or more, the creature will take all 3 points of damage.

Toughness

A monster with Toughness has a very resilient hide or other defensive layer that absorbs damage dealt to it. Any amount less than or equal to the Toughness value is completely ignored by the creature. Any attack that exceeds the value for the Toughness results in lessened damage to the creature by the amount of the Toughness.

For example, a creature with a Toughness of three (3) that is hit by an attack dealing five (5) points of damage will take two (2) (5 minus 3) points of damage.

Venom

This ability allows a creature to deliver a toxin to its target by means of a packet-delivered attack. The venom may mimic any sort of gas or ingested Poison as well as deliver the Poison special attack listed previously in this section.

❖ This attack will affect the victim unless they are wearing a Toxin Shield (E,5) or are resistant to toxins. The target may not be given a Killing Blow until subdued (target may already be Dead if an Instant Death Venom has been delivered).

❖ This attack may be blocked with a shield but not with a weapon or any other means.

❖ This attack will affect any living individual, regardless of whether or not they are Desecrated.

Cleanse Blood (H,5), Purify Blood (EG/D, 5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will remove the toxin from the victim's blood. Note, if the victim is Desecrated, the above list still applies except in the case of Renew, which is traded out for Waste (EG/D/N,8), and Purify Blood which is traded out for Poison (EG/D,5).

Wave

When this ability is used, "Wave!" is uttered and then a Hold is called. Anyone within a 10-foot radius of the creature backs up 10 feet and lies down on the ground. Once everyone is down, a "Lay On" will be called and play will resume.

Stealing & Searching

Stealing a Weapon

When a player has his/her weapon checked for safety, he will be given a weapon safety tag (provided it is deemed safe), which should be placed on your tag ring. A weapon must have a weapon safety tag in order to be used. A Marshal may ask to see a weapon safety tag at any time and may take the weapon if the tag is not carried by the player on his/her tag ring.

When a character wishes to steal a weapon, he must take the phys-rep and make his/her getaway. Once the character has successfully escaped with the weapon and a sufficient lull in the game occurs, enabling the player to go out-of-play and find a rogue marshal. The rogue marshal will take note of the weapon and get any appropriate information, IE where it was stolen from and from whom. The rogue marshal will get the items card from the original owner and see if they would like their phys rep back. If the player does want it back then the phys rep is returned to the original owner. A new phys rep can be made and the new phys rep can not be recognized as the original item. If the phys rep is not returned then the weapon may be recognized. If for some reason the physrep is ever remade it must be made as close to the original phys rep as possible.

Putting stolen items into out of play areas, like your car's trunk, is considered cheating.

Searching a Person

If a character waylays, kills, or in any other way incapacitates another character, he may search the victim. This is done by saying, "Searching" at which time the player who was incapacitated must give up all of his/her in-play items: in-play money, magic items, formal magic components, items purchased totally with in-play money, gems, jewelry and other non-personal, in-play items.

The victim may ask for a described search by saying, "Describe your search." This means that the attacker must tell the victim each location that he is searching, location-by-location. Once a location is named (e.g., front right pocket), the victim must give up any in- play items in that location. This process may be continued until the searching character has searched all the locations he desires and the victim has handed over the corresponding in-play items from each named location. This causes the search to take the same amount of time it would take if the SOLAR world were real. It also allows other characters to notice that someone is being searched and offer aid if they deem it necessary.

An item must really be where the victim says it is. If the victim says it is in a secret compartment in his/her boot, the victim had better have it in a secret compartment in his/her boot.

If the victim has any magic items, each card must be turned in to the Plot Committee so that the searcher may obtain the card when he has the item Identified. Failure to return the card to the Plot Committee as soon as possible could result in disciplinary action (see Finding Magical Items for more information).

Searching a Cabin

In order to search a cabin, a Rogue Marshal must be present. Anyone entering a cabin other than his/her own for ANY REASON without a Rogue Marshal will be removed from site and asked not return to SOLAR. Rogue Marshals are the only people, other than the cabin's registered occupants, who may read the Marshal Notes for a building. Marshal Notes are attached to every building and have listed on them all security precautions which have been taken in the building. The Marshal will inform any intruders if they have set off any of the building's defenses.

Any items on the floor under a bed or behind a dividing curtain are out-of-play if it is so noted on the Marshal Notes and should not be taken. Players searching a cabin should make sure that the items other than in-play money, weapons, spellbooks, alchemy books, and poison books that they are taking have an alphanumeric code on them. Aside from these items, coded items are the only ones that may be stolen.

Before leaving the scene of the crime, the thieves must show all items taken from the cabin to the Marshal. If any out-of-play items are taken, they will be replaced by the Marshal.

Securing Real Life Valuables

99.9% of the people who come to SOLAR are honest and kind individuals and would never take something that does not belong to them. SOLAR still advises everyone to secure their real money, wallets, purses, or anything of value in a secure area (such as a footlocker with a padlock or in the trunk of your car). If you do not have a place to secure your possessions, SOLAR management will be happy to secure them for you.

Securing In-Play Valuables

It is a good idea to secure your in-play valuables in this world as well; some people just cannot help themselves and the lands are thick with rogues.

Certain places in town will hold money and valuables—for a price. Also, the Armorsmiths' Guild allows characters to put money on account. This gets it out of the character's pocket and insures that he will have armor repair when it is needed. A character can further secure his/her belongings by the casting of Wards for cabins and Wizard Locks for cabins and chests.

Security precautions on a building should be listed on the Marshal Notes, which can be found at the entrance to the building. These notes may only be read by Marshals and occupants of the cabin. Anyone else caught reading these notes will be subject to disciplinary action.

In the event that non-character creatures are part of a building's defenses, it is the player's responsibility to provide the appropriate phys-reps for the creatures. This includes having appropriate weapons and packets for a creature's attacks as well as appropriately colored tabards for each present creature.

All creature cards detailing the statistics of such creatures should be placed with the Marshal Notes.

It is also the player's responsibility to indicate on the Marshal Notes where each creature is in relation to the building. Additionally, the player should place a phys-rep in the appropriate location (as detailed in the Marshal Notes) for what each creature looks like—be it a piece of paper with a description of the creature or a painting/drawing of the creature. This is usually done by taping the phys-rep to a wall at eye level.

All personal and out-of-play items should be put under a bed or behind a curtain, which encloses a part of the cabin. Any items in these places are considered personal and out-of-play. Anyone caught placing in-play items in an out-of-play area will be subject to disciplinary action.

Building Protections

Any building sleeping more than 10 may have 3 wards and a total of 6 cabin guardians. Cabin guardians are further limited to 1 earth guardian and 1 celestial guardian per ward. If you are not sure if your cabin guardian is considered earth or celestial then consult a formal marshal and he will note on your card which side it falls on. Guardians do not have to be placed in their associated ward but does need to be listed on marshal notes. Can not be placed outside of a ward. If ward is destroyed and not replaced for more than an hour then constructs power down or fall into a deep coma like sleep. In this state they will not perform any actions including defending there self. Replacing the ward will rectify the guardians after it has been in place for one hour.

Any building that sleeps less than 10 people, including one man tents, may have one ward, two wizard locks and 2 cabin guardians. Cabin guardians are further limited to 1 earth guardian and 1 celestial guardian per ward. If you are not sure if your cabin guardian is considered earth or celestial then consult a formal marshal and he will note on your card which side it falls

Locks

Locks are represented by a 'L' with the lock level next to it. For example L3 is a level 3 lock. Locks have a limited number of keys that are coded to a particular lock. Lock and Keys are sold in sets, The number of keys may vary. Keys are in play and need to be marked with the correct code on them. Keys can be stolen in play. unlocking a lock is a two part action, Place the key to the lock and say 'unlocking 1, unlocking 2, unlocking 3' If you are interrupted or remove the key from the lock you must begin again. Locking the lock is the same except you say 'locking 1, locking 2, locking 3.' Locks on doors are usually one direction. The direction the lock is phys-repped is the side that it must be unlocked and locked from. You can not counter lock or 'jam' a lock.

To pick a lock you must possess the appropriate level lock picking to make an attempt. Once attempt is made the rogue marshal will produce the lock picking kit and determine the result of the lock pick.

Enforcing Game Rules

Marshals

Marshals are the referees of SOLAR. If a player has a question about rules or needs an official to witness an action, he should see a Marshal of the appropriate type. A Marshal is appointed to his/her position based on his/her knowledge of and contributions to the game. A Marshal will have the appropriate tag on his/her skill ring. If someone claims to be a Marshal and does not have his/her tag on his/her ring, ask for another Marshal of that type.

Most Marshals play their characters but are able to step out-of-game to make rulings. If a Marshal is wearing a white headband, he should be ignored in-play because his/her character is not there.

Anyone caught impersonating a Marshal will be subject to immediate disciplinary action, as will any Marshal who attempts to serve as a Marshal for himself.

Rules for Marshals

The number one rule of marshaling is to hear all sides first. A Marshal must be neutral in situations and make objective decisions. A Marshal should be a diplomat between players who are on the verge of arguing or are actually arguing. However, a Marshal should not interfere with arguments among characters ie in play arguments.

Conflict is part of what makes SOLAR fun. If a Marshal comes upon two characters arguing, he should make sure that the argument is between characters and not players. Once done, he should let them at each other.

A Marshal should let the players do whatever they want as long as the rules allow it, keeping in mind that Safety First is the most important consideration of SOLAR.

A good Marshal knows when to keep quiet and when to speak. Marshals should never volunteer any information and should speak only if they need to make a ruling. Also, a Marshal may provide a description of someone/something if the phys-rep is lacking.

Types of Marshals

Most Marshals have a limited scope within which they can make decisions. This limitation is based on a Marshal's knowledge, which has been tested in order to make sure he is capable of being a Marshal of that type. Some people will be Marshals in more than one category. Whenever a player has a question, he should be certain he asks the proper Marshal.

Combat Marshal

A Combat Marshal is concerned with all aspects of combat. This includes, but is not limited to, deciding whether or not a weapon is safe. These Marshals will check weapons and armor at Check-In to ensure everyone's weapons are safe. If so, they will hand out the appropriate tags. A Combat Marshal may, at any time, ask to see a player's weapon to check for a safety tag and to check the weapon again in order to make sure that it has not become unsafe during the event.

A Combat Marshal has the last word in all matters of combat.

Formal Magic Marshal

A Formal Magic Marshal knows all the ins and outs of Formal Magic. A Formal Magic Marshal is authorized to pull flaws, except those for himself and his/her friends and those staying in his/her cabin. The only exception to this is when that marshal is pulling formal in a public location such as under a pavilion or in the tavern and all other formal marshals are busy.

Plot Marshal

A Plot Marshal is consulted on matters dealing with Plot Modules and information which only a Plot Marshal would have. These Marshals are very busy during events and should only be consulted if no other Marshal can answer the question.

Module Marshal

A Module Marshal is responsible for running individual Modules, typically for new players. A Module Marshal has the last word on anything that which occurs during the Module he is running. He should keep a record of the players' role-playing and give Experience Points accordingly.

A Module Marshal has no authority outside of a Module and unless authorized by a Plot Marshal, the Module itself is a self-contained entity from which no plot lines continue.

Monster Marshal

A Monster Marshal is in charge of sending monsters out to "terrorize the town." He is responsible for telling players what type of monster they are playing, what those monsters' statistics and abilities are, the description with which the players are to respond to a "What do I see?" question, and their motivation for being in and around town.

Monster Marshals are rarely seen but may be called upon to put to rest any arguments about a monster's special abilities.

Rules Marshal

A Rules Marshal will have a copy of the rules nearby at all times. He can be relied upon to answer any rules question and should, if necessary, be able to back it up with this book.

Rogue Marshal

A Rogue Marshal is required for a cabin raid and mixing a poison into another liquid (e.g., a drink in the tavern). A Rogue Marshal has the last word on any Rogue skills. Any in-play theieving must be reported and or supervised by a rogue marshal.

Cheating

A character may be a lying, cheating, no-good sack of bat guano, but not a player. This game is based almost entirely on the honor system, and cheaters only ruin it for others. If a character is affected by a spell, the player must play it out. If a character cannot accomplish a task because he does not have a skill, the player should not do it.

A player should know the rules well before he tries something out of the ordinary.

SOLAR staff and players alike despise players who bring counterfeit money, poisons, potions, and/or scrolls to events; leave items in cars or out-of-play until needed for an adventure; or do not honestly count hits against them in battle. These players are eventually discovered and will be asked to leave the game.

Cheaters only ruin the fun for the other players. If you are going to cheat, don't come. SOLAR doesn't want you. After all, it's only a game. What are you really going to prove?

Disciplinary Actions

Warnings

A warning may be issued by any Marshal. Warnings are commonly given for hitting too hard, repeated illegal blows, etc.. If a player sees another player displaying these actions, he should report the violator to a Marshal. Two warnings may result in a player being put on probation.

Probation

A player who has been placed on probation is not allowed to participate in combat. This player must play a non-combatative role until taken off of probation. Players are usually placed on probation for repeated instances of excessive violence in combat.

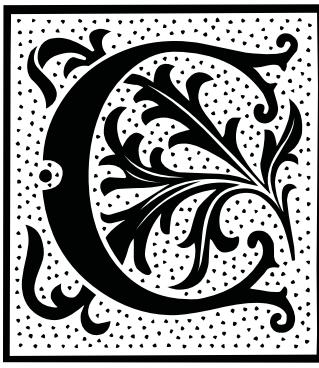
Expulsion

An expulsion is issued to a player who has blatantly ignored SOLAR rules. This includes, but is not

limited to, drinking of alcoholic beverages, drug use, destruction of property, stealing, cheating in any way, etc. A player who has been expelled must immediately stop participating in the current event and leave the site.

Dismissal

A player is dismissed if he is expelled twice. A dismissed player is no longer allowed to attend any SOLAR event. SOLAR reserves the right to bring criminal charges against anyone that breaks the law or endangers players or staff by violating SOLAR safety guidelines.



Chapter 5

Character Development

The first thing a player must decide about his/her character is the personality of the character. Is the character going to be good or evil, passive or aggressive, obnoxious or shy, etc.? Also, is the character going to have any quirks or oddities such as rubbing a necklace for good luck or always walking on the left side of a building?

Once the personality of the character has been decided, the player should then pick the class of the character. The class of your character reflects what activities you plan to focus on when playing. Do you favor magic or do you prefer to wield a weapon? Perhaps both?

Now that the character has a personality and a class to match, the player must choose a race for his/her character. A list of the available races can be found in this chapter.

Finally, you need to decide what you want to spend your build points on. Build points are the character generation points that allow you to purchase your skills. Every character starts at 3rd level, giving you a total of 35 build points to spend.

Experience Points

In SOLAR, Experience Points (EPs — pronounced “eeps”) are, for the most part money.

- ❖ 1 Silver Piece = 1 EP
- ❖ 10 Silver Pieces = 1 Gold = 10 EPs

EPs may be obtained by a few different methods:

- ❖ Monsters carry money with them to give to characters after the characters kills them. The amount of money found on an individual monster is based on its abilities and Body Points. The more powerful the monster, the more EPs it will be carrying.
- ❖ Trading services and goods to other players, such as casting healing or selling scrolls, can earn you money, which you may use as experience.
- ❖ Completing a module, either through the Adventurers’ Guild or by stumbling upon one, will earn you EPs. In SOLAR, a module is an adventure run for a small group of people, whose theme and difficulty is based on the characters in the group. The experience earned on a module will sometimes be given in the form of an “EP Chit”, which is a tag with the number of EPs and the authorizing symbols or

signatures for that event. These chits are out-of-game and cannot be stolen.

- ❖ Thieving (or “re-appropriation,” if you prefer) can earn you coin or items that can be sold for profit. A good thief can pick someone’s pocket or relieve someone of a pouch or weapon.
- ❖ Killing another player character is another source of experience. The experience points gained by killing a PC is equal to ten times the level of the PC killed. Thus if a character kills a 10th level character, he will receive 100 EPs. The attacker must turn in the Life Ticket of the victim at Check-Out in order to gain these EPs. A Life Ticket may not be taken from the victim until dissipation occurs. This ticket is considered Out-of-play and cannot, therefore, be stolen, seen, or exchanged with others for money, Goblin Points, or anything else. However, if the dead character is searched, there is the possibility of gaining more EPs by way of the character’s money or possessions.

EPs may be also be awarded for extraordinary role-playing, so don’t miss these role-playing moments – see below for specific EP rewards that come from a manner other than those listed above.

Other Experience Rewards

Rewards for the following efforts are given in Experience Points. In most cases, paper chits will be given to the players at events for their efforts, though some rewards may be given after the event.

Makeup and Costuming

In regards to their characters at SOLAR, some players go to greater lengths to “live it” than others. Players who do an exceptional job of embodying their character through their costuming, make-up, personality and mannerisms are the lifeblood of SOLAR, and their contribution to the atmosphere of the game will be rewarded.

Cabin Decorations

When someone visits your cabin, he or she should be entering a den representing what your own character’s home might look like. The lands you are in as well as the culture and customs of your character should be represented through your place of residence.

Role-playing

In order to qualify for this experience reward, a player must submit a summary for another player, explaining what occurred in the situation they are being nominated for, and why this situation was worth rewarding. This person, preferably not someone you associate with closely in play or out of play, should have made a significant impact on your character during the event, as well as helping others to stay in play and act as their character would.

Spotlight

There are some events where a single player's actions are legendary—for good or ill. This award is given to players whose actions as their character transcends everyday role-playing in such a way that their presence during an event changed the role-playing experience of those around them. This is remarkably difficult to obtain, and keep in mind that this award may go to those who are on their way to becoming the game's greatest heroes and villains, all too often might it go to those who are recently obliterated.

Roleplaying and Spotlight nominations should be submitted to Gm@cerroneth.com

Please include the date of the event and the name of the player and their character. If you do not wish for your nominations to be recorded permanently, please mention this in your e-mail.

Character Histories

After a few events, some players may wish to reveal their past experiences to plot. These histories should explain some of the roots of your character's motivations, preferred relationships, and personality quirks. Design a history that might have far-reaching implications, but is something you can communicate in a single paragraph. Let the details of your past evolve as your character evolves.

Event Summaries

This experience reward is given to a player for every event summary they submit to the GM@cerroneth.com email address. An event summary is your character's public-knowledge recollection of the event. This information will help us keep the timeline up-to-date.

Goblin Points

Goblin Points are given to players who help out the game by volunteering their time for SOLAR. Goblin Points may be converted to Build Points (to a maximum of 3 Build Points per month, per player), used to buy extra lives for a character (15 Gob for the 1st, 30 for the 2nd, 60 for the 3rd, 90 for each thereafter), and even spent for the purchase of potions, scrolls, and other items through the "Gob Store." See your Head of Tags for more details as the type, quantity, and price of items that may be purchased from the Gob Store varies per event. The items gained by this method represent purchases and finds by the character between events.

A player may spend up to a maximum of 90 goblin points per month converting build for his/her character and may, optionally, also convert 90 goblin points per month for another player's character.

Goblin Points can be earned in a number of ways; some examples are: Helping out in the tavern by preparing meals for the weekend, helping SOLAR staff with the Logistics tables for Check-In, Monstering (which is always fun), helping SOLAR staff clean the site after the event is over, turning in spell packets (which are always needed), and donating approved props or costuming to the Plot Committee.

Check our website for an up-to-date list of Donation needs and gob rates for various items.

Build Points

Build Points (BPs) are used to buy skills for a character and to determine a character's level. All characters start at level 3.5 with 35 Build Points (BPs), though if a player wishes and has available Goblin Points it is possible to start as high as level 5.0 with 50 BPs for 125 Goblin Points.

A character's level also determines the maximum amount of BPs a player may spend on that character each month.

All characters receive Build Blanket for any given event they play at least half of, any build granted beyond this amount must be earned --- either through in-play means (EP Build Cap) or by working out-of-play for the game (Goblin Build Cap).

Build Blanket

If a player does not turn in any Experience Points for his/her character at an event, the player may still receive Build Points from his/her Build Blanket (see Build Chart below). Build Blanket for 12th level and higher characters is 2 Build Points per event.

In order to obtain his/her Build Blanket, a player must turn in the following at the end of the event:

❖ Paid Ticket/Signed Monster Chit—each player is required to monster for at least two hours during the event, or working four hours in the Tavern or Logistics. Once a player has worked his/her required hours, the appropriate marshal will sign the player's Work Chit. It also shows that the player has paid for the event.

❖ Life Ticket or Resurrection Tag—Shows that character is alive or has resurrected.

By turning in these items, a player will receive his/her Build Blanket provided he plays for at least half of the event.

Experience Point Build & EP Build Cap

Experience Point Build (EP Build) are those Build Points that may be purchased for a character with EPs per event. This build is granted above and beyond the Build Blanket that all characters receive and may be gained in a variety of ways as described above in the Experience Point section. It is not necessary for a character to purchase build with experience points, as he will continue to increase in level by Build Blanket alone, however, should he take advantage of EP Build -- he will rise in level much faster. The cost of each EP Build increases with a character's level beginning with the cost of [5 EPs x Character Level] per EP Build for characters that are between 3rd and 10th level, [10 EPs x Character Level] per EP Build for characters that are between 11th and 20th levels, and [20 EPs x Character Level] per EP Build for characters that are

21st level and greater. Any number of EP Build may be purchased per event by a character between 1 and the character's EP Build Cap.

EP Build Cap (EP Cap) is the maximum number of BPs that may be converted from EPs per event. For characters between 3rd and 10th level that maximum is 4, for characters between 11th and 20th levels that maximum is 3, and for those 21st level and greater – the maximum remains constant at 2 BPs.

In Point Build & Goblin Build Cap

Goblin Points, as mentioned above, may be converted to build in addition to Build Blanket or Build Cap. This is a way in which SOLAR rewards its hard-working players.

Goblin Point Build (Gob Build) are those Build Points that may be converted from Goblin Points per month at a variable cost rate until 8th level. At 8th level and up, each BP bought with Goblin Points will cost 30 Goblin Points.

Goblin Build Cap (Gob Cap) is the maximum number of BPs that may be converted from Goblin Points per month. For all characters of any level, the maximum Build Points that may be converted with Gob is 3. Gob Cap cost for characters 8th and up is 90 Goblin.

Build Chart

The following chart summarizes the various ways a character may advance in level:

Level	Build Blanket	EPs per extra EP Build	Cost to EP Cap	EP Cap	Goblin Points per Gob Build	Goblin Points to Gob Cap	Gob Cap
3	8	15	60	4	5	15	3
4	7	20	80	4	10	30	3
5	7	25	100	4	15	45	3
6	6	30	120	4	20	60	3
7	5	35	140	4	25	75	3
8	5	40	160	4	30	90	3
9	4	45	180	4	30	90	3
10	3	50	200	4	30	90	3
11	3	110	330	3	30	90	3
12	2	120	360	3	30	90	3
13	2	130	390	3	30	90	3
14	2	140	420	3	30	90	3
15	2	150	450	3	30	90	3
16	2	160	480	3	30	90	3
17	2	170	510	3	30	90	3
18	2	180	540	3	30	90	3
19	2	190	570	3	30	90	3
20	2	200	600	3	30	90	3
21	2	420	840	2	30	90	3
22	2	440	880	2	30	90	3
23	2	460	920	2	30	90	3
24	2	480	960	2	30	90	3
25	2	500	1000	2	30	90	3

The following table shows the simple formula used above to calculate the cost of a character's extra Build Points via EP Build purchase as well as the cost to EP Cap.

Levels	EP Cap	EPs per extra EP Build	Cost to EP Cap
3-10	4	5 EPs/Level	4 x(5 EPs/Level)
11-20	3	10 EPs/Level	3 x (10 EPs/Level)
21+	2	20 EPs/Level	2 x (20 EPs/Level)

Examples of how one might earn Build Points are as follows: A 5th level character (50 BPs) has earned 100 EPs in his/her time spent in SOLAR and has earned 45 Goblin Points by working for the game. At the end of the event, he may turn in his/her tags and coin for both his/her EPs and Goblin and convert all of these to build. The character would then begin the next game at level 6.4 (64 BPs), having gained Build Blanket (4 BP), EP Cap (4 BP) and GobCap (3 BP) for a total of 14 BPs gained. A 20th level character (201 BPs) has earned 400 EPs during the course of an event and has turned this in along with a chit for 60 Goblin Points, all of which he opts to convert to Build. The character would then begin the next game at level 20.7 (207 BPs), having gained Build Blanket (2 BP), purchased 2 EP Build Points, as well as 2 Gob Build Points for a total of 6 Build Points gained. A 35th level character (353 BPs) has turned the necessary chits and tickets to gain Build Blanket along with a ticket for 30 Goblin Points. He opts to convert his/her Goblin Points to Build and begins the next event at level 35.6 (356 BPs), having gained Build Blanket (2 BP) and 1 BP from converted Goblin Points for a total gain of 3 Build Points.

Character Re-Spends

Sometimes a player is unsatisfied with his/her choices of character build or class. If a player wishes to “Re-spend” his/her build or change his/her class, he may do so by one of the following methods (These methods are permanent).

❖ **NPC out:** A player may respond into a new character with absolutely no ties to his/her former character by surrendering half his/her character’s build and all of the character’s in-play belongings to the game. The old character becomes an NPC of the game. PCs who become NPCs become property of the game. Traditionally, if the plot team wishes to use the old character, they may ask the player to roleplay the part. This is a courtesy. The NPC may be used for any purpose at the discretion of the Head of Plot without the consent or knowledge of the former player. *Note: a character cannot be respent this way if the character is being pursued by other PCs of the game due to in-play reasons.*

❖ **Monastery:** Between the December and January events players may use an in-play mechanic known as the Monastery to respond their character’s build. Players must pay Logistics five times their character’s level in gold pieces to use this mechanic. Typically, characters can use the Monastery to change class, race, or learn unrestricted

skills. The list of skills one can learn at the Monastery changes annually. Any character respend in this manner remains the same character and must roleplay accordingly.

 **Gob Store:** A player can respend his/her character using rules similar to the Monastery; however, a player using gob does not have to wait until the December-January timeframe. Gob responds may be performed between any events. For additional rules and gob costs, visit the Gob Store on Cerroneth.com.

 **New Player Re-spend:** Within the first three (3) events of a new player's career at SOLAR, he may re-spend his/her entire character's build once. Any and all elements of the character can be re-spent, e.g. race, class, build expenditure, name, and so on. The character may be completely scrapped and rebuilt as a new character with the same build total or stay the same character with an altered class and skills.

Note: All re-spends are subject to final approval by the Owner or General Manager.

Character History

Once a player has decided the physical appearance and personality of the character, it is time to create a past. A player might wish to play his/her character a few events before actually writing down the character's history. Still, one should have a relatively good idea of the character before beginning play. For instance, the character should have a reason for coming to town and an idea of the types of people with whom he is looking to associate. Below is a list of a few basic questions that will allow a player to begin a character history. This is by no means an exhaustive list.

-  When was the character born? Where was he born?
-  Who were his/her parents?
-  Does he have any siblings?
-  Was he raised by his/her natural parents?
-  Where was he raised?
-  What cultural background does he have?
-  Was he a member of any groups?
-  Who are his/her friends?
-  Who are his/her enemies?
-  How much does the character actually know about his/her history?

Once the character history is formed in a player's head, it should be written down and turned in to Plot. Plot may decide to change things for game balance. Also, the more loose ends a player leaves in his/her history,

the better chance that player will have of Plot picking up on one or two of them.

A few other words of advice on getting Plot interested in your character: first, remember, if they have a hard time reading your history, they probably won't. Try typing it in an easily legible typeface. Second, don't go on and on; make some facts and points and then leave it. The facts might be important to you and help flesh out a character, but a twenty-page history is likely to be left unread.

Finally, don't hope to give yourself all sorts of powers and to be the unknown bastard child of some royalty or particularly evil creature. Stuff like this is very tedious and common, and we've seen it plenty of times before. Try to truly be unique. A well thought out Human can be infinitely better than a stereotyped Drae.

Equipping Your Character

Wearing Armor

Armor Regions

For purposes of armor rating, the body is divided into 12 locations:

- ❖ Head Neck
- ❖ Torso (assumes coverage on front and back) Right Upper Arm (including shoulder)
- ❖ Right Lower Arm (including hands) Left Upper Arm (including shoulder) Left Lower Arm (including hands)
- ❖ Right Upper Leg Right Lower Leg Left Upper Leg Left Lower Leg
- ❖ Joint Articulation (Elbows and Knees)

ARMOR RATINGS FOR TORSO REGION	
MATERIAL	POINTS
Padded Armor, Gambeson, Fake Leather	6
Soft Leather	10
Studded Soft Leather	12
Boiled/Hardened Leather	18
Studded Hard Leather	20
Ring Mail, Steel Mesh Mail (Butcher's Mail)	18
Regular Chain	24
Small Chain	28
Micro Mail	32
Non-Metal Breast Plate	20
Non-Metal Brigandine	18
Light Metal Brigandine w/ Cloth	24
Light Metal Brigandine w/ Leather	26
Med. Metal Brigandine w/ Cloth	28
Med. Metal Brigandine w/ Leather	30
Heavy Metal Brigandine w/ Cloth	32
Heavy Metal Brigandine w/ Leather	34
Light Metal Breast Plate or Scale	28
Medium Metal Breast Plate or Scale	32
Heavy Metal Breast Plate or Scale	45

ARMOR RATINGS FOR HEAD REGION	
MATERIAL	POINTS
Leather Helm/Coif	2
Regular Chain Coif	6
Small Chain Coif	7
Micro Mail Coif	8
Half Helm Plate	6
Full Helm Plate	10

ARMOR RATINGS FOR NECK AND LIMBS	
MATERIAL	POINTS
Soft Leather	1
Studded Leather, Hard Leather	2
Chain Mail, Non-metal Plate	3
Plate	4

OTHER ARMOR RATINGS	
CONDITION	POINTS
Costume Only	5
Articulated Joint (Elbow or Knee)	1
Master Crafted Armor (total suit)	+25%
Torso Covered on One Side Only (Each Piece)	-50%

Layering Armor

Only Fighter classes may layer armor. Any Fighter may wear a maximum of two layers of armor on the torso and head. Each layer must qualify and be worn as a separate suit of armor. The strongest layer receives full Armor Points, and the Armor Points of the second strongest layer are halved. If there are multiple layers on the neck or limbs, only the strongest layer will be counted.

Joint Articulation

Joint Articulation must be made of a rigid material. One Armor Point is granted for each articulated joint to a maximum of 4 Armor Points. To count, joint articulation must be attached to the armor on either side.

Fake Armor Material

Fake leather is authorized, but it is considered the same rating as padded armor. Plastic plates, PVC, or any other similar material cannot be used to simulate metal plate mail, but can be used to simulate bone, wood, or any suitable material. Any armor fashioned with these type plates will be rated as non-metal plate.

Armor Maximums

The Maximum Armor Points that can be accumulated using the system above is 116, unless the suit is Master-Crafted (see Master Armorsmith in the Skills section), in which case the maximum is 145.

Weapon Coloring & Decoration

Material	Color	Calls	Shatterable
Bone	White with Yellow coloring (must be noticeably different from Mithral)	normal	yes
Steel/Iron	Gray	normal	yes
Silver	Silver or Gray	silver	yes
Rosewood	Red-Brown with metallic blood Red streaks	rosewood	no
Darkwood	Dark Brown with Silver-Gray streaks	silver or adamantine	no
Ironwood	Gray with metallic Brown/Copper streaks	silver or mithirl	
Flame/Fire	Red (approved Magic Items ONLY)	fire	no
Lightning	Yellow (approved Magic Items ONLY)	lightning	no
Gemstone	As per gemstone color with lines to show facets	normal	yes
Wood	Brown	normal	yes
Cold wrought Iron	black with silver and red flakes or veins (lines)	cold iron	no
Gold	Gold	gold	no
Adamantine	Black	silver or adamantine	no
Mithral	White	silver or mithirl	no
Meteoric Iron	Black with White flecks or veins (lines)	normal	no
Water/Ice	Blue (approved Magic Items ONLY)	ice	no
Poison/Acid	Green (approved Magic Items ONLY)	posion / acid	no

Note that unless purchased in-game, a character cannot construct a weapon of any type of material other than bone, steel/iron, or wood. Weapons of these special types must be accompanied by the appropriate tag for the phys-rep. All weapons may call normal or blunt unless they have a magic damage aura.

Weapon Construction Rules

As stated elsewhere, safety is the foremost concern of SOLAR. Because of this, weapons must be constructed to the exact specifications presented below. Keep in mind that even if a weapon is properly constructed, the possibility still exists of causing injury if the weapon is not used correctly.

Weapon construction is a skill all in itself, and it is likely that a player's first few attempts at constructing weapons will not pass the safety inspection. For this reason, SOLAR has weapons that are available for new players' use.

Materials

- ❖ 1/2" or 3/4" PVC pipe (3/4 schedule 40 for lengths over 44 inches)
- ❖ 5/8" thick pipe foam (the wall of the foam MUST be 5/8" thick) Open cell foam
- ❖ Duct or Gaff tape
- ❖ Electrical tape for the cross piece, grip, and pommel

All of these materials can be purchased at most hardware stores. The most difficult to find might be the pipe foam. Due to the climate in the south, most places only carry pipe foam with a 3/8" thick wall. Players should check with other players to find out where to get the proper pipe foam.

Weapon Safety Requirements

Many different types of weapons can be made to simulate medieval weapons, and SOLAR encourages players to experiment, provided the weapons adhere to the basic safety rules. A player should not be put-off by an experiment that did not pass inspection.

All thrusting tips must have two (2) to three (3) inches of open-cell foam padding. Any less and someone might get stabbed by the PVC; any more, and it is likely to break off during combat.

Any portion of a weapon that may come in contact with another player must be padded with pipe foam. This includes the blade area of a weapon (e.g., Sword, Dagger, etc.), as well as a good portion of the shaft of a Polearm or Spear.

The handle of any one-handed weapon may not be longer than ten (10) inches while the handle of any two-handed weapon may not be longer than fourteen (14) inches. The unpadded handle length of Spears, Staves, and Polearms max not exceed one-third (1/3) the overall length of the weapon.

All weapons must be fairly rigid so they do not whip when swung quickly. This is especially important with Polearms. When making Polearms, thicker PVC pipe should be used. The thickness of the PVC is denoted by the amount of pressure it can hold (PSI) or by the "Schedule" of PVC. The higher the number, either PSI or Schedule, the thicker the PVC.

All foam on a weapon must have some give when it makes contact. If not, the weapon will hit too hard. Some common mistakes that lead to this are:

- ❖ Using foam with a smaller diameter than the pipe. If the foam diameter is too small, it can be split and a smaller piece of foam can be padded to make it fit.
- ❖ Taping the foam too tightly or spiral taping the foam. All weapons should be taped lengthwise. This decreases the chance of compacting the foam and uses the least amount of tape.

All pipe foam should slide easily over the pipe, yet fit snuggly enough to keep the weapon from rattling if shaken.

In combat, it is possible for any part of the weapon, including the pommel and cross guard, to strike an opponent; thus, all ends and tips must be padded and taped. It is permissible to use electrical tape on the areas that will not normally contact someone.

Weapons Guidelines

The chart below lists all the pertinent dimensions for each weapon in inches. The blade length of a weapon is measured from the top of the crosspiece to the end of the thrusting tip. Players should remember to keep the length of the thrusting tip in mind when cutting the PVC for a weapon.

Weapon	Max Handle Length	Blade Length		Overall Length		Dmg.
		Min	Max	Min	Max	
Daggers/Small Weapons	7	8	17	12	24	1
Thrown Weapon	-	8	18	-	-	1
Shortsword	10	18	24	26	32	2
Longsword	10	25	36	34	44	2
Hammer, Mace	10	18	36	26	44	2
Axe	10	12	18	26	44	2
Staff	1/3 Overall Length	-	-	60	72	2
Javelin	-	-	-	36	36	2
Spear	1/3 Overall Length	8	8	48	66	2
Polearm	1/3 Overall Length	18	24	60	72	4
Two-Handed Sword	15	40	48	50	62	5
Two-Handed Blunt	15	38	48	48	62	5
Shortbow	-	-	-	24	42	2
Longbow	-	-	-	43	84	6
Crossbow	-	-	-	-	-	6
Hand/Mini Crossbow	-	-	-	-	-	2
Waylay Widget	-	-	-	8	12	-

Specific Weapon Notes

Bows and Crossbows may not have more than a fifteen (15) pound pull and the Arrows/Bolts must be made entirely of foam or safety approved by an archery marshal (see Purchasable Arrows). For safety reasons bows and crossbows must be padded on any surface that may come in contact with another player that does not impede the proper working of the device. You cannot block with a bow or crossbow, even if it is magical. If someone calls damage on your bow while you are blocking with it, it is “broken” and must be restrung on a 10 restringing count. A player must be stationary while restringing a bow or crossbow and taking damage or moving will cause the attempt to fail. Anyone capable of using a bow or crossbow may restring a bow or crossbow.

An attacker should never intentionally attack a bow. Bows, not Arrows, are enchanted with Damage Auras and/or Spell Strikes though there are a special few arrows that will be uniquely marked and obvious that do possess magical properties. These few arrows may be stolen.

Mini-Crossbows and Hand Crossbows are not as powerful as their larger kin and therefore deal less damage in combat, to any crossbow lacking a stock and can be fired with one hand is considered a mini or hand crossbow(ie pistol sized).

Repeating Crossbows are special devices that allow for the rapid firing of bolts. Repeating crossbows do not have the power of their slower cousins and as such profs only do x1 damage instead of the standard double. Further more repeating crossbows are restricted to a maximum of ten ‘bolts’ per magazine, as well as being restricted to a manually reloading mechanism, ie not battery operated.

Flails, Morning Stars, or any other weapon that has multiple parts attached by chains, rope, wire, etc. are not allowed.

Javelins are made of three (3) feet of pipe foam and no pipe. Non-metal or hard plastic weights may be placed in the end. A thrusting tip is required.

Waylay Widgets are 8–12 inch long weapons constructed entirely of foam and tape.

Polearms, Spears, and Staves follow similar guidelines in regards to padding and unpadded handle:

These weapons may be reinforced by placing a 1/2” piece of PVC inside the 3/4” core to prevent whipping. Up to one-third (1/3) of the overall length of the weapon may be the unpadded handle while the remaining two-thirds (2/3) of the weapon must be padded. The padded portion of the weapon should be proportionally divided between the top and the bottom; that is, approximately one-third (1/3) of the foam should be on the top of the weapon while the other is at the butt of the weapon.

For Polearms, finally, an 18 – 24 inch open-cell foam blade is attached to the top end of the weapon. As the butt end of the weapon is never to be used to attack, half a tennis ball covered in matching colored tape may be used instead of an open-cell thrusting tip to ensure the longevity of the weapon. A player who is hit

with any part of the weapon other than the 18 – 24 inch head takes no damage. Two hands must be used at all times with a Polearm. Furthermore, only the blade of a Polearm is required to be of metal. For formal magic purposes, however, if only the blade is made of metal then the Polearm will only count for formal capacity as if it were a Dagger. If the entirety of the weapon is made of the same metal, then the formal space is considered to be that of a Two Handed weapon.

For Spears, finally, an 8 (eight) inch open-cell foam blade is attached to the top end of the weapon. As the butt end of the weapon is never to be used to attack, half a tennis ball covered in matching colored tape may be used instead of an open-cell thrusting tip to ensure the longevity of the weapon. A player who is hit with any part of the weapon other than the 8 (eight) inch head takes no damage. A Spear is a thrusting and slashing weapon and may not be thrown, two hands must be used to attack with a spear while only one is necessary to parry. It is possible to have a one handed spear. These spears are to be min length spears and can be used with shields. Furthermore, only the blade of a Spear is required to be of metal. For formal magic purposes, however, if only the blade is made of metal then the Spear will only count for formal capacity as if it were a Dagger. If the entirety of the weapon is made of the same metal, then the formal space is considered to be that of a Two Handed weapon.

For Staves, there must also be a padded thrusting tip at each end. Staves must be wielded to attack and parry with both hands in the middle, unpadded section. Staves can be used as a blocking weapon with the use of one hand only, but, as mentioned above, any attack done with a Staff must be done with both hands. Sweeping swings are not allowed.

Thrown Weapons must be made completely out of pipe foam and open cell foam. Thrown Weapons may be of any shape and size, but the longest dimension cannot exceed eighteen (18) inches; the minimum length is eight (8) inches. thrown weapons can have a loose yarn wrap for a handle, the yarn wrap can not be backed with spiral wrapped electrical tape. Thrown rocks must have at least a four (4) inch diameter. Especially small thrown weapons may be made out of closed cell foam but must be approved for use.

Two-Handed Swords and Two-Handed Blunt weapons must be wielded with both hands at all times, even while blocking.

Players are encouraged to be creative with their weapon designs. Any weapon not mentioned above must be approved by game officials and the required skill learned before it comes into play. Remember, Think “safety first.”

Getting Involved

The World Wide Web

Our internet address is <http://www.cerroneth.com>.

Our web page is a convenience for SOLAR players. It is a fun way to stay involved with other players and characters between events as well as communicate with various SOLAR staff members. It's also the site for the most up-to-date information on events, rules, and even happenings around the vast SOLAR in-play world.

Our web page has several message sub-boards, including one devoted to your questions about the mechanics of the game along with announcements of any changes. It's also where SOLAR people tend to put their spin on the latest in entertainment and their own get-togethers, and a great way to stay in touch with the kind people you meet from all over the southeast. We can even provide you with an e-mail address if needed.

Another favorite spot on our web page is the Headless Hydra. This message board is considered in-play and there is always something going on there. Anyone with a character can enter, sit down, and talk with others in the tavern.

Luckily for many, there is some mystical force at work there. Spells have no effect, and one cannot physically harm or damage any other character there, unless, of course, one of the plot members decides to get involved. This is particularly convenient considering the amount of verbal taunting that goes on in the Tavern. Be forewarned: many a character has shown up to the next event the prey of a blood hunt due to his/her Tavern behavior.

“Playing” Between Events

Since this is really a hobby, you can find some stuff to do between events. For example, working on costumes and phys-reps is one of the most popular pastimes of SOLAR players.

Because of all that goes on in the many baronies, some characters find themselves involved in events that cannot be resolved in three-day weekends. Between events there can be some role-playing, deal making and scheming that goes on among the characters. The Internet is one good way to do this, considering private messages between characters can be sent discretely through e-mail.

For others, though, there is still a desire to handle a little role-playing off the Internet. You are welcome to work with those within your group. However, we will not be able to run adventures for you between events. Anything you do which might gain you experience points or power will not count (unless, of course, some of your schemes for power among characters work in your favor during an event).

Still, you are welcome to “practice” for SOLAR. Sometimes getting together with a few friends, including some of those from your group, can be very beneficial. You can work on your fighting skills and group fighting tactics, along with spell casting schemes. It is also a way to get new people interested in the game. We always encourage recruitment of quality new players. Remember, when you bring a new player to SOLAR you will receive a Goblin Point reward.

You can also participate in the BarCamp. The barcamp is a between event tactical game that allows you to help shape the world of solar. Build a bridge or burn one down all is possible through the barcamp. The barcamp is open to everyone but be warned there can be consequences for your actions.

Getting Truly SOLAR Active

Just showing up to SOLAR and waiting around the tavern is never really enough to get all you can from a weekend. The best way to get something out of it all is to start getting involved. You won’t be able to immediately become a great and powerful noble, but you’ll never even get there if all you do is hide out and wait to pick up the silver from fallen creatures others have killed. Here are a few suggestions:

❖ Don’t worry about the life of your character so much—sure, a character can die, but you can create another character. If you hide out in safety all the time, your character will live on, but you won’t have much of a story since you’ve never gotten into the action. Without combat and political experience, opportunities to really role-play will keep passing you by. Also, a character that always hides can never rise to any prominence or notoriety in society.

❖ Join a group—it doesn’t have to be a barony, though there are some distinct advantages to playing those political games. Get together with a group and have a reason for all your characters to be together, not just because you showed up in the same car. Now, with a purpose, you can start working your way into the greater levels of all that goes on during a SOLAR event. If you want to swear allegiance to a noble, so much the better. Remember, there is a price to pay for that protection at times, and if you practice deceits, well, you’ll figure it out. At least you’ll really be playing. Getting into and out of problems is essentially what adventure is all about.

❖ Don’t try to be involved with everything. If you do get with a group, at some point a string of a plot might fall right in your lap. Grab on to it and see where it takes you. Too many times people seem to hang around the tavern because they want to be involved in “anything big.” It doesn’t work that way. Go out, get involved, and talk to people!

❖ Well, all those big things have to start somewhere. If you devote some time to one of these seemingly small things, you could find yourself embroiled in a situation that will determine the fate of a barony or even all the Sutherlands.

❖ Try to help out with the mechanics of the game—since SOLAR is run by volunteers, we ALWAYS need and appreciate help. Most of the people who end up on Plot or end up in the greater political scene are there because they help out behind the scenes. This isn’t really

nepotism; it just always seems to work that way. Why? The people who help out learn about the game and tend to really want to make the most of their weekends when they see how much work goes into it. In the end, they gain more experience by being involved in many aspects, and this, in turn, helps them gain positions of responsibility out-of-game. We always like hard workers.

❖ Stay in-play! (this is the second most important rule in the book)—it might seem a little obvious, but very few actually carry it out. LIVE the life of your character, don't treat it like a chess piece to be moved around only when it's advantageous. Sure, there are more risks to your character's life if you're also eating and sleeping in-play, among other things, but it changes the game from something to do while you're in the woods into something epic. You'll be a better role-player for it and you'll probably be one of those who seem to come away from the weekend weakened, yet glowing.

Chapter 5

Skills

Skill Tags and Skill Cards

Each player in SOLAR wears a Skill Ring that holds the player's Skill Tags. When a player purchases a skill for his character, the player will be given a signed, blue Permanent Skill Tag with the name of the skill on it. This Skill Tag shows that the character has learned the skill.

You will also receive a sheet with your renewable abilities such as 'critical slay' as you use these abilities remember to mark it off your sheet for that day.

Skill Costs

(*) Indicates this Skill may be purchased multiple times to improve or increase the skill. The prerequisite shown is the prerequisite to buy the skill for the first time. The prerequisite may be different when purchased again (see the Skill Chart).

WEAPON SKILLS								
Skill Name	Warrior	Knight/Dark Knight	Ranger	Rogue	Templar	Scholar	Sorcerer	Prerequisite(s)
1-Handed Blunt	3	3	3	4	5	8	10	None
1-Handed Edged	5	5	5	5	7	10	12	None
2-Handed Blunt	6	6	6	12	12	30	-	None
2-Handed Sword	8	8	8	15	15	40	-	None
Bow	5	-	5	10	10	20	-	None
Crossbow	5	-	5	10	10	20	-	None
Florentine	6	6	6	6	8	12	-	Weapon Skill(s)
Missile Mastery	10	-	10	15	15	25	-	Bow, Crossbow, or Thrown Weapon
Polearm	8	8	8	10	10	20	-	None
Shield	5	5	5	10	7	15	-	None
Small Weapon	2	2	2	2	2	2	2	None
Staff	4	4	4	4	4	4	4	None
Thrown Weapon	4	-	4	4	4	4	-	None
Two Weapons	2	2	2	4	4	4	-	Florentine
Weapons Master – 1-Handed	10	10	10	15	15	20	-	1-Handed Blunt/Edged, or Sm. Weap.
Weapons Master – 2-Handed	12	12	12	20	20	50	-	2-Hnd. Blunt/Sword, Staff, or Polearm

COMBAT SKILLS								
<i>Skill Name</i>	<i>Warrior</i>	<i>Knight/Dark Knight</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Templar</i>	<i>Scholar</i>	<i>Sorcerer</i>	<i>Prerequisite(s)</i>
Critical Slay/Parry	10	10	10	15	15	20	-	Weapon Proficiency + 2
Enhanced Strength	15	-	-	-	-	-	-	Warrior
Fatal Blow/Parry	15	-	-	-	-	-	-	Warrior, + 6 Proficiency, 2nd Crit. Slay
Fortify	3	3	3	3	3	3	3	None
Fatal Shield Parry	15	-	-	-	-	-	-	Warrior, Shield, Fatal Blow/Parry
Shield Parry	10	10	10	15	15	20	-	Shield, Critical Slay/Parry
Weapon Proficiency + 1	15	15	15	20	15	40	-	Weapon Skill
Weapon Proficiency + 2	15	15	15	25	20	45	-	Weapon Proficiency + 1
Weapon Proficiency + 3 & greater	15	15	15	25	20	50	-	Weapon Proficiency + 2
Wear Extra Armor	-	1	2	4	4	8	-	None

STEALTH SKILLS								
<i>Skill Name</i>	<i>Warrior</i>	<i>Knight/Dark Knight</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Templar</i>	<i>Scholar</i>	<i>Sorcerer</i>	<i>Prerequisite(s)</i>
Assassinate/(Dodge/Dodge Block)	15	-	15	10	20	20	-	Backstab + 3
Backstab	15	-	15	10	20	20	-	Waylay
Waylay	10	-	10	6	12	12	-	Sm Wp, 1H Edge, 1H Blunt, or 1HWM

PRODUCTION SKILLS								
<i>Skill Name</i>	<i>Warrior</i>	<i>Knight/Dark Knight</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Templar</i>	<i>Scholar</i>	<i>Sorcerer</i>	<i>Prerequisite(s)</i>
Alchemy: Level 1-20	6	6	6	3	5	3	-	Herbal Lore
Create Poison: Level 1-20	6	-	6	3	5	4	-	Poison Lore
Create Potion: Level 1-20	6	6	6	5	4	3	3	Earth Spell Slot
Create Scroll: Level 1-20	6	6	6	5	4	3	3	Celestial Spell Slot
Herbal Lore	4	4	4	4	4	4	-	Read and Write
Master Alchemist	8	8	4	4	6	4	4	Alchemy Level 20, Special
Master Poisoner	8	-	8	4	6	5	-	Create Poison Level 20, Special
Master Potion-Maker	8	8	8	6	5	4	4	C. Potion Level 20, 9th Earth, Special
Master Scroll-Maker	8	8	8	6	5	4	4	C. Scroll Level 20, 9th Celestial, Special
Poison Lore	4	4	4	4	4	4	-	Read and Write

KNOWLEDGE SKILLS								
<i>Skill Name</i>	<i>Warrior</i>	<i>Knight/Dark Knight</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Templar</i>	<i>Scholar</i>	<i>Sorcerer</i>	<i>Prerequisite(s)</i>
First Aid	5	2	2	4	2	2	2	None
Healing Arts	4	2	2	4	2	2	2	Read and Write, First Aid
Lore, (Specific, Combat)	2	2	2	2	2	2	2	Read and Write, Special
Lore, (Specific, Knowledge)	2	2	2	2	2	2	2	Read and Write, Special
Read and Write	6	3	3	4	3	3	3	None
Read Magic	8	8	8	6	4	4	4	Read and Write

MAGIC SKILLS								
Skill Name	Warrior	Knight/Dark Knight	Ranger	Rogue	Templar	Scholar	Sorcerer	Prerequisite(s)
Primary Level Spell Slot Level 1	3	2	2	2	1	1	1	<i><School Specific></i>
Primary Level Spell Slot Level 2	3	2	2	2	1	1	1	Primary Level Spell Slot Level 1
Primary Level Spell Slot Level 3	6	3	3	3	2	2	2	Primary Level Spell Slot Level 2
Primary Level Spell Slot Level 4	6	4	4	4	3	2	2	Primary Level Spell Slot Level 3
Primary Level Spell Slot Level 5	9	4	4	4	3	3	3	Primary Level Spell Slot Level 4
Primary Level Spell Slot Level 6	9	5	5	5	4	3	3	Primary Level Spell Slot Level 5
Primary Level Spell Slot Level 7	12	6	6	6	5	4	4	Primary Level Spell Slot Level 6
Primary Level Spell Slot Level 8	12	6	6	6	5	4	4	Primary Level Spell Slot Level 7
Primary Level Spell Slot Level 9	15	7	7	7	6	5	5	Primary Level Spell Slot Level 8
Secondary Level Spell Slot Level 1	6	6	6	4	2	2	2	<i><School Specific></i>
Secondary Level Spell Slot Level 2	6	6	6	4	2	2	2	Secondary Level Spell Slot Level 1
Secondary Level Spell Slot Level 3	12	12	12	6	4	4	3	Secondary Level Spell Slot Level 2
Secondary Level Spell Slot Level 4	12	12	12	8	6	4	3	Secondary Level Spell Slot Level 3
Secondary Level Spell Slot Level 5	18	18	18	8	6	6	4	Secondary Level Spell Slot Level 4
Secondary Level Spell Slot Level 6	18	18	18	10	8	6	4	Secondary Level Spell Slot Level 5
Secondary Level Spell Slot Level 7	24	24	24	12	10	8	5	Secondary Level Spell Slot Level 6
Secondary Level Spell Slot Level 8	24	24	24	12	10	8	5	Secondary Level Spell Slot Level 7
Secondary Level Spell Slot Level 9	30	30	30	14	12	10	6	Secondary Level Spell Slot Level 8
Tertiary Spell Slots	Primary x4	Warrior Primary x4	Warrior Primary x3	Primary x3	Primary x3	Primary x3	Primary +2	<i><School Specific></i>
Quaternary Spell Slots	Primary x4	Warrior Primary x4	Warrior Primary x4	Primary x4	Primary x4	Primary x4	Primary +3	<i><School Specific></i>

FORMAL MAGIC								Prerequisite(s)
Skill Name	Warrior	Knight/Dark Knight	Ranger	Rogue	Templar	Scholar	Sorcerer	
Formal Magic Level 1	6	6	6	6	2	2	6	Level 9 Spell Slot, Special
Formal Magic Level 2	6	6	6	6	2	2	6	Formal Magic Level 1, Special
Formal Magic Level 3	12	12	12	12	4	4	12	Formal Magic Level 2, Special
Formal Magic Level 4	12	12	12	12	6	4	12	Formal Magic Level 3, Special
Formal Magic Level 5	18	18	18	18	6	6	18	Formal Magic Level 4, Special
Formal Magic Level 6	18	18	18	18	8	6	18	Formal Magic Level 5, Special
Formal Magic Level 7	24	24	24	24	10	8	24	Formal Magic Level 6, Special
Formal Magic Level 8	24	24	24	24	10	8	24	Formal Magic Level 7, Special
Formal Magic Level 9	30	30	30	30	12	10	30	Formal Magic Level 8, Special
Secondary Formal Magic	Primary x2	Primary x2	Primary x2	Primary x2	Primary x2	Primary x2	Primary x2	Level 9 Spell Slot, Special
Alteration Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Binding Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Construct Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Cursing Mastery	-	-	-	-	25	20	-	Formal Magic Level 9, Special
Destruction Mastery	-	-	-	-	40	30	-	Formal Magic Level 9, Special
Enchantment Mastery	-	-	-	-	20	15	-	Formal Magic Level 9, Special
Identification Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Necromantic Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Summoning Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special
Transformation Mastery	-	-	-	-	12	8	-	Formal Magic Level 9, Special

TRADE/CRAFT SKILLS								
Skill Name	Warrior	Knight/Dark Knight	Ranger	Rogue	Templar	Scholar	Sorcerer	Prerequisite(s)
Armorsmith: Level 1-20	2	2	2	2	2	2	-	None
Astrology	3	3	3	3	3	3	3	Read and Write
Battlefield Commander	5	5	5	5	5	5	5	Read and Write, Noble/Official, Special
Craftsman (all)	2	2	2	2	2	2	2	None
Disarm Trap	9	9	9	3	9	9	-	None
Espionage (Specific)	2	-	2	2	2	2	2	Read and Write, Special
Evaluate Item	6	6	6	3	6	6	6	None
Horsemanship	5	5	5	5	5	5	5	Special
Jewelcraft	2	2	2	2	2	2	2	Special
Leadership	10	10	10	10	10	10	10	Read and Write, Noble, Special
Master Armorsmith	4	4	4	4	4	4	-	Armorsmith Level 20, Special
Master Chef	4	4	4	4	4	4	4	Craftsman (Baker), Special
Master Jeweler	4	4	4	4	4	4	4	Jewelcraft, Evaluate Item, Special
Master Seer	4	4	4	4	4	4	4	Astrology, Special
Master Tracker	2	2	2	2	2	2	2	Tracking Level 5, Special
Master Weaponsmith	4	4	4	4	4	4	-	Armorsmith Level 20, Special
Pick Locks	6	-	6	3	6	6	6	None
Seamanship	5	5	5	5	5	5	5	Special
Role-Playing Only Skill (Type)	2	2	2	2	2	2	2	None
Siege Engineering	5	5	5	5	5	5	5	Read & Write, Special
Survival (Specific Region)	2	2	2	2	2	2	2	Special
Tracking: Level 1	2	2	2	2	2	2	2	Special or 5th Level Ranger
Tracking: Level 2-5	1	1	1	1	1	1	1	Special

SPECIAL ABILITIES		Warrior	Knight/Dark Knight	Ranger	Rogue	Templar	Scholar	Sorcerer	Prerequisite(s)
Skill Name									
Animal Empathy	-	-	Free	-	-	-	-	-	Druid, Wild Elf, Faerie, Dark Faerie, or 10 th Ranger
Bravery	-	Free	-	-	-	-	-	-	10 th Level Knight or Dark Knight
Deathstrike	-	Free	-	-	-	-	-	-	25 th Level Dark Knight
Immunity to Natural Confining	-	-	Free	-	-	-	-	-	10 th Level Ranger
Insect Swarm	-	-	3	-	-	-	-	-	10 th Level Ranger
Iron Grasp	3	-	-	-	-	-	-	-	Warrior, + 2 Proficiency
Gypsy Curse Level 1	1	-	1	1	1	1	1	1	Gypsy
Gypsy Curse Level 2	1	-	1	1	1	1	1	1	Gypsy Curse Level 1
Gypsy Curse Level 3	2	-	2	2	2	2	2	2	Gypsy Curse Level 2
Gypsy Curse Level 4	2	-	2	2	2	2	2	2	Gypsy Curse Level 3
Gypsy Curse Level 5	3	-	3	3	3	3	3	3	Gypsy Curse Level 4
Gypsy Curse Level 6	3	-	3	3	3	3	3	3	Gypsy Curse Level 5
Gypsy Curse Level 7	4	-	4	4	4	4	4	4	Gypsy Curse Level 6
Gypsy Curse Level 8	4	-	4	4	4	4	4	4	Gypsy Curse Level 7
Gypsy Curse Level 9	5	-	5	5	5	5	5	5	Gypsy Curse Level 8
Gypsy Curse Level 10	5	-	5	5	5	5	5	5	Gypsy Curse Level 9
Lay on Hands	-	Free	-	-	-	-	-	-	Dark Knight or Knight
Lifestrike	-	Free	-	-	-	-	-	-	25 th Level Knight
Nature's Strike	-	-	Free	-	-	-	-	-	25 th Level Ranger
Resist Charm	2	2	2	2	2	2	2	2	Any Elf or Unseeley Fey
Resist Charm/Charm Break	4	4	4	4	4	4	4	4	Sylvan Fey
Resist Confining	5	5	5	5	5	5	5	5	Confinist
Resist Disease	2	2	2	2	2	2	2	2	Dwarf, Hobling, or Wilder
Resist Elemental	5	5	5	5	5	5	5	5	Elementalist or Fendari
Resist Emotion	4	4	4	4	4	4	4	4	Drae or Stone Elf
Resist Healing/Curing	5	5	-	5	5	5	5	5	Dark Knight or Necromancer
Resist Necromancy/Chaos	5	5	-	5	5	5	5	5	Knight or Healer
Resist Sleep	3	3	3	3	3	3	3	3	Any Elf or Faerie
Resist Toxin	5	5	5	5	5	5	5	5	Shadow Dwarf, Sea Elf, or Gnome

Weapons, Combat, & Stealth

*Assassinate**

Prerequisite(s): Backstab +3

The Assassinate skill allows a character to kill a victim once a day for every time the skill is purchased. This attack requires an Edged weapon, must be dealt to the back (upper or lower torso), and the attacker must be behind the victim. A successful Assassinate will put the victim at the Dead status. Mage Armor (C,5) and Spirit Armor (E,7) will not protect against an Assassinate.

An assassination attempt may not be negated by the Dodge skill (see “Dodge”, below), nor may it be parried by a victim’s Critical Parry (see Critical Parry, below).

Each player with this skill will be given Skill Cards or his Assassinate/Dodge Tags (one for each time purchased) at Check-In for the entire weekend. Until a character has reached Master Assassin status (3 Assassinate/Dodge), he must choose either an Assassinate or a Dodge for each day per use of the skill. Master Assassins do not have this restriction and can choose during the combat to use either an Assassinate or Dodge.

An Assassinate/Dodge may be purchased once for every three (3) backstabs a character has learned.

If a character knows the Florentine and/or Two Weapons skill and has at least two (2) Assassinate available, he may deliver both Assassinate to the same victim by saying “Assassinate—Double!” Also, should a character with the Florentine and/or Two Weapons skill have at least two (2) Assassinate available, he may deliver a single Assassinate to two separate victims simultaneously provided he is behind both victims and can reach with his weapons to land the blows on their backs. The character must simply say “Assassinate” while both blows land simultaneously.

As Assassinate will also cause 50 points of damage to creatures that normally take damage rather than being killed by an Assassinate.

*Backstab**

Prerequisite(s): Waylay

The Backstab skill adds one (1) point to the character’s base damage with a melee weapon for every time the skill is purchased, and it may be used with either hand. If a character knows the Florentine and/or Two Weapons skill, he may add his backstab damage to each hand. To use this skill, the attacker must be behind the victim—as soon as the victim is looking at or facing the attacker, his Backstabs will no longer work.

Critical Slay***Prerequisite(s): Weapon Proficiency +2**

The Critical Slay skill allows a character to immediately drop a character to the Slain status (see “Slain” under the “Health Status” section) with one blow, once a day, for every time the skill is purchased. When learning a Critical Slay, the character must choose which hand this skill is to be used (same hand as his Proficiencies), as well as with which weapon skill.

In order to use this skill, the attacker must announce the use of a Critical Slay by stating, “Prepare to die—Slay!”. At this point, his Slay is now “active” and the attacker has one minute to use the Slay. If the Slay is not used immediately, the attacker must continue to say “Slay Active”. When the attacker is ready to make contact with the victim, the attacker must say “Slay” and then hit the victim. If the attacker does not connect with a target within the one minute, the Slay is expended.

To announce the use of a ranged Slay, one must state “Prepare to die—Slay, Unparryable!” Missile slays are considered Unparryable and may only be blocked with the Shield Parry and Fatal Shield Parry skills. Missile Slays are active only for the single shot that they are used on and not subject to the one minute rule above, if the archer or ranged attack character misses—then the slay is spent.

A Critical Slay will put the victim at Slain status, and he will die in one (1) minute if not healed. A Critical Slay bypasses armor and, therefore, will not affect the victim’s Armor Points.

A Critical Slay also causes 50 points of damage to creatures that normally take damage rather than being Slain by a Critical Slay.

If the victim has an active Mage Armor (C,5), or Spirit Armor (E,7) active when hit with a Critical Slay, then the victim is left with one Body Point. An attempt to Slay a character may be negated by the Critical Parry, Fatal Parry, Shield Parry, or Fatal Shield Parry skills (see below).

The Dodge skill (see below) also allows a character to Dodge a Critical Slay; however it does not parry the Slay. The Slay remains active, and the defending character loses a Dodge.

Each player with this skill will be given his Critical Slay Tag(s) (one for each time purchased) at Check-In. When the skill is used, the Critical Slay Tag should be torn off the skill ring. Should a character possess other skills warranting it, the character’s Critical Slays will appear instead on a Skill Card and should be crossed off when used.

A character that has taken effect from a Critical Slay is immediately dropped to the Slain status and he or she will die in one minute. Only the following spells will save the victim from death: Cure Critical Wounds (EG/D,6), Heal Critical Wounds (H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain character be “Desecrated”, only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds (H,6), Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have

the appropriate amount of body restored by the spell used when the character regains consciousness.

A Critical Slay may be purchased after every two Weapon Proficiencies.

Critical Parry

A character that knows the Critical Slay skill has the option of using it as a Critical Parry instead. If an opponent activates and lands his Critical Slay by saying “Prepare to die —Slay!”, a player with an available Critical Slay may say “Critical Parry” or “Parry” to negate the slay, provided he is holding his weapon and could conceivably be used to parry the Slay. Using the Critical Slay skill as a Critical Parry expends the Critical Slay.

Although it is not necessary to actually parry or block the attack, Critical Parry may only be used against attacks, which the person could logically block. If a character with a Critical Parry can place himself between a nearby victim and attacker, then he may negate a Critical Slay (or other appropriate physical attack) with his Critical Parry.

In addition, this skill allows a character to parry any physical blow one time for each time the skill is bought. The character must say “Critical Parry” or “Parry” in order to block the blow.

Magical effects, ranged weapons, and packet delivered attacks may not be parried. However a blow from a weapon, or an object, even if it is magical, may be parried, i.e., “30 Magic.”

*Dodge**

Prerequisite(s): Backstab +3,

A player that knows the Assassinate skill has the option of using it as a Dodge instead. The Dodge skill will allow a player to Dodge any non-surprise, non-area-effect-attack. (i.e., Cannot be a Waylay, Assassinate, 5’ radius trap explosion, spell packet from behind, Critical Slay in the back, etc.).

A player with an available Dodge may not place himself between a victim and an attacker after the attack has been announced (i.e., after a spell verbal has been started, after a Critical Slay has been announced, etc.) and dodge the attack.

Each player with this skill will be given Skill Cards or his Assassinate/Dodge Tags (one for each time purchased) at Check-In for the entire weekend. Until a player has reached Master Assassin status (3 Assassinate/Dodge), he must choose either an Assassinate OR a Dodge for each day per use of the skill. Master Assassins do not have this restriction and can choose during the combat to use either an Assassinate or Dodge.

Special note: Rogues are unrestricted to how many times per combat the dodge skill can be used, all other classes are restricted to only three (3) dodges per combat regardless of how many times the dodge skill has

been purchased.

Dodge Block

The Dodge Block skill allows the player, if within arm's reach of another, to "Dodge Block" and take the intended attack upon his or herself instead of the victim being saved. This is done by touching the intended target softly and speaking aloud "Dodge Block". The player using the Dodge Block cannot then use a Dodge skill to evade the attack his or herself.

Rogue may use as many of Dodges as a Dodge Block as the Rogue has available.

*Enhanced Strength**

Prerequisite(s): Warrior class only

This skill enables the Warrior to perform great feats of strength otherwise only available to the mythical and monstrous creatures found in the world of Tyrra. This skill may be purchased up to five (5) times, with each purchase enabling the character to gain an additional point of strength. A character with this permanent strength ability may call one (1) extra point of damage per point of strength (applies to all weapons except Crossbows and in both hands in the case of one-handed weapons), may drag a body or other comparably-sized object at full speed, throw a body up to 10 feet, may break confining as per the Breaking Confining rules in the Monster Abilities section.

Permanent strength from a character's race or other source does stack with this skill, however the maximum points of strength a character may ever have is five (5). For example, a Half-Orc that begins play with +1 strength may only purchase four (4) points of Enhanced Strength, enabling him to reach the maximum of PC ability, +5 Strength. IF you have more than +5 strength only 5 is active at a time.

A character may not purchase this skill if he possesses any of the following skills nor will he be able to ever learn any of the following skills once a single point of Enhanced Strength is learned: Read Magic or ANY spell column/pyramid, Waylay, Backstabs, Dodge/Assassinate, Herbal Lore/Alchemy, Poison Lore/Create Poisons, Create Potion, Create Scroll.

Please note that permanent strength gained from the Enhanced Strength skill does stack with battle magic enchantments such as Empower (C,1), Endow (E,2), Delayed Empower (C,2), or Greater Endow (E,4) for purposes of breaking confining; furthermore, the spells will still add damage to a single swing as normal.

You can contest strength. If strength is contested the person with the highest strength wins. It may take several back and forths until everyone's max strength is stated. This is fine and represents the struggle. A maximum of four people can combine strength if the object being contested is large enough to support four people. The 2nd through 4th person may only add $\frac{1}{2}$ their strength bonus, rounded up, to the initial contestee. Min bonus that can be applied is +1. Must have at least +1 strength to assist.

Dragging or throwing another character in-play can only be done to a willing character or one who is

physically or magically incapacitated. Willing is meant as the character is conscious and will make no attempt to resist the physical handling. Incapacitated characters are those who are either unconscious or incapable of physically resisting the physical handling.

Fatal Blow*

Prerequisite(s): Warrior, +6 Proficiency, 2nd Critical Slay (see description)

The Fatal Blow skill allows a Warrior to Critically Slay, with one blow, another character or creature, once a day for every time the skill is purchased. When learning a Fatal Blow, the Warrior must choose which hand this skill is to be used, as well as with which weapon type.

In order to use this skill, the attacker must announce he is using a Fatal Blow by stating, “Prepare to die—Fatal Blow!”. At this point his Fatal Blow is now “active” and the attacker has ten (10) seconds to use the Fatal Blow. If the Fatal Blow is not used immediately, the attacker must continue to say “Fatal Blow Active”. When the attacker is ready to make contact with the victim, the attacker must say “Fatal Blow!” and then hit the victim. If the attacker does not connect with a target within the ten seconds, the Fatal Blow is expended.

To announce the use of a ranged Fatal Blow, one must state “Prepare to die—Fatal Blow, Unparryable!” Missile Fatal Blows are considered Unparryable and may only be blocked with the Fatal Shield Parry skill. Missile Fatal Blows are active only for the single shot that they are used on and not subject to the ten second rule above, if the archer or ranged attack character misses—then the Fatal Blow is spent.

A Fatal Blow will bring the victim to the Slain status. A Fatal Blow bypasses armor and, therefore, will not affect the victim’s Armor Points. A Fatal Blow differs from a Critical Slay in that it can not be stopped by a Mage Armor(C,5) or Spirit Armor(E,7) nor can it be stopped with any skill short of a Fatal Parry or Fatal Shield Parry (note: a character may still Dodge a Fatal Blow, leaving it “active” for a number of seconds until it is expended).

A Fatal Blow also causes 100 points of damage to creatures that normally take damage rather than being Slain by a Critical Slay.

The Fatal Blow skill may be first purchased in lieu of a Critical Slay after a Warrior has learned his second Critical Slay and +6 Proficiency. The Fatal Blow skill may be learned by the Warrior once again after he gains a his fourth Critical Slay and +12 Proficiency, and again every two (2) additional Critical Slays and +6 Proficiencies beyond this. With this method of advancement a Warrior will never have more Fatal Blows than one-half his Critical Slays. Each player with this skill will be given his Fatal Blow Tag(s) (one for each time purchased) at Check-In and at each Reset. When the skill is used, the Fatal Blow Tag should be torn off the skill ring. Should a character possess other skills warranting it, the character’s Critical Slays will appear instead on a Skill Card and should be crossed off when used.

A character that has taken effect from a Fatal Blow is immediately dropped to the Slain status and he or she will die in one minute. Only the following spells will save the victim from death: Cure Critical

Wounds (EG/D,6), Heal Critical Wounds (H,6), Renew (EG/D,8), or Heal Mortal Wounds (H,8). Should a Slain character be “Desecrated”, only a Cause Critical Wounds (EG/D/N,6), Heal Critical Wounds (H,6), Waste (EG/D/N,8), or Heal Mortal Wounds (H,8) will bring the character back to consciousness. Neither First Aid nor any other means of healing will save the victim from death once Slain. Note that the victim will have the appropriate amount of body restored by the spell used when the character regains consciousness.

Fatal Parry

A warrior who knows the Fatal Blow skill has the option of using it as a Fatal Parry instead. If an opponent activates his Critical Slay or Fatal Blow by saying “Prepare to die!”, a player with an available Fatal Blow may say “Fatal Parry” to negate the slay or Fatal Blow, provided he is holding his weapon, and it is free. Using the Fatal Blow skill as a Fatal Parry expends the Fatal Blow.

Although it is not necessary to actually parry or block the attack, Fatal Parry may only be used against attacks, which the person could logically block. If a Warrior with a Fatal Parry can place himself between a nearby victim and attacker, then he may negate a Fatal Blow (or other appropriate physical attack) with his Fatal Parry.

In addition, this skill allows a warrior to parry any physical blow one time for each time the skill is bought. The warrior must call “Fatal Parry” in order to dodge the blow. Magical effects, ranged weapons, and packet delivered attacks may not be parried. However, a blow from a weapon, or an object, even if it is magical, may be parried, i.e., “30 Magic.”

A Fatal Parry may also be used to block an attack with the Massive tagline.

*Fatal Shield Parry**

Prerequisite(s): Warrior, Shield Skill, 2 Shield Parries, 1 Fatal Blow

The Fatal Parry skill allows a character with a shield to have a skill that can be used in most respects just like Fatal Parry (above). A Fatal Shield Parry may be purchased once for every Fatal Blow in a non-missile weapon possessed. Like the Fatal Parry skill described above, a Fatal Shield Parry may be used to block a single Massive attack per use, i.e., Slay Massive, Fatal Blow Massive, or 30 Massive.

Unlike the Fatal Parry skill, the Fatal Shield Parry may also be used to parry otherwise Unparryable Critical Slays and Fatal Blows from ranged weapons as well as anything else that can normally be parried with a the Shield skill (Venoms, and other physical ranged attacks).

If a character with a Fatal Shield Parry can place himself between the victim and the attacker, then he may negate the Slay (or other appropriate physical attack) with his Fatal Shield Parry. This skill may also be used to block spells that have struck a nearby victim, however the wielder of the Fatal Shield Parry will take the effect of the spell, unless appropriately protected.

Upon using this skill, the player must announce “Fatal Shield Parry”.

Florentine

Prerequisite(s): Weapon Skill(s)

The Florentine skill allows a character to fight with two weapons provided one of them is no larger than a small weapon. If the player calls different damages for each hand, then the proper damages must be called for each blow. Spears may not be used in this combination.

Damage for each weapon must be called based on the proficiencies for both weapons for both hands. For instance, if a character has a +2 Weapon Proficiency in his right hand with one-handed edged weapons and no proficiencies in the left hand, he would call four damage with the weapon in his right hand and one damage with the dagger-sized weapon in his left hand.

A character that possesses the Backstab skill may call his increased damage from the Backstab skill with both hands provided he is attacking from behind his victim.

*Fortify**

Prerequisite(s): None

The Fortify Skill allows the character to increase his Body Points. Fortify may be purchased multiple times, and the additional body gained from this skill is not limited by class maximums. For each time this skill is purchased Warriors, Knights, Dark Knights, and Rangers gain 3 Body, Rogues and Templars gain 2 Body, and Scholars gain 1 Body. There is no limit to the number of times this skill may be purchased.

Shield

Prerequisite(s): None

This skill allows a character to use a shield for defensive purposes following the shield guidelines outlined in the Making Your Own Shield section. A shield may be used to block any physical attack, be it from a melee weapon, missile weapon, a monster’s claw, or a packet-delivered physical attack such as “20 ice”, “5 magic”, or “30 flaming”.

A ranged Critical Slay or Fatal Blow will not be stopped by a shield alone but this skill combined with Shield Parry or Fatal Shield Parry, respectively, will enable the user to parry these otherwise Unparryable attacks.

*Shield Parry**

Prerequisite(s): Shield Skill, 1 Critical Slay

The Shield Parry skill allows a character with a shield to have a skill that can be used in most respects just like Critical Parry (above). A Shield Parry may be purchased once for every Critical Slay in a non-missile

weapon possessed.

Unlike the Critical Parry skill, Shield Parry may be used to parry otherwise Unparryable Critical Slays from ranged weapons as well as anything else that can normally be parried with a the Shield skill (Venoms, and other physical ranged attacks).

If a character with a Shield Parry can place himself between the victim and the attacker, then he may negate the Slay (or other appropriate physical attack) with his Shield Parry. This skill may also be used to block spells that have struck a nearby victim, however the wielder of the

Shield Parry will take the effect of the spell, unless appropriately protected.

Upon using this skill, the player must announce “Shield Parry”. Like the Fatal Parry skill described above, a Shield Parry may be used to block a single Massive attack per use, i.e., Slay Massive or 30 Massive.

Two Weapons

Prerequisite(s): Florentine

The Two Weapons skill allows a character to use two weapons, one in each hand, during combat. One of the weapons must be no longer than 32 inches, and the other no longer than 44 inches. Neither can be a two-handed weapon of any kind. Spears may not be used in this combination.

Damage for each weapon must be called based on the proficiencies for both weapons for both hands. For instance, if a character has a +2 Weapon Proficiency in his right hand with one- handed edged weapons and no proficiencies in the left hand, he would call four damage with the weapon in his right hand and two damage with the weapon in his left hand.

A character that possesses the Backstab skill may call his increased damage from the Backstab skill with both hands provided he is attacking from behind his victim.

Waylay

Prerequisite(s): Small Weapon, 1H Edge, 1H Blunt, or 1H Weapons Master

The Waylay skill allows a character to attempt to sneak up on another character from behind and knock him unconscious. The character with the Waylay skill accomplishes this by getting behind his victim and making an attack with a Waylay Widget (an 8 to 12” small weapon constructed entirely of foam or waylay safe dagger) to the upper back of the victim and saying “Waylay.”

A character which has been successfully Waylaid loses one (1) Body Point and remains unconscious for 10 minutes. If the attacker uses an Empower (C,1), Endow (E,2), or Delayed Empower (C,2) spell in conjunction with the Waylay skill, the victim will lose three (3) Body Points and the attacker will state “Endowed Waylay” when delivering the attack. If used in conjunction with a Greater Endow (E,4), the victim will lose (5) five Body Points and the attacker will state “Greater Endowed Waylay” when delivering the attack. Likewise,

should a character or monster with exceptional strength deliver a waylay, the damage will increase accordingly with the strength bonus and the attacker will state “Waylay + X Strength” where “X” is the strength bonus.

Other than strength, no damage enhancing effects may be placed on or used in conjunction with Waylay (Elemental Blade (EL,4), Storm Blade (EL,8), Vorpal Coating, etc.). A Waylay widget may be enchanted (either by Formal Magic or the Enchanted Blade (C, 4) spell) but it does not do any extra damage to the victim and may not be used in with any strength-enhancing spell or enhanced strength. When using an enchanted waylay widget, the attacker should state “Magical Waylay”.

A character who has been Waylaid may be brought back to consciousness by either one minute of First Aid (the character will not regain the Body Point(s) lost to the waylay) or a curative (healing spell, potion, Lay on Hands, or alchemical solution) which exceeds the amount of damage inflicted by the waylay.

Metal armor which covers the back of head and neck areas will negate a Waylay, as will Mage Armor (C,5) and Spirit Armor (E,7) spells. However, the damage inflicted by the Waylay will instead be removed from the armor rather than body and will expend the Mage Armor (C,5) or Spirit Armor (E,7).

Non-humanoid creatures that have no necks (e.g., snakes), or a creature whose head is too high off of the ground to reach, (giants), are impossible to Waylay.

*Weapon Proficiency**

Prerequisite(s): Weapon Skill

The Weapon Proficiency skill allows a character to increase the amount of damage he does with a weapon, by one (1) point, for every time the skill is purchased. The weapon and hand chosen for this skill must chosen at time of learning the skill.

A character may be proficient in more than one weapon and hand, but each Weapon Proficiency must be bought separately, with a respective purchase of weapon and applicable hand.

Weapon Skills

Prerequisite(s): None

The Weapon skill allows a character to use a particular type of weapon. For one-handed weapons, a player may use the weapon in either hand. This skill allows the player to call the base damage for that weapon (see Weapons section). The list below shows the different types of weapons from which the character may choose:

Bow

The Bow skill allows a character to use a standard bow (not more than 15lb pull) to shoot a projectile made completely of foam or an otherwise approved arrow. If a Bow is used to block attacks or is struck for damage while being held, it is rendered useless until it is repaired; this includes magical or indestructible bows. Each proficiency in Bow grants +2 damage instead of +1 damage. Arrows can be ‘seen’ but not stolen, spent arrows may be picked up OOP during a Hold—but a Hold may not be called to pick up an arrow off the ground and they may also be picked up IP at your own risk. It is the player’s responsibility to provide and keep track of his own arrows. Spent arrows may be picked up off the ground by the original owner or returned by other players (they cannot be stolen). It is best to uniquely mark your arrows to prevent accidental mix-ups. There are a select few specially enchanted arrows that will be clearly marked and obvious, these have been approved by Plot and are items that may be stolen.

Slays and Fatal Blows delivered via a Bow are to be considered Unparryable and should be noted as such when delivered “Prepare to die—Slay, Unparryable!”.

An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

Crossbow

The Crossbow skill allows a character to use a Crossbow type device (not more than 15 lb. pull) to shoot a projectile made COMPLETELY of foam. If a Crossbow is used to block attacks or is struck for damage, it is rendered useless until it is repaired; this includes magical or indestructible crossbows. Each proficiency in Crossbow grants +2 damage instead of +1 damage to all Crossbows that require two hands to use. If a Crossbow does not require two hands to fire (this includes hand crossbows and mini-crossbows), only the standard proficiency amount is granted (that is, +1 per +1). Bolts can be “seen”, but spent bolts may be picked up OOP during a Hold—but a Hold may not be called to pick up a bolt off the ground. It is the player’s responsibility to provide and keep track of his own bolts. Spent bolts may only be picked up off the ground by the original owner (they cannot be stolen). It is best to uniquely mark your bolts to prevent accidental mix-ups.

Repeating crossbows are limited to 10 bolts per ‘clip.’ All repeating crossbows are considered one handed. Repeating crossbows are a special crossbow that requires a card to use.

Slays and Fatal Blows delivered via a Crossbow are to be considered Unparryable and should be noted as

such when delivered “Prepare to die—Slay, Unparryable!”.

An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

One-Handed Blunt

The One-Handed Blunt weapon skill allows a character to use a blunt weapon, which requires only one hand to wield. A blunt weapon deals no damage when used as a thrusting weapon.

One-Handed Edged

The One-Handed Edged skill allows the character to use an edged weapon, which requires only one hand to wield. A character with this skill may wield a Spear, which may be used with one hand to block, but two hands must be on the Spear to attack.

Polearm

The Polearm skill allows a character to use a Polearm weapon. Polearms, require two hands to wield – attack and parry.

Small Weapon

The Small Weapon skill allows a character to wield any small weapon. A Small Weapon is defined as any weapon fewer than 24 inches in length, be it edged or blunt, and is used in close combat.

Staff

The Staff skill allows the character to fight using a staff, which must be wielded with both hands to attack but may be wielded with one to block. This skill does not confer the ability to use other Two-Handed Blunt weapons. The Staff may not be used as a thrusting weapon.

Thrown Weapon

The Thrown Weapon skill allows a character to use a weapon that must be thrown to do damage.

This skill and an Empower (C,1), Endow (E,2), Delayed Empower (C,2), Greater Endow (E,4) spell, or an amount of inherent strength equal to or greater than two is required for a character to throw a boulder. Base damage from a thrown boulder is three (3) points with an Empower (C,1), Endow (E,2), or Delayed Empower (C,2), five (5) points with a Greater Endow (E,4), or one (1) plus the amount of strength a character possess (no less than +2) for a minimum damage of “3 normal”. A character’s Thrown Weapon proficiencies, of course, also stack with this base damage.

Slays and Fatal Blows delivered via a Thrown Weapon are to be considered Unparryable and should be

noted as such when delivered “Prepare to die—Slay, Unparryable!”.

An Unparryable Slay may only be blocked by Shield Parry (Slays) or Fatal Shield Parry (Slays and Fatal Blows).

Two-Handed Blunt

The Two-Handed Blunt weapon skill allows a character to use a blunt weapon that requires both hands to wield. A blunt weapon deals no damage when used as a thrusting weapon.

Two-Handed Sword

The Two-Handed Sword skill allows a character to wield a Two-Handed Sword only. Any other edged weapon that requires two hands to wield is a Polearm (see Polearm above).

Weapons Mastery

Prerequisite(s): Related Weapon Skill(s)

Weapon Mastery skills are as follows: One-Handed, Two-Handed, and Missile Mastery.

In order to learn one of the above masteries, a character must already know how to use a weapon in the category he is learning the mastery in, this build is then applied toward the cost of his Weapons Mastery.

These skills allow a character to pick up any weapon that falls into the category the skill covers and, so long as the character’s race can use the weapon, wield it. These skills count as upgrades to their prior weapon skills, allowing the player to use his proficiencies and slays for all weapons in the appropriate mastery group. If the character purchases Weapons Mastery: One-Handed and Two-Handed then his Weapon Proficiencies, Critical Slays, and Fatal Blows extend to include both groups.

Proficiencies and slays from melee weapons do not transfer to Missile Mastery (and vice versa), these skills must be learned independently.

Wear Extra Armor*

Prerequisite(s): None

The Wear Extra Armor skill increases a character’s maximum number of Armor Points above his normal class restrictions. The character’s maximum is increased by five for every time the skill is purchased. Warrior Subclasses may purchase this skill up to six (6) times, Templars to five (5) times, Rogues four times (4), and Scholars two (2) times.

Abilities

Listed below are some of the special class, race, and spell column specialty-granted abilities available to the characters of SOLAR which include Resistances as well as other abilities. Please note that Resistances may never be used when a character is not conscious to use them; i.e., A Knight with the Resist Chaos/Necromancy skill may not Resist a Create Undead (N,7) spell thrown on his corpse.

Animal Empathy

Prerequisite(s): *Druid, Wild Elf, Faerie, Dark Faerie or 10th level Ranger*

Animal Empathy is not a skill but an ability of the Wild Elf, Faerie, Dark Faerie, Druid specialist, and Rangers of 10th level and greater. This makes all woodland creatures treat the character as a friend—they will not attack the character unless provoked or attacked. This does not, however, allow the character to communicate with them.

Bravery

Prerequisite(s): *10th level Dark Knight or Knight*

The Bravery ability allows the Knight or Dark Knight of 10th level and higher to be completely immune to the effects of Fear (E,3) and Terror.

Deathstrike

Prerequisite(s): *25th level Dark Knight*

The Deathstrike ability enables a Dark Knight to call innate magical damage versus all opponents, regardless of the weapon he wields. Instead of calling the “Normal” tagline with a weapon, the Dark Knight instead calls the “Magic” tagline (though this grants him no bonus to damage). For all intents and purposes, all weapons the Dark Knight wields are rendered indestructible as long as they are in his hands.

Gypsy Curse*

Prerequisite(s): Gypsy

The Gypsy Curse skill allows a character that is a Gypsy to place a limited curse on another character according to the Gypsy code, available only to Gypsy characters. A Gypsy Curse may only be cast with a Gypsy's dying breath—a rather unfortunate occurrence (Curse activates on the person directly responsible for the character's death once the Gypsy dissipates or goes to resurrect).

The curse lasts until the cursed character dies and is resurrected, or the curse is removed by the Gypsy Bandolier or the Gypsy that cursed them. A gypsy may not have more than one curse active at one time. If he already has an active curse, then he cannot impose another one.

These curses are on par with the power of formal magic and may NOT be resisted in any way, even curses that mimic other spells.

- ❖ 1st Can not lie to any gypsy.
- ❖ 2nd Stutter, roleplaying only, does not affect spell-casting.
- ❖ 3rd Fumble Fingers, will fumble any non-combative item (does not affect combat).
- ❖ 4th Can not initiate an attack on any gypsy.
- ❖ 5th Disease—Cannot run nor use the Dodge skill.
- ❖ 6th Weakness as per the spell Weakness (E,4).
- ❖ 7th Curse as per the spell Curse (E,8).
- ❖ 8th Charmed to all gypsies as per the Charm (C,6) spell.
- ❖ 9th Cursed person has -2 strength, can't run and has half body.
- ❖ 10th Cursed person will die in one hour and can't be revived.

Immunity to Natural Confining

Prerequisite(s): 10th level Ranger

The Immunity to Natural Confining skill allows a Ranger to move through all the natural confining effects of Tyrra as if they did not exist for him. These effects include, but are not limited to: the Entangle tagline, Physical Web, Physical Bind, and Stone Web. Note, this ability does NOT make the Ranger immune to the Entangle (D,3) spell.

Insect Swarm

Prerequisite(s): 10th level Ranger

The Insect Swarm spell summons a small swarm of insects to attack the target and do 30 points of magic damage. This spell will do 60 points of damage to an undead target. This spell will affect armor first.

*Iron Grasp**

Prerequisite(s): Warrior Class only, +2 Proficiency

The Iron Grasp skill allows the warrior to Resist the effects of disarming magics [Disarm (C,1) and Fumble (E,1)] once per time this skill is purchased.

Lay on Hands

Prerequisite(s): Dark Knight or Knight

The Lay on Hands ability allows the Dark Knight or Knight to heal someone of wounds and take the wounds upon himself. The character can only heal up to his last Body Point, and must transfer his Body Point Tags to the healed character. Transferring the body is done by stating “Lay on Hands 1, Lay on Hands 2, Lay on Hands 3 – X Body” while touching (with a packet, if player permission is not granted) the intended recipient. This healing only heals those that are Bleeding to Death, Unconscious, Waylaid, or are wounded. This ability has no effect on a Dead character or one that has been Slain, nor will it heal any other status effect (see the Health Status section).

Lifestrike

Prerequisite(s): 25th level Knight

The Lifestrike ability enables a Knight to call innate magical damage versus all opponents, regardless of the weapon he wields. Instead of calling the “Normal” tagline with a weapon, the Knight instead calls the “Magic” tagline (though this grants him no bonus to damage). For all intents and purposes, all weapons the Knight wields are rendered indestructible as long as they are in his hands.

*Nature's Strike**Prerequisite(s): 25th level Ranger*

The Nature's Strike ability enables a Ranger to call innate magical damage versus all Undead, regardless of the weapon he wields. Instead of calling the "Normal" tagline with a weapon, the Ranger instead calls the "Magic" tagline against Undead (though this grants him no bonus to damage).

*Resist Charm***Prerequisite(s): Any Elf or Unseeley Fey*

The Resist Charm skill allows a character to resist any charm spell/ability, potion, or poison as many times per day as he has purchased the skill. This includes, but is not limited to: Love Poison, Love Poison #9, Influence, Supercharm, Vampyric Dominate, Friendship (E,7), and Charm (C,6).

If a player with this skill is hit with one of the aforementioned, he should say "Resist" if he wishes to resist the spell, gas, or poison. One can also pretend to be charmed and say "Resist" at a later time.

*Resist Charm/Charm Break***Prerequisite(s): Sylvan Fey*

The Resist Charm/Charm Break skill allows a character to resist any charm spell/ability, potion, or poison as many times per day as he has purchased the skill. This includes, but is not limited to: Love Poison, Love Poison #9, Influence, Supercharm, Vampyric Dominate, Friendship (E,7), and Charm (C,6).

If a player with this skill is hit with one of the aforementioned, he should say "Resist" if he wishes to resist the spell, gas, or poison. One can also pretend to be charmed and say "Resist" at a later time.

This skill also allows a character to break a charm on another character. The character with this skill must talk with the charmed character for 15 seconds undisturbed, at which time, the character breaking the charm takes one Body Point of damage and the charmed character is no longer charmed.

*Resist Confining ***Prerequisite(s): Confinist*

The Resist Confining skill allows a spellcaster that has specialized his Celestial column as a Confinist to resist any confining spell or effect, as many times per day as he/she has purchased the skill. This includes, but is not limited to the following spells and abilities: Bind (EG/D/H,5), Entangle (D,3), Entangle tagline (but not the damage), Imprison (CO,8), Physical Bind, Physical Web, Pin (E,2), Snare (CG/CO,4), Stone Web, Trap (CG/CO,3), and Web (CG/CO,6).

This skill may first be purchased once upon learning a 6th level Confinist spell slot, again when learning his first 9th level Confinist spell slot, and finally again when a four-column of Confinist spells has been achieved.

This skill can be purchased a maximum of three (3) times.

If a player with this skill is hit with one of the aforementioned spells, he/she should say “Resist” if he/she wishes to resist the spell.

*Resist Disease**

Prerequisite(s): Dwarf, Hobling, or Wilder

The Resist Disease skill allows a character to resist any disease spell or effect as many times per day as he has purchased the skill.

This includes, but is not limited to the following spells and abilities, Cause Disease (EG/D,3), Cure Disease (EG/D,3), Inflict Disease (N,3), and the Disease tagline and effect.

If a player with this skill is hit with one of the aforementioned, he should say “Resist” if he wishes to resist the spell or effect.

*Resist Elemental **

Prerequisite(s): Elementalist or Fendari

The Resist Elemental skill allows a spellcaster that has specialized his Celestial column as an Elementalist to resist any Elemental spell or effect, as many times per day as he/she has purchased the skill. This includes, but is not limited to the following spells and abilities: all

Elemental direct damage battle magic spells, packet-delivered elemental damage, radius elemental attacks, and to negate the effect of any Elemental tagline (but not the damage).

Note that Acid attacks of any sort may not be Resisted with this skill unless the attack is part of a direct damage, unique battle magic spell (e.g., Elemental Blast – Acid, Elemental Arrow – Acid, Elemental Dart – Acid). Elemental Strikes and other radius-effect Acid effects may not be resisted (unless it is a battle-magic spell). Other unique Elemental spells may also be resisted with this skill (i.e., Elemental Blast – Chaos, Elemental Blast – Death, etc.).

This skill may first be purchased once upon learning a 6th level Elementalist spell slot, again when learning his first 9th level Elementalist spell slot, and finally again when a four-column of Elementalist spells has been achieved. This skill can be purchased a maximum of three (3) times.

Fendari may purchase this skill once every five (5) levels to a maximum of three (3) times as a Racial Resist but may also learn the resist up to three (3) more times by the Specialty School method above.

If a player with this skill is hit with one of the aforementioned spells, attacks, or effects, he should say “Resist” if he wishes to resist the spell.

Resist Emotion*

Prerequisite(s): Drae or Stone Elf

The Resist Emotion skill allows a character to resist any emotion-based attack as many times per day as he has purchased the skill. This includes, but is not restricted to: the emotions of Fear (E,3), Terror (monster attack), and Berserk, Love Poison, Love Poison #9, Influence, Supercharm, Vampyric Dominate, Friendship (E,7), and Charm (C,6).

If a player with this skill is hit with a gas or spell, or ingests a poison or potion which provokes an emotional response, he should say “Resist” if he wishes to resist the gas, poison, potion or spell. He can also pretend to be affected by the gas, poison, potion or spell and say “Resist” at a later time.

Resist Healing/Curing *

Prerequisite(s): Dark Knights or Necromancers

The Resist Healing/Curing skill allows a character to resist any Healing or Curing spell, as many times per day as he has purchased the skill. This includes all Healing and Curing-based spells, but does not include the Life (EG/D,9) or Revive (H,9) spells.

This skill may first be purchased once upon learning a 6th level Necromancer spell slot, again when learning his first 9th level Necromancer spell slot, and finally again when a four-column of Necromancer spells has been achieved. This skill can be purchased a maximum of three (3) times.

Dark Knights may purchase this skill once every five (5) levels to a maximum of three (3) times as a Class Resist but may not learn additional resists by later purchasing a Necromancer column.

If a player with this skill is hit with one of the aforementioned spells, he should say “Resist” if he wishes to resist the spell.

Resist Necromancy/Chaos *

Prerequisite(s): Knight or Healer

The Resist Necromancy/Chaos skill allows the character to resist any Necromancy or Chaos spell, as many times per day as he has purchased the skill. This includes all Necromancy and Chaos- based spells, but does not include the Death (EG/D/N,9) or Imbue Death (N,9) spells.

This skill may first be purchased once upon learning a 6th level Healer spell slot, again when learning his first 9th level Healer spell slot, and finally again when a four-column of Healer spells has been achieved. This skill can be purchased a maximum of three (3) times.

Knights may purchase this skill once every five (5) levels to a maximum of three (3) times as a Class Resist but may not learn additional resists by later purchasing a Healer column.

If a player with this skill is hit with one of the aforementioned spells, he should say “Resist” if he wishes to resist the spell.

Resist Sleep*

Prerequisite(s): Any Elf or Faerie

The Resist Sleep skill allows a character to resist any sleep spell, potion, or poison as many times per day as he has purchased the skill. This includes the spells Trance (C,5) and Sleep (EG/D/H,5).

If a player with this skill is hit with one of the aforementioned, he should say “Resist” if he wishes to resist the spell, gas, or poison. He can also pretend to be asleep and say “Resist” at a later time.

Resist Toxin*

Prerequisite(s): Shadow Dwarf, Sea Elf, or Gnome

The Resist Toxin skill allows a character to resist any toxin-based attack as many times per day as he has purchased the skill.

If a player with this skill is hit with a gas/venom or has ingested a poison, he should say “Resist” if he wishes to resist the gas or poison. One can also pretend to be affected by the gas or poison and say “Resist” at a later time.

Production & Alchemy Skills

*Alchemy**

Prerequisite(s): Herbal Lore

The Alchemy skill allows a character to manufacture alchemical compounds. The alchemist will receive one (1) production point per level of Alchemy purchased. See the Alchemy section for the list of alchemical solutions and costs to make, as well as rules for creating and using them. The Alchemy skill may be purchased up to twenty (20) times.

*Create Poison**

Prerequisite(s): Poison Lore

The Create Poison skill allows the character to concoct solid, liquid, and gaseous poisons. One

(1) production point is received per level of Create Poison purchased. See the Poison section for the list of poisons and the costs to make each, as well as rules for using them. The Create Poison skill may be purchased up to twenty (20) times.

*Create Potion**

Prerequisite(s): Ability to cast the spell that creates the Potion

The Create Potion skill allows a character with Earth spell-casting ability to manufacture potions that duplicate the effects of spells that he can cast regularly from memory provided they are not prohibited (see Earth Spell Descriptions for details on what can and cannot be made into a Potion). Note: Those that possess a Healer specialty must create Curing potions rather than Heal/Cleanse potions, as these are prohibited. The potion-maker receives one (1) production point per level of Create Potion purchased. The production point cost for potions is at the rate of one (1) per level of the potion being created. Refer to the Earth Spell description pages in the Magic section for information on spells that can be made into potions. The Create Potion skill may be purchased up to twenty (20) times.

*Create Scroll**

Prerequisite(s): Ability to cast the spell that creates the Scroll

The Create Scroll skill allows a character with Celestial spell-casting ability to manufacture scrolls that duplicate the effects of spells that he can actually cast. The scroll-maker receives one (1) production point per level of Create Scroll purchased. The production point cost for scrolls is at the rate of one (1) per level of the scroll being created. Refer to the Celestial Spell description pages in the Magic section for information on spells that can be made into scrolls. The Create Scroll skill may be purchased up to twenty (20) times.

Master Alchemist

Prerequisite(s): Alchemy level 20, Special

A character with this skill may apply Vorpal coatings with much greater effectiveness to his own weapons at half the time normally required (30 seconds). This skill also allows the character to double the damage bonus of the Vorpal Coating and allows him to call that damage for an entire Combat versus a single creature. Note that the ability to call double the damage bonus for one Combat against a single creature will only work for the Master Alchemist himself, even should his weapon be picked up by someone else.

A Combat, for purposes of this skill, officially ends when the creature being attacked drops and/or the player using the Vorpal Coating versus the single creature finds a suitable lull in combat and has the time to stop and pull his tags.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Master Poisoner

Prerequisite(s): Create Poison level 20, Special

A character with this skill is able to create vial of Blade Venom once per day, which is a special poison that may be applied to the Master Poisoner's weapon which takes sixty (60) seconds and must be applied to an edged weapon. Blade Venom will allow the Master Poisoner to call the "Poison" tagline for his next (3) three consecutive swings. Note that the ability to call the "Poison" tagline for (3) three swings will only work for a Master Poisoner, even should his weapon be picked up by someone else. Furthermore, Blade Venom may not be used in conjunction with the Waylay skill.

Blade Venom vials produced daily may be saved for later use, sold, or traded but only a Master Poisoner may apply it. Any attempt by a character not possessing this skill to apply the poison will result in the character accidentally poisoning himself, immediately taking a Agony Poison directly to his bloodstream, bypassing the Toxin Shield (E,5) spell. The Resist Toxin skill applies normally.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Master Potion-Maker

Prerequisite(s): Create Potion level 20, 9th level Earth spell slot, Special

A character with this skill is able to create a Potion Mixing Powder once per day, which enables a Master Potion-Maker to safely mix potions together to form a single improved potion that imbues its drinker with the properties of all the potions that were mixed together. The maximum levels that may be combined via

this process is fifteen (15), though any number of potions may be combined thusly. The standard rules of stacking apply.

This process must be completed in the Potion-Maker's laboratory but need not be done with newly created potions or even potions created by the Potion-Maker himself. At Logistics, the player should simply staple the potions together along with the Potion Mixing Powder and have the staff member working Logistics sign off on it.

The Potion Mixing Powder produced daily may be saved for later use, sold, or traded but only a Master Potion-Maker may make use of it.

Furthermore, a Master Potion-Maker has uncovered the secrets of creating the Master Elixir , of which he may produce one daily. The Master's Elixir will immediately grant a character the following if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (E,7), Renew (D/EG,8), Defend (E,8), and Remove Curse (E,8).

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Master Scroll-Maker

Prerequisite(s): Create Scroll level 20, 9th level Celestial spell slot, Special

A character with this skill is able to create a scroll from any spell that is able to be crafted into a scroll from the Celestial spell lists, regardless of whether it appears on his own spell list. The character must still have an appropriate spellbook in front of him when crafting the scrolls.

In addition to the aforementioned ability, the Master Scroll-Maker may select one spell that does not appear on his spell list and he may thereafter cast that spell from scrolls as if it appeared on his regular spell list. For example, a Scholar that has specialized as a Confinist could choose the Elemental Blast (EL,9) spell to be able to cast from scrolls. Note, however, that this skill does not enable the character to cast from any sort of magic items as if the selected spell appeared on his list. Should the character later gain the ability to cast the selected spell from memory, he may not change the spell he initially learned with this skill.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Knowledge & Trade Skills

Armorsmith*

Prerequisite(s): None

The Armorsmith skill allows a character to repair up to five (5) points of armor in the field for each time the skill is purchased. Armor is repaired at the rate of five (5) points per minute. To use this skill, the character performing the Armorsmith skill must be able to physically reach the damaged armor for sixty (60) seconds. During this time, the character performing the Armorsmith skill may not do anything else. If the character performing the Armorsmith skill is interrupted, the one-minute count begins again upon resumption of the Armorsmith skill.

This skill may be purchased up to twenty (20) times, thus allowing a character to repair up to a total of 100 points of armor per day. This skill will repair all types of armor including: cloth, leather, and metal armor. The Armorsmith skill, once purchased up to level five (5) will allow the character to repair one destroyed weapon or shield per day. Purchasing level ten (10), fifteen (15), and twenty (20) will allow the character to repair additional weapons or shields per Reset (two, three, and four, respectively). In order to repair a weapon or shield, the same process followed for the repair of armor above is used except that the weapon or shield is instead the target and the process is complete after sixty (60) seconds of repair. Though it is not required, it is highly recommended that an Armorsmith and use tools appropriate to his craft when wishing to repair weapons and armor in the field (i.e. a small smithing hammer, sharpening knife, and so on).

The weapon/shield Repair Uses gained per five (5) levels purchased of the Armorsmith skill also enable the smith to craft weapons and shields of the following materials. The chart below indicates the number of Repair Uses expended in crafting each of the items and the time needed to do so.

Material	Time to Smith Each Item	Repair Uses Needed to Craft
Wood/Bone/Stone/ Copper/Bronze/Iron/ Steel	15 Minutes	1
Silver	30 Minutes	2
Gold	60 Minutes	4

The smith, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than ten (10) gold pieces, to each item. Material costs apply to produce all items.

When a smith is creating these items, he must either be doing so in-play with his smithing tools (phys reps are required for tools and may be stolen in-game, a set of standard smithing tools may be purchased from Logistics at the beginning of an event) and the item being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a crafter at a given time.

Crafting of weapons and shields of any metal require the use of a forge, which may be purchased (from

plot) and afterward installed in a character's abode. A forge phys rep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4' (or one may use the one at the Armorsmith's Guild, for a price).

A phys rep for the item being produced must be present or the crafting attempt automatically fails.

Upon learning his first five levels of this skill, the player will receive additional out of play information on how to further go about utilizing his craft.

Astrology

Prerequisite(s): Read and Write

The Astrology skill allows a character to earn a living as an astrologer or fortune-teller. One can only learn one type of forecasting at a time; possession of one specialty does not confer expertise in another. For example, if one chooses to be able to forecast by casting bones, one cannot also read cards without buying the astrology skill again.

Astrologers are able to make predictions for characters and events. These can be useful for an adventuring party that wishes to know if the "planets are in the correct alignment" for their quest.

Although sometimes Plot may provide helpful information relating to Modules or adventures, this skill does not guarantee any special knowledge nor is any knowledge gained through the skill guaranteed to be accurate. Seeking information from plot using an astrology skill is restricted to once per reset and must be roleplayed out. Roleplay must be witnessed by plot member.

Astrology skills can be combined dependent on roleplay. Combining abilities uses up your once per reset for all abilities used. Astrology skill can still be used in role play situations with our consulting plot. This does not count against your once per reset.

All astrology skill will be listed on your spell sheet.

Battlefield Commander

Prerequisite(s): Read and Write and either a Noble or Kingdom/Baronial

Recognized Official, Special

A character with this skill can better lead and direct the Kingdom or Baronial troops put under his charge, granting a bonus to between-event troop combat. The character must be of Noble title or a Kingdom or Baronial Recognized Official such as a Guildmaster or high-ranking military officer in charge of leading men in battle to learn or use this skill.

The character must be attached to a Baronial or Kingdom land-based army to utilize this skill between events. A maximum of three characters may utilize this skill in a given attacking or defending army between

gathers. Should a Noble possess this skill in addition to Leadership, its bonuses stack.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this, such as demonstrate leadership on the field of battle.

Craftsman (type)

Prerequisite(s): None

The craftsman skills listed below are used for role-playing purposes only. They are here to help players flesh out their characters.

None of these craft skills will ever give a character any extra in-game power nor do they provide any information. If a character takes the Craftsman (Historian) skill, it is up to him to learn the in-game history.

If a character wishes to make a living in a craft, he must learn the appropriate craft skill. Please note, however, that certain Craftsman skills may be prerequisite to learning certain Master Craftsman skills which do grant in-game benefits. There are no levels to these skills nor any Master variety that is not listed under another entry in the player's Handbook.

Examples of craftsman skills include: Architect, Artist, Baker, Bard, Brewer, Builder, Butcher, Calligrapher, Candle Maker, Carpenter, Farmer, Forester, Historian, Horse Breeder, Hunter,

Masseuse, Merchant, Potter, Rug Maker, Sage (specific field of study), Sailor, Scout, Scribe, Stonemason, Tailor, Teacher, Trader, Undertaker, and Vintner.

Disarm Trap

Prerequisite(s): None

The Disarm Trap skill allows a character to attempt to disarm a trap. The player must physically disarm the trap for this skill to work, however, a character without the skill may not even attempt to disarm a trap. If the trap goes off as the player attempts to disarm it, then the disarm obviously fails, and the player will take the effect of the trap.

Evaluate Item

Prerequisite(s): None

The Evaluate Item skill allows a character to determine the monetary value of in-game items— primarily gems and jewelry but sometimes other items as well. It does not allow the character to determine whether or not the item is magical.

When a player purchases this skill, he will be given a list with codes for in-game monetary values. Every in-game item should have a label on it with a code. The in-game value is determined by locating the code on the list and reading off the monetary value next to it. In the case of jewelry, rods, and wands the material must be determined and the value is directly tied to this. This list is out-of-play and may only be used by the possessor of the skill.

First Aid

Prerequisite(s): None

The First Aid skill allows a character to bring a character that is Unconscious, Bleeding to Death, or Waylaid back to one (1) body (see the Health Status section). To use this skill, the character performing First Aid must be able to physically reach the unconscious or dying character for sixty (60) seconds. During this time, the character performing the First Aid may not do anything else. If the character performing First Aid is interrupted, the one-minute count begins again upon resumption of First Aid. Performing First Aid for at least ten (10) seconds will allow the victim to start the one-minute count again thus keeping from reaching the Dead status.

Espionage (Specific)

Prerequisite(s): Read and Write, Special

The Espionage category of skills allows a character to conduct primarily between-event information gathering, spying, and sabotage of rival Cities, Baronies, Kingdoms, and Empires. A character may possess one or more of these skills, with each skill making him more powerful in the vicious world of espionage and a threat to the greatest of government secrets.

The Espionage (Cipher) skill allows a character to transform information to make it unreadable to anyone who does not possess the special key or code to decipher it by means, primarily of monoalphabetic substitution ciphers. These codes, if intercepted by a character possessing this skill may be attempted to be broken by means of frequency analysis or other investigation. This skill does not guarantee successful encryption of information nor any special knowledge or insight into decrypting intercepted messages as a player must actually attempt to encrypt and decrypt messages.

The Espionage (Counterintelligence) skill grants insight into the tactics of spies and intelligence officers as well as how to counter the many forms of espionage. A character with this skill can better defend his government from infiltration of spies from friendly, neutral, or enemy states and is also often used against others to counter existing plans and spread misinformation. This skill does not guarantee success in counterintelligence, it simply grants the ability to attempt such maneuvers.

The Espionage (Fast-Talk) skill allows a character to attempt to Fast-Talk a non-player character with a facile argument, typically with the intention to deceive or overwhelm any sort of rational objections. This skill does not guarantee success that the argument presented by the character will be accepted by his audience

but can help in matters when attempting to get out of rather sticky situations or dealing with common merchants.

The Espionage (Forgery) skill allows a character to attempt to falsely create, alter, or counterfeit a document or documents by which the legal rights or obligations of a person or entity are affected. This skill does not guarantee that the character's falsified documents will be perfect as the player must actually attempt to forge the documents himself. If questioned as to whether the documents are real, he may present his Forgery Skill Tag to the Rogue or Plot Marshal who will make the final decision as to the quality of the fake. Note that if a discerning character or NPC also possesses the Forgery skill and questions the authenticity of the document, the chances of success on the part of the character attempting to use the skill drop significantly and the Marshal will take this into account.

A character trained in Espionage (Spycraft) has spent a great deal of time learning the tricks of the trade on how to obtain, transfer, and hide important information in the best interest of his group or government entity. A character that possesses this skill is often referred to by allies as an "Intelligence Officer" while an enemy will refer to him as a "Spy". A character with this skill may be able to pick up various bits of information between Gatherings that is otherwise unavailable to the common populace, especially if he makes frequent reports to the leader of his group with information gained during Gatherings by utilizing his craft (eavesdropping, intercepting messages, misguiding enemies and allies away from group secrets, stealing an important item or object and planting it on a rival group, etc). This skill does not guarantee success in his trade and it is entirely up to the character to apply what he has learned and not get caught.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Healing Arts

Prerequisite(s): First Aid and Read and Write

The Healing Arts skill allows a character to determine the health of another character (i.e., is he diseased, poisoned, etc.) and how many Body Points the character is below his maximum number of Body Points (not the character's maximum number of Body Points). To obtain this information, the character with the Healing Arts skill must place his hand upon the character being diagnosed and say "Healing Arts—what's your status?" It does not allow the character to detect any Formal Magic effects on another character nor any effects that cannot be determined by physical examination, and conscious characters may resist this attempt. See the Health Status section for more information.

This skill also allows a character to identify a potion after ten (10) seconds of study, but not a poison or an alchemical solution.

Herbal Lore

Prerequisite(s): Read and Write

The Herbal Lore skill allows a character to determine the presence of an alchemical solution, but not a potion or poison. Once it has been determined that an alchemical solution is present, this skill will allow the caster to identify the alchemical solution after ten (10) seconds.

Horsemanship

Prerequisite(s): Special

The Horsemanship skill allows a mounted character to more swiftly and carefully move through the dangerous lands of Tyrra. In addition, the character is trained in the art of mounted combat and cavalry-related tactics, enabling him to better direct mounted troops as an officer, as well as participate in between-event combat while mounted.

The character must be attached to a Baronial or Kingdom land-based army that contains mounted units to utilize this skill between events.

A maximum of three characters may utilize this skill in a given attacking or defending army between gathers.

Special: In order to learn this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches the skill. The teacher of this skill may require additional tasks in order to learn this.

Jewelcraft**Prerequisite(s): Special**

The Jewelcraft skill allows a character to produce the more common forms of jewelry (necklaces, earrings, and rings), rods, and wands from the proper material components. In addition to the beauty of such crafted items, many higher quality pieces of jewelry may be enchanted through the use of Formal Magic and are often in demand with potent formal casters. Rods and Wands must be a minimum of ten (10) inches. Creating jewelry, rods, and wands takes a precision hand, time, and quality components. As such a Jeweler may only produce so much of his art in a given day, allowing him four (4) Daily Jewelcraft Uses per reset. The following table shows the time it takes to produce jewelry and rods of a various material types:

Material	Time to Craft Each Piece	Daily Jewelcraft Uses to Craft
Wood/Bone/Stone/ Copper/Bronze/Iron/ Steel	15 Minutes	1
Silver	30 Minutes	2
Gold	60 Minutes	4

The jeweler, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than ten (10) gold pieces, to each item. Material costs apply to produce all items.

When a jeweler is creating these items, he must either be doing so in-play with his jewelcrafting tools (phys reps are required for tools and may be stolen in-game, a set of standard jewelcrafting tools may be purchased from Logistics at the beginning of an event) and the item being worked or be working for the game during in-play hours. A phys rep for the item being produced must be present or the crafting attempt automatically fails.

Upon learning this skill, the player will receive additional out of play information on how to further go about utilizing his craft.

Special: In order to learn this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches the skill. The teacher of this skill may require additional tasks in order to learn this.

Leadership**Prerequisite(s): Read and Write, Noble, Special**

A character with this skill can better lead and direct the troops of his Barony and the Kingdom, granting a bonus to between-event troop combat and further allowing a defending or attacking Noble to rally his forces and continuing attacking when others without such leadership might falter from exhaustion or morale. The character must be of Noble title to learn or use this skill.

A maximum of five Nobles may utilize this skill in a given attacking or defending army or navy between gathers.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this, such as demonstrate leadership on the field of battle.

Lore, Combat (Specific)

Prerequisite(s): Read and Write, knowledge lore (Special)

The Lore, Combat (Specific) skill grants a character special insight on how to best combat the type of creature that the skill specifies in addition to granting the ability to identify the different types of creatures encompassed by the Lore. A Hold may never be called for the use of this skill.

A general knowledge of the Lore may also be learned from one's teacher when learning this skill, but this by no means makes a character an expert in the matters of the Lore, simply knowledgeable—only through in-game investigation can a character become a master.

This skill will provide a character a +2 damage bonus with melee and missile weapons when combating the specific creature the Lore provides knowledge of. Should the creature also fall into the category of another Lore skill, damages may stack, up to +4. For example, a character that possessed Lore, Combat (Fire) and Lore, Combat (Elemental) would be able to call +4 damage versus Fire Elementals.

Examples of specific Lore, Combat skills are as follows:

Construct, Dragon, Elemental, Elemental (Air), Elemental (Earth), Elemental (Fire), Elemental (Water), Giant, Goblinoid, Lycanthrope, Magical Creature, Ogre Magi, Planar, Planar (Chaos), Planar (Death), Planar (Law), Planar (Life), Shadow, Undead (Lesser), Undead (Greater), Void, Woodland.

Special: In order to learn this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches the skill. The teacher of this skill may require additional tasks in order to learn this.

Lore, Knowledge (Specific)

Prerequisite(s): Read and Write, (Special)

The Lore, Knowledge (Specific) skill may be taken for a variety of topics found in the world of Tyrra and can provide valuable information to a character about the topic he has studied (see your teacher to view a packet of information or speak with a Marshal).

These Lore skills oftentimes allow you to correctly identify creatures, beings, and entities. A Hold may never be called for the use of this skill.

Other than knowledge gained from one's teacher while learning this skill, this skill will not give a character any extra in-game power nor will it guarantee specific information from Plot. This lore does not DETECT or allow you to 'ping' a specific thing.

Examples of specific Lore, Knowledge skills are as follows:

Arcane, Carpathian History, Celestial Dragon, Dark Faerie, Dwarven History, Dwarf (Mountain), Dwarf (Shadow), Elven History, Elf (Desert), Elf (Drae), Elf (Gray), Elf (Stone), Elf (Sea), Elf (Surface), Elf (Wild), Faerie, Fendari, Gnome, Gypsy, Hobling, Pirate, Planar Web Lore, Sarr, Sutherlands History, Sylvan Fey, Tactics, Unseeley Fey, and Wilder.

Special: In order to learn this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches the skill. The teacher of this skill may require additional tasks in order to learn this. Note, a beginning character of one of the races listed above may start play with the Lore skill for his or her race without paying the requisite 25 gold pieces and permission required for veteran characters.

*Master Armorsmith**

Prerequisite(s): Armorsmith level 20, Special

A character with this skill can Reinforce a single suit of armor greatly in its protection and mobility (granting +25% armor points) as well as making the suit of armor immune to the Shatter Armor (C,5) and Destroy Armor (E,6) spells. Reinforced Armor lasts for one (1) event only but may be re-worked the next event, it takes one hour of in-play time to Reinforce a suit of armor in this manner and requires one use of the Master Armorsmith skill.

A Master Armorsmith is proficient at gauging the value of all varieties of shields and is often sought after to estimate the value of such items (see Logistics for a sheet if you possess this skill).

Furthermore, a Master Armorsmith may increase the rate at which he repairs armor in the field up to ten (10) points of armor per minute rather than the five (5) points of armor per minute that an normal Armorsmith may repair.

When a smith is creating these items, he must either be doing so in-play with his smithing tools (phys reps are required for tools and may be stolen in-game, a set of standard smithing tools may be purchased from Logistics at the beginning of an event) and the item being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a crafter at a given time.

Crafting of shields of any metal requires the use of a forge, which may be purchased (from plot) and afterward installed in a character's abode. A forge phys rep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4' (or one may use the one at the Armorsmith's Guild, for a price).

A Master Armorsmith is also capable of working with metals and materials of higher quality than a lesser

smith is able to work with (that is, those more potent than gold) in regards to armor and shields, but the secrets of how one goes about doing so must be learned in-play.

This skill may be purchased up to five (5) times, each time allows the skill to be used once per day.

Note: A character wearing an enhanced suit of armor may exceed the maximum armor points allowed by his class (and the Wear Extra Armor skill) by up to 25%.

Special: In order to learn each level of this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

*Master Chef**

Prerequisite(s): Craftsman (Baker), Special

This skill allows the possessor to create a meal so hearty that it will greatly benefit the constitution of the person who eats it (+5 body for the weekend). The meal may be prepared off site and out-of-play but it must be eaten in-play. A player may only consume one meal for this benefit. Body adds to your overall body for the weekend and additional body comes off first.

This skill may be purchased up to five (5) times, each allows the skill to be used to create one item per day.

Special: In order to learn each level of this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this such as demonstration of cooking ability.

*Master Jeweler**

Prerequisite(s): Evaluate Item, Jewelcraft, Special

A Master Jeweler is able to craft articles of jewelry, rods, and wands so fine that they hold a greater quantity of formal magic (+10% formal space) than those made by lesser craftsmen. Creating an article of jewelry of this quality takes in-play time as listed below. A Master Jeweler may create one of these items per day for each time this skill is purchased, with one use of the skill along with appropriate Jewelcraft Daily Uses and taking the time listed below:

Material	Time to Craft Each Piece
Wood/Bone/Stone/ Copper/Bronze/Iron/ Steel	15 Minutes
Silver	30 Minutes
Gold	60 Minutes

The jeweler, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than twenty (20) gold pieces, to each item. Material costs apply to produce all items. Rods and Wands must be a minimum of ten (10) inches. A jeweler that wishes to create a normal article of jewelry may do so still using the rules listed under Jewelcraft, but that article will not be mastercrafted.

When a jeweler is creating these items, he must either be doing so in-play with his jewelcrafting tools (phys reps are required for tools and may be stolen in-game,) and the item being worked or be working for the game during in-play hours. A phys rep for the item being produced must be present or the crafting attempt automatically fails.

Upon learning this skill, the player will receive additional out of play information on how to further go about utilizing his craft.

A Master Jeweler is also capable of working with metals and materials of higher quality than a lesser jeweler is able to work with (that is, those more potent than gold) in regards to jewelry, rods, and wands, but the secrets of how one goes about doing so must be learned in-play.

This skill may be purchased up to five (5) times, each allows the skill to be used once per day.

Special: In order to learn each level of this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Master Tracker

Prerequisite(s): Tracking level 5, Special

A character with this skill may attempt to track a being or beings over any terrain provided the trail is no more than a month old. This skill also allows the tracker to attempt to cover his trail, leave false tracks, and counter someone else that is tracking him. In addition to this, the Master Tracker gains such insight into the creature he is tracking that he may anticipate the creature's moves if a battle breaks out, enabling the Master Tracker to call +2 damage to the creature or creatures he is tracking (May not be used on player characters).

Note, this skill may never be used to find a player character or non-player character on-site.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

*Master Weaponsmith**

Prerequisite(s): Armorsmith level 20, Special

A character with this skill can Sharpen a non-magic weapon to deal +2 damage and become indestructible to normal means. This bonus does not stack with a Damage Aura nor will it hit creatures hit by only the Magic tagline. This weapon's increased sharpness will fade at the end of the gather it was sharpened.

A Master Weaponsmith is proficient at gauging the value of all varieties of weapons and is often sought after to estimate the value of such items (see Logistics for a sheet if you possess this skill).

When a smith is creating these items, he must either be doing so in-play with his smithing tools (phys reps are required for tools and may be stolen in-game, a set of standard smithing tools may be purchased from Plot at the beginning of an event) and the item being worked or be working for the game during in-play hours. Only one set of crafting tools may be used by a crafter at a given time.

Crafting of weapons of any metal requires the use of a forge, which may be purchased (from Logistics) and afterward installed in a character's abode (or one may use the one at the Armorsmith's Guild, for a price). A forge phys rep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4'.

A Master Weaponsmith is also capable of working with metals and materials of higher quality than a lesser smith is able to work with (that is, those more potent than gold) in regards to weapons, but the secrets of how one goes about doing so must be learned in-play.

This skill may be purchased up to five (5) times, each time allows the skill to be used once per day.

Special: In order to learn each level of this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Pick Locks

Prerequisite(s): None

The Pick Locks skill allows a character to attempt to pick a lock. This skill does not guarantee he will succeed as the player must use the approved pick lock kit. Rogue marshal will supply a lock pick kit once contacted. Rogue marshal must be present to pick a lock if it involves other players. Locks on mods can be picked without the presence of a rogue marshal. The mod marshal or plot member may marshal their own mod. You can not attempt to pick a lock without pick lock skill. May be purchased up to five (5) times.

Poison Lore

Prerequisite(s): Read and Write

The Poison Lore skill allows a character to determine the presence of a poison, this takes ten (10) seconds. Once it has been determined that a poison is present, this skill will allow the character to identify the poison after another ten (10) seconds.

Read and Write

Prerequisite(s): None

The Read and Write skill allows a character to read and write. It does not give the character the ability to decipher coded messages or read foreign languages the player does not know. However, it does give the character the ability to attempt to decode or translate such messages.

Read Magic

Prerequisite(s): Read and Write

The Read Magic skill allows a character to read Celestial Magic Scrolls. However, a character may only cast spells that are no more than four levels higher than his highest Celestial Spell Slot. Thus, if a character wanted to be able to cast a ninth level Celestial spell from a scroll, he must have at least one fifth level Celestial Spell Slot (See Scrolls in the Magic section).

Seamanship

Prerequisite(s): Special

The Seamanship skill allows a seafaring character to more swiftly and safely move through the dangerous oceans, seas, lakes, and rivers of Tyrra. The character has spent some time on a ship and as such, has learned the necessary tools for survival while on the water, making him capable as an officer or captain on a vessel. In addition, the character is trained in the art of naval combat and tactics, enabling him to better direct other ships as well as participate in between-event naval combat, providing a bonus in naval combat similar to that provided by Battlefield Commander for land-based forces as well as enables the character to better direct more powerful vessels to bombard coastal cities much like that of a Siege Engineer. A maximum of three characters may utilize this skill in a given attacking or defending navy between gathers. Should a Noble possess this skill in addition to Leadership, its bonuses stack.

A character with this skill that enters melee or missile combat while on the deck of a ship or underwater gains a +2 damage bonus to his attacks.

Special: In order to learn this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches the skill. The teacher of this skill may require additional tasks in order to learn this.

Siege Engineering

Prerequisite(s): Read and Write, Special

A character with this skill can better direct the war machines of his Barony and the Kingdom, granting a bonus to between-event troop combat both for the besieging of cities by land as well as to better the defense of walled cities in which the character is stationed.

The character must be attached to a Baronial or Kingdom land-based army that contains war machines or in defense of a walled city to utilize this skill between events. A maximum of three characters may utilize this skill in a given attacking or defending army between gathers.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this, such as demonstrate leadership on the field of battle.

Role-Playing Only Skill (type)

Prerequisite(s): None

Role-Playing Only skills are those that do not fall under the categorization or heading of the other skills found in the player's Handbook and are exclusively (as noted above) Role-Playing only. There is never a guarantee of information or any sort of benefit from use of these skills, however a Plot Marshal may take into account a character's Role-Playing Only Skills when dealing with a marshaled situation. There are no levels to these skills nor any sort of Master variety of them.

Examples of these Skills include: Blood Connoisseur, Embalming, Magical Tattooing, Meditation, Penmanship, Rock Climbing, Rope Use, Skinning, War Crimes, Whittling.

*Survival, Specific Region**Prerequisite(s): Special*

This skill enables the possessor and a group of no more than five (5) companions to survive in one of the harsh and desolate regions of Tyrra. Without this skill there is a strong chance of the traveler losing direction, dying of thirst or hunger, or even encountering one or more of its native and less than friendly inhabitants. This skill, most importantly, gives the possessor the ability to find water in the bleak landscape but also gives basic knowledge of the towns and inhabitants as well. In addition, the character that possesses this skill is so knowledgeable as to how to survive in the specific landscape that he gains an advantage in combat (+2 damage) while fighting in this rough terrain—this bonus is not conferred to those traveling with him.

Examples of specific regions that this skill may be taken for is: Badlands, Dragonlands, Frostlands, Ice Mountains, Galleon Ocean, Opal Sea, Sea of Tears, Underdark, and the Wastelands.

Special: In order to learn this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this.

Tracking****Prerequisite(s): Special or 5th level Ranger***

A character with this skill may attempt to track a being or beings over certain terrain, dependent upon his level of skill. Certain factors such as weather, time given to track, size of creature and group being tracked, and means of transportation will also determine the outcome of the tracking attempt.

- ❖ Level 1—Tracker may track animals, humanoids, and large creatures over very soft (mud, clay, etc.) ground, so long as the trail is no more than 24 hours old.
- ❖ Level 2—Tracker may track animals, humanoids, and large creatures over soft ground (loose Earth, sand, forest, etc.), so long as the trail is no more than 24 hours old. Over very soft ground within 48 hours. Tracker may cover his own tracks.
- ❖ Level 3—Tracker may track animals, humanoids, and large creatures over firm ground (packed Earth, hard-packed forest, foothills, etc.), so long as the trail is no more than 24 hours old. Over very soft ground within 96 hours, over soft ground within 48 hours. Tracker may cover his tracks and that of two companions.
- ❖ Level 4—Tracker may track animals, humanoids, and large creatures over hard ground (mountains, gravel, stone, etc.) so long as the trail is no more than 24 hours old. Over very soft ground within 192 hours, soft ground within 96 hours, and firm ground within 24 hours. Tracker may cover his tracks and that of a group of no more than six.
- ❖ Level 5—Tracker may track animals, humanoids, and large creatures over hard, firm, soft, and very soft ground if the trail is no more than two weeks old. Tracker may cover his tracks and that of a group of no more than ten.

Note, this skill may never be used to find a player character or non-player character on-site.

Special: In order to learn each level of this skill a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill. The teacher of this skill may require additional tasks in order to learn this. Rangers do not have to find a teacher and learn the first level of this skill at 5th level, for free.

Magic Skills

Spell Slots

The rules for acquiring the skill to cast a spell are different from the rules for acquiring other skills in the game. When a character learns a first-level Spell Slot, he is expanding his mind to memorize a first-level spell. Any first- level spell that is in his spellbook may be memorized and “stored” in this Spell Slot. Only one first-level spell may be stored in that Spell Slot per day. Once the character has cast the spell, the Spell Slot remains empty until the next Reset, at which time the character will study his spellbook and memorize another first-level spell.

With this system, it is possible for a character to know all of the first-level spells (have them written in his spellbook) but have only one first level spell slot. In this case, the character would have to choose which one of the first level spells he wants to memorize for the day. However, if a character has more than one spell slot of a given level, he can fill them with any combination of spells he knows of the given level.

The cost of spell slots for a school of magic is based on the level of the spell, and whether or not a character has already learned spells from another school of magic. The first school a character learns from becomes his Primary Magic; the second his Secondary Magic, etc. A player should make sure he is looking at the proper list when consulting the skill chart.

Spell Slot Purchase

Spell Slots must be purchased in a Pyramidal Format for all three types of Celestial and all four types of Earth Magic until columnar format is reached or the player wishes to continue spending his build on building his pyramid.

A character may purchase spells up to a nine-wide column in each of his schools of magic, likewise the base of his pyramid may not be greater than nine spells.

Pyramidal Format (Celestial and Earth)

When purchasing Spell Slots in this manner, the character must have two more Spell Slots of the immediate lower level than the level of the Spell Slot he is purchasing. Also, a character may only have two slots more than the number of slots on the level above it. The character’s highest level Spell Slots should always form a pyramid (as depicted below).

For example, Secklynn Nonamere, the Celestial Mage, has two first level slots. Since he has no second level slots, he may not purchase any more first level slots because he is not allowed to have any more than two slots more than the level above. However, since he does have two slots more than the level above, he may purchase a second level spell. Eventually, Secklynn Nonamere will be ready for his first ninth level slot. As with all skills, he needs a teacher, and history will tell us that Secklynn was lucky enough to have his mentor Lann teach him.

The following is the progression for learning spells in the Pyramidal format:

Level	Number of Spells/Level																		And so on until true pyramid is reached
	9 th	8 th	7 th	6 th	5 th	4 th	3 rd	2 nd	1 st	1	2	3	4	5	6	7	8	9	
9 th																			1
8 th																			2
7 th																			3
6 th																			4
5 th														1	1	1	1	1	5
4 th									1	1	1	1	2	2	2	2	2	2	6
3 rd				1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	7
2 nd		1	1	2	2	2	3	3	3	3	4	4	4	4	4	4	5	5	8
1 st	1	2	2	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6	9

Once a character has learned four Spell Slots of a given level, he is not required to buy any additional Spell Slots for that level. However, if a character wishes to learn more than four Spell Slots of a given level he must have more than the number of slots on the level below the given level and at least as many Spell Slots of the next higher level before the purchase of the new slot allowing a character to eventually develop a true pyramid format—that is nine first level slots and one fewer until reaching one ninth level slot. This pyramid may of course be filled in until eventually reaching a nine-column.

For example, after a few events, Secklynn Nonamere now has five first-level slots, four second-level slots, three third-level slots, two fourth-level slots and a fifth-level slot. If he wishes to buy a fifth second-level slot, he must first purchase a fourth third-level slot. This will give him as many slots on the level above, third-level, as the level to be increased, second-level. Since he already has as many first-level slots as he will have second-level slots, he may now purchase his fifth second-level slot.

Columnar Format (Celestial and Earth)

All characters use the Pyramidal Format until reaching a four-column of magic (four slots in each level of magic from 1st to 9th). When purchasing Spell Slots in this manner, the character may purchase one spell slot per level to expand his column from a four-column all the way to a nine-column. Below is the method of purchase up to a four-column.

Level	Number of Spells/Level																					
9 th																					4	
8 th																			1	1	1	2
7 th																1	1	1	2	2	2	3
6 th											1	1	1	2	2	3	3	3	4	4	4	4
5 th					1	1	1	2	2	2	3	3	3	4	4	4	4	4	4	4	4	
4 th	1	1	1	2	2	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	
3 rd	2	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	
2 nd	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	
1 st	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	

And so on until the four-column is complete.

The following is the progression for learning spells in the Columnar format beyond a four-column:

Level	Number of Spells/Level																				
9 th	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	6
8 th	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	6
7 th	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	6	6
6 th	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	6	6	6	6
5 th	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	6	6	6	6	6
4 th	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6
3 rd	4	4	4	5	5	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6
2 nd	4	4	5	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6	6	6
1 st	4	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6	6	6	6	6

And so on until the nine-column is complete.

Upon reaching a nine-column, a character may choose to further expand his column using the methods described above as if he were restarting from scratch. For example, a character with a nine-column would then begin his column over again as follows using the Pyramidal Format:

Level	Number of Spells/Level																		
9 th	9																		10
8 th	9																		11
7 th	9																		12
6 th	9																		13
5 th	9																		14
4 th	9																		15
3 rd	9																		16
2 nd	9																		17
1 st	9																		18

Act as if 9-column doesn't exist for buying procedure

And so on until true pyramid is reached

Alternatively, the Columnar Format may be used, but as before, the Pyramid Format must be used until a four-column is reached after which spells may be bought in columns until reaching the second nine-column (an eighteen-column). At this time a character may again wish to expand his column and would again begin purchasing in Pyramidal Format as before until eventually reaching a twenty-seven column and so on.

*Celestial Formal Magic**

Prerequisite(s): 9th level Celestial Spell Slot, Special

Celestial Formal Magic is a special nine-level skill that requires a teacher for every level. The only way to learn Formal Magic is through a Kingdom College or through the guildmaster of the Healers' Guild, Celestial Guild, or Druid's Grove. You must notify Logistics that you are learning the skill by placing an appropriately completed teacher card in your check-out envelope at the end of the event. Only one level of this potent skill may be learned per between event update regardless of the number of build points available on a player's character sheet.

For more information on Celestial Formal Magic, see "Formal Magic" in the "Magic" section.

Special: In order to learn each level of this skill, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill (see note for the Destruction Mastery skill). The teacher of this skill may require additional tasks in order to learn this.

*Earth Formal Magic**

Prerequisite(s): 9th level Earth Spell Slot

Earth Formal Magic is a special nine-level skill that requires a teacher for every level. The only way to learn Formal Magic is through a Kingdom College or through the guildmaster of the Healers' Guild, Celestial Guild, or Druid's Grove. You must notify Logistics that you are learning the skill by placing an appropriately completed teacher card in your check-out envelope at the end of the event. Only one level of this potent skill may be learned per between event update regardless of the number of build points available on a player's character sheet.

For more information on Earth Formal Magic, see "Formal Magic" in the "Magic" section.

Formal Mastery Skills

Prerequisite(s): 9th level Formal Magic

Formal Mastery is a series of skills that allows the formal caster that has mastered either Earth or Celestial Formal Magic to further specialize in a specific type of Formal Magic, typically allowing the caster to halve the casting time of the specific ritual type as well as allowing a one-step shift with any ritual of the specific type in which he participates (either as primary OR assistant caster).

Two casters, both possessing the same Formal Mastery may work together on the same ritual, allowing up to a two-step shift but the time is only halved once (see Assistant Caster in the Formal Magic section). Note, this is the only benefit granted if both the primary and assistant caster possess the same Formal Mastery.

Note: The Formal Mastery skills stack with the benefits of special scrolls and/or circles. For example, if a

character had a 1/2 time Enchant Item scroll and Enchantment Mastery, he could use both the benefit from the scroll and the benefit from his Enchantment Mastery.

Special: Masteries are special as they are not tied to either realm of magic. Masteries apply to both sides at the same time.

Alteration Mastery

Alteration Mastery allows the formal magic caster to halve the casting time of any Alteration Ritual he performs. This skill also allows him to make a one step shift with any Alteration Ritual he participates.

Binding Mastery

Binding Mastery allows the formal magic caster to halve the casting time of any Binding Ritual he performs. This skill also allows him to make a one step shift with any Binding Ritual he participates.

Construct Mastery

Construct Mastery allows the formal magic caster to halve the casting time of any Construct creation Ritual he performs. This skill also allows him to make a one step shift with any Construct Ritual he participates as well as grant the created construct +20% Body.

Cursing Mastery

Cursing Mastery allows the formal magic caster to halve the casting time of any Cursing Ritual he performs. This skill also allows him to make a one step shift with any Cursing Ritual he participates.

Destruction Mastery

Destruction Mastery allows the formal magic caster to halve the casting time of any Destruction Ritual he performs. This skill also allows him to make a one step shift with any Destruction Ritual he participates.

Note: The Destruction Mastery skill is not taught in any Guild, University, College, or Academy and the means in which to learn it must be found in-play. Can not be taught by players.

Enchantment Mastery

Enchantment Mastery allows the formal magic caster to halve the casting time of any Enchantment Ritual he performs. This skill also allows him to make a one step shift with any Enchantment Ritual he participates.

Identification Mastery

Identification Mastery allows the formal magic caster to halve the casting time of any Identification Ritual he performs. This skill also allows him to make a one step shift with any Identification Ritual he

participates.

Necromantic Mastery

Necromantic Mastery allows the formal magic caster to halve the casting time of any Necromantic Ritual he performs. This skill also allows him to make a one step shift with any Necromantic Ritual he participates as well as grant the created Undead +20% Body.

Summoning Mastery

Summoning Mastery allows the formal magic caster to halve the casting time of any Summoning Ritual he performs. This skill also allows him to make a one step shift with any Summoning Ritual he participates as well as grant the summoned creature +20% Body.

Transformation Mastery

Transformation Mastery allows the formal magic caster to halve the casting time of any Transformation Ritual he performs. This skill also allows him to make a one step shift with any Transformation Ritual he participates.

Special: In order to learn any of the above skills, a character must pay a sum of twenty-five (25) gold pieces and must find and gain permission to access the specific Guild, University, College, or Academy that teaches this skill (see note for the Destruction Mastery skill). The teacher of this skill may require additional tasks in order to learn this.

*Magic Spell Slot—Celestial**

Prerequisite(s): Read Magic

This skill allows the casting of Celestial spells from memory. See the section on “Spell Slots” at the beginning of the “Magic Skills” section.

*Magic Spell Slot—Earth**

Prerequisite(s): Healing Arts

This skill allows the casting of Earth spells from memory. See the section on Spell Slots at the beginning of the Magic Skills section.

Spell Descriptions

Celestial

Note: Abbreviations can be seen throughout the spell description pages, including to the far right of the black bar underneath each spell name as well as located in the descriptions themselves. These letters are as follows: “D” for Druid, “H” for Healer, “N” for Necromancer, and “EG” for Earth Generalist. Should an “E” be encountered alone, that means that ALL Earth schools have access to that spell, and if “C” is encountered in the same manner, it means that the spell can be accessed by ALL Celestial schools. Spells from the Celestial realm of magic encountered are designated with “CG” for Celestial Generalist, “EL” for Elementalist, and “CO” for Confinist. If in doubt, check the specialty school’s individual spell lists.

Age Limb

Level 7

C**Type:** Metabolic**Item:** Y**Duration:** 10 Minutes**Scroll:** Y**Verbal:** *“I call upon time to age your <limb>”*

The Age Limb spell causes the limb specified by the caster to rapidly age and become infirm. The victim may not use the aged limb to wield weapons, cast spells, or move about. This condition may be healed by a Remedy (EG/H,7), Restore Limb (E,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This effect may also be dispelled by the Disjunction (C,8) spell.

Armor

Level 2

C**Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *“I draw upon Celestial arts to grant you an armor to protect you.”*

The Armor spell provides eight (8) additional Armor Points to the target. These eight (8) points are the first points of armor lost to damage (after Protection Aura). The Armor spell can be combined and worn with any worn armor and Spirit Armor (E,7) or Mage Armor (C,5) spells. It may not be combined with the Stoneskin (D/N,7), Force Armor (CO,7), or Shield (C,1) spells.

As with normal armor, as long as this spell is active, it will protect a spell caster’s verbals, allowing him to cast spells while taking damage.

Charm

Level 6**C****Type: Mind Affecting****Item: Y****Duration: 1 Hour****Scroll: Y****Verbal: "I charm you to do my bidding."**

The Charm spell causes the target to treat the caster as though the caster is his best friend in the world. The victim must stay by the caster's side and will listen to his suggestions.

Although the caster is the victim's best friend, the victim will not mindlessly follow the caster's orders, nor will he do anything which he would not normally do, unless the caster gives him a very good reason.

If the caster's party attacks the victim, the caster must give a convincing reason why he is not helping to defend the victim, or the spell will be broken immediately.

A character already under the effects of another charming [Love Poison, Love Poison #9, Charm (C,6), Friendship (E,7), Influence, Vampyric Dominate, etc.] effect is not affected by a Charm spell. Incredibly powerful effects, such as Supercharm will still work as normal on the character.

This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This condition may also be cured with a Sylvan Fey's "Charm Break" ability and may be dispelled by Disrupt Enchantment (E,6), Dispel Greater Magic (C,6) or Disjunction (C,8).

Circle of Power

Level 9**C****Type: Protection****Item: Y****Duration:** 10 minutes, if formal ritual is started while in circle,
the circle will not go down until the ritual is completed or failed**Scroll: N****Verbal: "I cast a circle of power about me, let none enter here."**

The Circle of Power spell creates a translucent impenetrable globe of force around the caster. No weapons, spells, gases, or anything else may enter or leave the circle except air and spirits of Dead characters (unless the circle is set, see below).

To cast a Circle of Power, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Multiple circles can be drawn with a maximum of three circles cast at one time.

Once cast, the caster must say "circle up" to raise the globe around him. While the circle is up, spells may be cast within the circle but will not be able to affect anything outside the circle.

The circle may be raised and lowered as many times as the caster deems necessary. When the circle is down, it provides no protection for those inside the circle. People, weapons, gases, spells, etc. may enter and leave the circle while it is lowered. Raising a circle merely requires concentration and may be done even if the caster is unable to speak or raise his hands. However, raising the circle must be represented logically by stating aloud, “Circle up!” and the visible effect must be indicated in some way or another by either the raising of the caster’s hand or raising his hand holding an item, be it a weapon, wand, rod, or other item. Lowering a circle is done in the same manner as above but by stating “Circle down!” and lowering of the hand.

If a living being steps on a lowered circle, the circle will not rise when the caster says, “Circle up.” Undead, Constructs, or any creatures without spirits, however, will be thrown off in one direction or the other. The player who is playing the Undead or Construct will choose the direction.

While the circle is up, the caster may “set” the circle by saying, “Circle set.” This will disallow entry to and exit by the spirits of Dead characters. The circle may not be lowered while set. The caster must say, “Circle unset,” to “unset” the circle, followed by, “Circle down” to lower it.

The spell is broken if the caster leaves the circle, dies, or falls unconscious before the duration is up.

If formal is cast within a circle of power the formal spell powers the circle and extends the duration. The first formal ritual started within the circle become the power source. If the ritual is completed or fails the circle is immediately dropped regardless of the duration left. Ritual must be roleplayed.

Delayed Empower

Level 2

C

Type: Enchantment

Item: Y

Duration: 5 Game Days

Scroll: Y

Verbal: *“I call upon Celestial arts to empower you with a delayed empower.”*

The Delayed Empower spell endows the recipient with extra strength. Unlike the Empower spell, this spell may be saved until the character wishes to use it or the spell expires.

If used in conjunction with a weapon (excluding Crossbows), this spell adds two (2) points of damage to the character’s next one (1) attack. The player must add the two points and call the appropriate damage. This will not allow a character to affect a monster affected only by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes, but is not limited to: moving at full speed while carrying another character for ten (10) seconds; throwing another character who is either willing, unconscious, or immobilized, up to ten (10) feet (throwing a character on a roof is not allowed).

More than one of this type of spell may be active on a character at a time (see “Stacking Attack Spells” in the “Wearing Active Spells” section), but only one may be used at a time (only two points may be added

by a Delayed Empower spell to any one blow).

Destroy Mind

Level 7

C G

Type: Mind Affecting

Item: Y

Duration: Instant

Scroll: Y

Verbal: *"With mental might I destroy your mind."*

The Destroy Mind spell allows the caster to bypass the target's armor and do twenty (20) Body Points of damage to the target. A Destroy Mind will not affect mindless creatures such as Undead, constructs, and golems.

Detect Magic

Level 2 – Caster Only

C

Type: Enchantment

Item: Y

Duration: Instant

Scroll: Y

Verbal: *"I call upon the mystic forces to detect all magics before me."*

The Detect Magic spell causes a magical item or active spell to glow. This glow is visible only to the caster. To determine if an item is magical, the item in question must be touched for a duration of three seconds (Detecting 1, Detecting 2, Detecting 3). If the target of this spell is a character with any spells active at the time, the caster will learn that spells are active on him, but not which ones; this spell may only be used to Detect Magics on a willing or incapacitated character. This spell may be flashed by an appropriate spell.

Disarm

Level 1

C

Type: Disarming

Item: Y

Duration: 5 Seconds

Scroll: Y

Verbal: *"I disarm you of your <item>."*

The Disarm spell allows a caster to disarm someone of any hand held item. The weapon must be dropped to the ground and may not be picked up by the target player for five (5) seconds, however, anyone else may pick it up. The exact item to be fumbled must be stated by the caster. Saying, "I disarm you of your weapon" is not sufficient, while saying, "I disarm you of your sword" is specific enough to disarm the weapon, however if a person is wielding two swords it is the victim's prerogative as to which "sword" is disarmed.

Spell packets are not in-game, and monsters' claws are attached to the monster, hence, they may not be disarmed.

*Disjunction***Level 8****C****Type:** Dispelling**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I disjunct all magics with the power of entropy."*

The Disjunction spell will dispel any spell of 8th level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled.

A Defend (E,8) or Major Spell Shield (C,8) will protect all other spells on the target from being dispelled and acts as it would toward any other spell. Spell shields of 6th level or lower [Minor Spell Shield (C,4), Reflect Magic (C,6), Spell Protection (E,4), and Return Magic (E,6)] will be dispelled along with all other spells on the target.

*Dispel Greater Magic***Level 6****C****Type:** Dispelling**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I call forth entropy to dispel all greater magics before me."*

The Dispel Greater Magic spell will dispel any spell of 6th level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled. A Defend (E,8) or Major Spell Shield (C,8) will protect all other spells on the target from being dispelled and acts as it would toward any other spell, while a Return Magic (E,6) or Reflect Magic (C,6) will act as it does against other spells and send the Dispel Greater Magic back at the caster. Spell shields of 4th level [Minor Spell Shield (C,4) and Spell Protection (E,4)] will be dispelled along with all other spells on the target.

*Dispel Lesser Magic***Level 3****C****Type:** Dispelling**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I call upon entropy to dispel all lesser magics before me."*

The Dispel Lesser Magic spell will dispel any spell of 3rd level or lower on one creature or item. All spells on the target that can be dispelled, are dispelled.

A Defend (E,8), Major Spell Shield (C,8), Spell Protection (E,4), or Minor Spell Shield (C,4) will protect all other spells on the target from being dispelled and acts as it would toward any other spell, while a Return Magic (E,6) or Reflect Magic (C,6) will act as it does against other spells and send the Dispel Lesser Magic back at the caster.

*Doom***Level 9****C G - C O****Type:** Death**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I set your doom upon you."*

The Doom spell causes a living character's spirit to immediately leave his body, bringing him to the Dead status (see the "Health Status" and "About Death and Resurrection" sections).

This spell bypasses any armor and dispels all beneficial active spells on the target, regardless of whether the Doom spell can harm the victim or whether he takes damage from the spell rather than dying instantaneously. The Life (EG/D,9) or Revive (H,9) spells are the only way to save a non-Desecrated character that has been killed by a Doom spell. Those that are Desecrated can only be saved by a Death (EG/D/N,9) or Revive (H,9) spell.

If the victim is wearing a Mage Armor (C,5) or Spirit Armor (E,7), then he will not die but will be left with one (1) Body Point. If a creature takes Body Point damage from the Doom spell, then the Mage Armor (C,5) or Spirit Armor (E,7) will protect the creature from any damage but all beneficial spells will still be lost.

*Dragon's Breath***Level 8****C G-E L****Type:** Elemental and Fire**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I call upon the dragon's breath."*

The Dragon's Breath spell allows the caster to shoot a magical bolt of flame at a target, which will do forty (40) points of magical damage. Due to its magical origin, it will not set anything on fire.

Drain Life

Level 7**C****Type:** Metabolic**Item:** Y**Duration:** 10 Minutes**Scroll:** Y**Verbal:** *"With vampyric power, I drain your Life."*

The Drain Life spell drains the majority of life energy from the victim, leaving only enough for him to crawl, fend off killing blows, speak, and drink potions. The victim may not fight, or cast spells.

This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This condition may also be dispelled by the Disjunction(C,8) spell.

As no actual Body Points are taken with this spell, an attacker may not Killing Blow a character who has had his life drained before subduing him (see “Killing Blow” in the “Rules of Offense” section).

Elemental Arrow

Level 5**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I summon forth an elemental arrow of <element>."*

The Elemental Arrow spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do twenty-five (25) points of elemental damage.

Elemental Blade

Level 4**E L****Type:** Enchantment**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I call upon elemental <element> to enchant your blade with <element>".*

The Elemental Blade spell is cast on a person and allows the target to add four (4) points of damage for 3 consecutive attacks with the type of element declared at casting. All damage inflicted by this attack is dealt as fire, ice, or lightning (e.g., “6 Ice!”).

This spell may be saved until the character wishes to use it or until the spell expires. More than one of this type of spell may be active on a character at a time (see “Stacking Attack Spells” in the “Wearing Active Spells” section), but only one may be used at a time.

Elemental Blast

Level 9**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I call forth an elemental blast of <element>."*

The Elemental Blast spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do seventy-five (75) points of elemental damage.

Elemental Burst

Level 2**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I summon forth a burst from the plane of <element>."*

The Elemental Burst spell grants the ability to throw three (3) “5 <element>” packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.

Elemental Dart

Level 1**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I smite you with an elemental dart of <element>."*

The Elemental Dart spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do five (5) points of elemental damage.

Elemental Fury

Level 8**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I summon forth a fury from the plane of <element>."*

The Elemental Fury spell grants the caster the ability to throw three (3) “20 <element>” packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.

Elemental Maelstrom

Level 5**E L****Type:** Elemental and Fire, Ice, or Lightning**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I summon forth a maelstrom from the plane of <element>."*

The Elemental Maelstrom spell grants the caster the ability to throw three (3) “10 <element>” packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.

Elemental Shield

Level 8 – Caster Only**E L****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I grant you immunity to the elements that you may have a shield to protect you."*

Verbal: “I grant you immunity to the elements that you may have a shield to protect you.”

The Elemental Shield spell protects the caster from the next elemental attack that is fire, ice, or lightning in nature as well as any Elemental-based unique battle magic spell.

Note that Acid attacks of any sort may not be flashed with this spell unless the attack is part of a direct damage, unique battle magic spell (e.g. Elemental Blast – Acid, Elemental Arrow – Acid, Elemental Dart –

Acid may be flashed but 20 Acid, 50 Acid, or 100 Acid may not). Other unique Elemental spells may also be flashed with this spell protection (i.e., Elemental Blast – Chaos, Elemental Blast – Death, etc).

Elemental Strike – Acid and other radius-effect Acid effects may not be flashed (unless it is a battle-magic spell).

The player must say “Elemental Shield” to denote that the spell shield absorbed the spell and dissipated. This spell defense will be affected before a general spell shield (see “Wearing Active Spells”).

Empower

Level 1



Type: Enchantment

Item: Y

Duration: 5 Game Days

Scroll: Y

Verbal: *“I empower you that you have the strength of giants.”*

The Empower spell endows the recipient with extra strength. This strength will be used in the next feat the character performs which requires more than his average strength (i.e., it will not be used for the character’s next step but will be used for the character’s next blow with his weapon). This will not allow a character to affect a monster that is only affected by magical damage.

If used in conjunction with a weapon (excluding Crossbows), this spell adds two (2) points of damage to the character’s next one (1) attack. The player must add the two points and call the appropriate damage. This will not allow a character to affect a monster affected only by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes, but is not limited to: moving at full speed while carrying another character for ten (10) seconds; throwing another character who is either willing, unconscious, or immobilized, up to ten (10) feet (throwing a character on a roof is not allowed). More than one of this type of spell may be active on a character at a time, but only one may be used at a time (only two points may be added by an Empower spell to any one blow).

More than one of this type of spell may be active on a character at a time (see “Stacking Attack Spells” in the “Wearing Active Spells” section), but only one may be used at a time (only two points may be added by an Empower spell to any one blow).

Enchanted Blade

Level 4**C****Type:** Enchantment**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I call upon Celestial arts to enchant your blade with magic."*

The Enchanted Blade spell is cast on a person and allows the target to add two (2) points of damage to three consecutive attacks. All damage inflicted by this attack is magical, so call damage as, “x-magic!”. This spell may be saved until the character wishes to use it or until the spell expires.

More than one of this type of spell may be active on a character at a time (see “Stacking Attack Spells” in the “Wearing Active Spells” section), but only one may be used at a time.

Fire/Cold/Lightning Shield

Level 5**E L****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I grant you immunity to <element> that you may have a shield to protect you."*

The Fire/Cold/Lightning Shield Spell protects the recipient from the next chosen elemental-based attack. The player must say “Fire/Cold/Lightning Shield” to denote that the spell shield absorbed the spell and dissipated. The caster must decide at time of casting which element he wants to be protected against. This spell cannot be worn with an Elemental Shield. This spell defense will be affected before a general spell shield (see “Spell Defenses”).

Flame Bolt

Level 4**C G-E L****Type:** Elemental and Fire**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I call forth a flame bolt."*

The Flame Bolt spell allows the caster to shoot a magical bolt of flame at a target, which will do twenty (20) points of magical damage. Due to its magical origin, it will not set anything on fire.

*Force Armor***Level 7 – Caster Only****C O****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I strike upon the eldritch anvil to forge an armor of force to protect me."*

Verbal: "I strike upon the eldritch anvil to forge an armor of force to protect me."

The Force Armor spell grants the caster fifteen (15) Armor Points.

As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing him to cast spells while taking damage.

This spell does not stack with physical armor, nor does it stack with Stoneskin (D/N,7), Armor (C,2), or Shield (C,2).

*Force Shield***Level 8 – Caster Only****C O****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"May this shield protect you from the forces of confinement."*

The Force Shield spell protects the caster from the next confining based attack, magic or otherwise. The player must say "Flash—Force Shield" to denote that the spell shield absorbed the spell and dissipated. This shield is affected before spell shields but after Cloaks.

See "Wearing Active Spells" for more information on stacking spell shields and order of stacking protection.

*Honesty***Level 3****CG-CO****Type:** Mind Affecting**Item:** Y**Duration:** 1 Hour**Scroll:** Y**Verbal:** *"I charge you with honesty to reveal the answers I seek."*

The Honesty spell requires the target character to answer the next three yes or no questions asked of him, by the caster, truthfully. The target may, however, choose not to answer any or all of those questions. The spell is active until the three questions have been asked or until the hour expires.

If a character has an Honesty spell active when a Lie (E,3) spell is cast upon him, the spells will cancel each other on a question-by-question basis. This means that if a character has not answered any questions

since the Honesty spell was cast, he would be able to answer the questions any way he wishes. If, however, the target character had already answered one question truthfully, the other two would only cancel two of the questions from the Lie spell, and he would have to answer the last question falsely.

*Ice Bolt***Level 3****C G-E L****Type: Elemental and Ice****Item: Y****Duration: Instant****Scroll: Y****Verbal: "I strike you with an ice bolt."**

The Ice Bolt spell allows the caster to shoot a magical bolt of ice at a target, which will do fifteen (15) points of magical damage.

*Ice Storm***Level 7****C G-E L****Type: Elemental and Ice****Item: Y****Duration: Instant****Scroll: Y****Verbal: "From the north I call an ice storm forth."**

The Ice Storm spell allows the caster to call forth a storm of ice from the sky and direct it at a target. The storm will do thirty-five (35) points of magical damage.

*Imprison***Level 8****C O****Type: Confining****Item: Y****Duration: Line of Sight****Scroll: Y****Verbal: "I imprison you with eldritch force."**

The Imprison spell allows the caster to surround the target with a form-fitting wall of force. This Imprison may be lowered by the caster (on a 3-count), but doing so terminates the spell. While imprisoned, the target may hear everything but may not move or speak. Only the caster may kill the imprisoned being by giving it a Killing Blow. No other character or monster can do damage to the victim of this spell, even if the victim is in the process of “breaking” it. A being that is imprisoned is not rooted to the ground and may be carried (even if the creature so imprisoned is in the process of breaking it). The caster may also killing blow creatures with the Imprison itself, even those requiring magic to hit. Target must be able to hear the killing blow count and the caster can not take any damage while performing the killing blow. Killing blow count is the standard 3 count killing blow. Can not killing blow if target is in the process of breaking out.

It takes 10 seconds and superhuman strength of +10 or greater to break or attempt to break an Imprison, and doing so causes the target 25 points of damage.

In the case that the Imprison is self-inflicted, it is represented by one arm across the chest and the caster may lower the Imprison when desired. If not forcibly removed from the Imprison by a Disjunction (C,8) spell, it takes a 3-count lower the Imprison—"Returning 1, Returning 2, Returning 3" at which time the spell ends. While the Imprison is being lowered, the caster is immune to everything that this spell normally makes him immune to.

Radius attacks (i.e., 100 Flaming 10' Radius, Imbue Death 10' Radius, etc.) have full effect against characters in an Imprison. A character wearing an appropriate spell shield will be protected from the above spells as per normal.

Regarding magic, it should also be noted that the Imprison spell will only protect target within from battle magic spells (except Disjunction). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

Lightning Bolt

Level 2
C G-E L
Type: Elemental and Lightning
Item: Y
Duration: Instant
Scroll: Y
Verbal: "I summon forth a lightning bolt."

The Lightning Bolt spell allows the caster to shoot a magical bolt of lightning at a target, which will do ten (10) points of magical damage. It will not, however, spark a fire.

Lightning Storm

Level 6
C G-E L
Type: Elemental and Lightning
Item: Y
Duration: Instant
Scroll: Y
Verbal: "I call down a storm of thunder and lightning."

The Lightning Storm spell allows the caster to call forth a storm of lightning from the sky and direct it at a target. The storm will do thirty (30) points of magical damage. It will not, however, spark a fire.

Mage Armor

Mage Armor**Level 5****C****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I cast an eldritch force upon you, mage armor to protect you."*

The Mage Armor spell will protect the non-Desecrated wearer from one of the following: a Death (EG/D/N,9), Doom (CO(CG,9), or Imbue Death (N,9) spell; or a Critical Slay. This spell will also protect the Desecrated wearer from: a Life (EG/D,9), Doom (CO(CG,9), or Imbue Death (N,9) spell; or a Critical Slay. In addition, this spell will protect a Lesser Undead from the Life (EG/D,9), Revive (H,9), or Destroy Undead (H/N,7) spells. However, the character will have only one Body Point left, and the Mage Armor will no longer be active.

Certain creatures that simply take damage from the spells that Mage Armor protects against will take no damage should they be struck with one of the above spells, but the Mage Armor will be used up in the process.

A Mage Armor will also prevent a character from being knocked unconscious as the result of a Waylay, a strength-enhanced (spell or natural) Waylay, or a Magical Waylay. The Waylay will still do the appropriate body damage to the victim and the Mage Armor will be expended. Thwarting a waylay in this fashion does not put your body at 1, instead you only lose the amount of damage that the waylay does.

When struck with a spell or ability that will expend the Mage Armor, the player must say "Mage Armor" to denote that the protection absorbed the attack and dissipated.

Magic Missile

Level 1**C G****Type:** Elemental**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I smite you with a magic missile."*

The Magic Missile spell allows the caster to shoot a magical missile at a target, which will do five (5) points of magical damage.

Major Spell Shield

Level 8**C****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"This charm will give you a major spell shield to protect you."*

The Major Spell Shield spell protects the recipient from the next spell of 8th level or below cast upon him. If the level of that next spell is 3rd through 8th, the player must say "Flash" to denote that the spell shield absorbed the spell and dissipated. If that next spell is 9th level, it will act as if no spell shield is present and the Major Spell Shield will dissipate.

However, if the level of that next spell is 1st or 2nd, the spell shield will absorb the spell but will not be dissipated. The player wearing the Major Spell Shield must say "Flash" when hit with a 1st or 2nd level spell.

Mind Blast

Level 5**C G-C O****Type:** Mind Affecting**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I release a bolt to mind blast my foe."*

The Mind Blast spell allows the caster to bypass the targets armor and do ten (10) points of damage directly to the body.

A Mind Blast will not affect mindless creatures such as Undead, constructs, and golems.

Minor Spell Shield

Level 4**C****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"This charm will give you a minor spell shield to protect you."*

The Minor Spell Shield spell protects the recipient from the next spell of 4th level or below cast upon him. If the level of that next spell is 4th level or below, the player must say "Flash" to denote that the spell shield absorbed the spell and dissipated.

If that next spell is greater than 4th level, it will act as if no shield were there and will dissipate the Minor Spell Shield.

Reflect Magic**Level 6****C****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I give you a charm to reflect magic sent against you."*

The Reflect Magic spell protects the recipient from the next spell of 6th level or below cast upon him by reflecting it back at the caster. If the level of that next spell is 6th level or below, the player must say "Return" or "Reflect" to denote that the spell shield reflected the spell and dissipated. The character wearing the Reflect Magic spell is considered the caster of the reflected spell. A reflected spell may again be returned upon the recipient if the original caster also is wearing a Return or Reflect Magic.

If the cast spell is greater than 6th level, it will act normally and will dissipate the Return Magic spell.

Repulse**Level 2****C G-C O****Type:** Repelling**Item:** Y**Duration:** Concentration**Scroll:** Y**Verbal:** *"I repulse this being from me."*

Upon hitting the target with a spell packet, the Repulse spell causes the target to remain at least ten (10) feet away from the caster. The caster must hold a hand up with the palm of his hand toward the target while the Repulse spell is active.

Undead and elementals are unaffected by this spell.

Shackle**Level 9****C O****Type:** Enchantment**Item:** Y**Duration:** Line of Sight**Scroll:** Y**Verbal:** *"I bind you to this plane with shackles of force."*

The Shackle spell binds the target to this plane in a corporeal state; the target may not phase, rift, teleport, jump into shadows, etc. The only means of escaping is to break Line of Sight. This spell does not affect gaseous form or Mistform.

*Shatter***Level 3****C****Type:** Destruction**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I summon a force to shatter your <item>."*

The Shatter spell allows the caster to shatter an item and render it completely useless. It may be cast on any weapon, shield, or item up to "shield" size. If the item is in possession of a creature then it may only be shattered if it is presently held in hand. It will not make a hole the size of a shield in a larger object. This spell also causes 20 points of damage to skeletal Undead or creatures made of metal or gemstone.

This spell will not affect any enchanted, gilded, adamantine, or mithral item.

*Shatter Armor***Level 5****C****Type:** Destruction**Item:** Y**Duration:** Instant**Scroll:** Y**Verbal:** *"I shatter armor as I would glass."*

The Shatter Armor spell will shatter the target's armor, rendering it completely useless. The target's Armor Points, both mundane and magically granted, will be reduced to zero. This spell also causes 40 points of damage to skeletal Undead or creatures made of metal or gemstone.

This spell will not affect armor that has been enhanced by a Master Armorsmith.

*Shield***Level 1****C****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** *"I weave a mystic force to shield you from harm."*

The Shield spell endows the recipient with four (4) extra Armor Points. These additional points are the first Armor Points lost to damage (after Protection Aura). The Shield spell can be combined and worn with any worn armor and Spirit Armor (E,7) or Mage Armor (C,5) spells. It may not be combined with Armor (C,2), Stoneskin (D/N,7), or Force Armor (CO,7) spells.

As with normal armor, as long as this spell is active, it will protect a spell caster's verbals, allowing him to cast spells while taking damage.

Silence

Level 5**C****Type:** Silencing**Item:** Y**Duration:** 10 Minutes**Scroll:** Y**Verbal:** *"I bind your throat with a cord of silence."*

The Silence spell seals the lips of the target so he may not speak. The target may not cast spells or speak with anyone. However, he must still call damage in combat and announce spell effects (i.e., "Flash", "Reflect", etc.).

Slow

Level 4**C O****Type:** Enchantment**Item:** Y**Duration:** Line of Sight**Scroll:** Y**Verbal:** *"I dam the flow of time to slow your body."*

The Slow spell reduces the target to half speed, making him unable to run or use the Dodge skill. This spell has no effect on targets that are already at half speed.

Snare

Level 4**C G-C O****Type:** Confining**Item:** Y**Duration:** Line of Sight**Scroll:** Y**Verbal:** *"With mystic force I snare your arms."*

The Snare spell snares the arms of the target to his sides. The target may not cast spells or use any weapons or shields. Since this spell does not affect the target's feet, he may still walk or run and may leave the area.

It takes 4 seconds and superhuman strength of +4 or greater to break a Snare, and doing so causes the target 6 points of damage.

Storm Blade**Level 8 – Caster Only****E L****Type:** Enchantment**Item:** Y**Duration:** 5 Game Days**Scroll:** Y**Verbal:** “*I forge your blade with a storm of <element>.*”

The Storm Blade spell allows the caster to add eight (8) points of elemental-based damage for three (3) consecutive attacks with the type of element declared at casting. All damage inflicted by this attack is dealt as fire, ice, or lightning (e.g., “10 Ice!”). This spell may be saved until the character wishes to use it or until the spell expires.

More than one of this type of spell may be active on a character at a time (see “Stacking Attack Spells” in the “Wearing Active Spells” section), but only one may be used at a time.

Trance**Level 5****C****Type:** Mind Affecting**Item:** Y**Duration:** 10 Minutes**Scroll:** Y**Verbal:** “*I drop you into a trance.*”

The Trance spell causes the target to fall into a deep trance. The target may be awakened by being shaken for ten (10) seconds, by dispelling the spell with a Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8); letting it run its course or; by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This spell does not affect mindless beings such as Undead, constructs, or golems.

Trap**Level 3****C G-C O****Type:** Confining**Item:** Y**Duration:** Line of Sight**Scroll:** Y**Verbal:** “*I trap you where you stand.*”

The Trap spell will cause the target’s right foot to be trapped to the ground. The target may pivot on the trapped foot but may not move it.

It takes 3 seconds and superhuman strength of +2 or greater to break a Trap, and doing so causes the target 3 points of damage.

Wall of Force**Level 7****CG-CO****Item: Y****Scroll: Y****Type: Protection****Duration: Line of Sight****Verbal: "I build a wall of force barring all entry."**

The Wall of Force spell allows the caster to, by scribing a straight line in the ground no more than ten (10) feet wide and saying the verbal, create a translucent wall as wide as the line drawn with a height of ten (10) feet. For the wall to be raised, it must remain in contact with the caster's outstretched arm. It may be lowered by the caster at will by simply lowering his arm and saying "Wall Down". While the wall is raised, the caster may take other actions such

as casting spells using his other hand, defending himself, drinking potions, etc. however the wall spell will end the moment his outstretched arm is lowered and is no longer capable of being in contact with the wall. A caster may only have one Wall spell active at a given time.

Only air and the spirits of Dead characters may move through the barrier. Once the caster leaves reach of the wall or is incapacitated, the wall is dispelled.

Ward**Level 9****C****Item: Y****Scroll: N****Type: Protection****Duration: 1 Event****Verbal: "I form a ward about this place so that only the possessor of the key may enter."**

The Ward spell allows the caster to seal a room or building (cannot be cast on any moveable objects such as chests). If someone were to look through an opening in the door or building (i.e., window, door, hole, etc.), he would see a translucent field covering the opening (Note, the translucent field formed by a Ward looks exactly as a Wizard's Lock does). Only air and the spirits of Dead characters may move through the barrier. Wards must have at least one wall and must form a straight line. Some cabins can have up to three wards but all three wards must overlap in one location. Wards may only be cast inside marshaled areas.

When the spell is cast, a lock with a unique key in it must be placed somewhere in the building which the Ward occupies. Once cast, the key must be removed from the lock to raise the Ward. While the Ward is up, spells may be cast within it but will not be able to affect anything outside of the Ward.

Placing the key in the lock will lower the Ward, and it will remain lowered as long as the key is in the lock. The Ward may be raised and lowered as many times as necessary. When the Ward is down, it provides no

protection for those inside the Ward. People, weapons, gases, spells, etc. may enter and leave the Ward while it is lowered.

The key must be uniquely constructed and approved by a Rogue Marshal at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved Ward Key, one does not have a Ward.

If a living being steps on a Ward while it is lowered, the Ward will not rise when the key is removed. Non-living creatures (i.e., Undead, golems, etc.), however, will be thrown off in one direction or the other. The person playing the creature will choose the direction.

See the section on Limits on building protections for further information.

Web

Level 6

C G-C O

Type: Confining

Item: Y

Duration: Line of Sight

Scroll: Y

Verbal: “A web of force will seal your fate.”

The Web spell allows the caster to immobilize his target from the neck down and rooted to the spot where struck. The target may still turn his head and talk. While trapped, the target may be given a Killing Blow (see “Killing Blow” in the “Rules of Offense” section). One may not cut a victim out of a Web and any damage dealt attempting to do so is applied to the victim.

It takes 6 seconds, superhuman strength of +6 or greater to break a Web, and doing so causes the target 12 points of damage.

Wizard's Lock

Level 7

C

Type: Protection

Item: Y

Duration: 1 Event

Scroll: N

Verbal: “I build a wizard's lock that none may enter without the key.”

The Wizard's Lock spell allows the caster to seal a room or building. However, unlike the Ward (C,9) spell, the Wizard's Lock spell may also be cast on a movable object such as a chest or anything that can be logically locked.

If someone were to look through an opening in the door or building (i.e., window, door, hole, etc.), he would see a translucent field covering the opening (Note, the translucent field formed by a Wizard's Lock looks exactly as a Ward does). Only air and the spirits of Dead characters may move through the barrier. Wizard locks when used as cabin defense must have at least one wall and must form a straight line. Wizard locks used as cabin defenses are treated as a ward in regards as maximum number of wards and constructs.

When this spell is used on an object rather than a room or building, those particular Wizard Locks do not count against the Ward/Wizard Lock maximum of a building. For example, one might have one (1) Ward and two (2) Wizard Locks protecting his cabin and five (5) chests sealed with Wizard Locks inside or three (3) Wizard Locks protecting his cabin and two (2) Wizard Locks protecting a pair of chests, and so on.

When the spell is cast, a lock with a unique key in it must be placed somewhere in the building/item which the Wizard's Lock occupies. Once cast, the key must be removed from the lock to raise the Wizard's Lock. While the Wizard's Lock is up, spells may be cast within it but will not be able to affect anything outside of the Wizard's Lock.

Placing the key in the lock will lower the Wizard's Lock, and it will remain lowered as long as the key is in the lock. The Wizard's Lock may be raised and lowered as many times as necessary. When the Wizard's Lock is down, it provides no protection for those inside the Wizard's Lock. People, weapons, gases, spells, etc. may enter and leave the Wizard's Lock while it is lowered.

The key must be uniquely constructed and approved by a Rogue Marshal at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved key, one does not have a Wizard's Lock.

If a living being steps on a Wizard's Lock while it is lowered, the Wizard's Lock will not rise when the key is removed. Non-living creatures (i.e., Undead, golems, etc.), however, will be thrown off in one direction or the other. The person playing the creature will choose the direction.

Please note this spell can be disjuncted.

Celestial Spell Reference Chart

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Confinist	Elementalist	Type	Duration
Age Limb	7	I call upon time to age your <limb>.		X	X	X	Metabolic	10 Minutes
Armor	2	I draw upon Celestial arts to grant you an armor to protect you.	8 Armor	X	X	X	Protection	5 Game Days
Charm	6	I charm you to do my bidding.		X	X	X	Mind Affecting	1 Hour
Circle of Power	9	I cast a circle of power about me, let none enter here.		X	X	X	Protection	10 Minutes
Delayed Empower	2	I call upon Celestial arts to empower you with a delayed empower.	+2 Strength	X	X	X	Enchantment	5 Game Days
Destroy Mind	7	With mental might I destroy your mind.	20 Body	X			Mind Affecting	Instant
Detect Magic	2	I call upon the mystic forces to detect all magics before me.		X	X	X	Enchantment	Instant
Disarm	1	I disarm you of your <item>.		X	X	X	Disarming	5 Seconds
Disjunction	8	I disjunct all magics with the power of entropy.		X	X	X	Dispelling	Instant
Dispel Greater Magic	6	I call forth entropy to dispel all greater magics before me.		X	X	X	Dispelling	Instant
Dispel Lesser Magic	3	I call upon entropy to dispel all lesser magics before me.		X	X	X	Dispelling	Instant
Doom	9	I set your doom upon you.	Dead unless protected	X	X		Death	Instant
Dragon's Breath	8	I call upon the dragon's breath.	40	X		X	Elemental, Fire	Instant
Drain Life	7	With vampyric power, I drain your Life.		X	X	X	Metabolic	10 Minutes
Elemental Arrow	5	I summon forth an elemental arrow of <element>.	25			X	Elemental, <Element>	Instant
Elemental Blade	4	I call upon elemental <element> to enchant your blade with <element>.	+4 <Element> for 3 Swings			X	Elemental, <Element>	5 game Days
Elemental Blast	9	I call forth an elemental blast of <element>.	75			X	Elemental, <Element>	Instant
Elemental Burst	2	I summon forth an elemental burst from the plane of <element>.	3x5 <Element>			X	Elemental, <Element>	Instant
Elemental Dart	1	I smite you with an elemental dart of <element>.	5			X	Elemental, <Element>	Instant
Elemental Fury	8	I summon forth a fury from the plane of <element>.	3x20 <Element>			X	Elemental, <Element>	Instant

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Confinist	Elementalist	Type	Duration
Elemental Maelstrom	5	I summon forth a maelstrom from the plane of <element>.	3x10 <Element>			X	Elemental, <Element>	Instant
Elemental Shield	8	I grant you immunity to the elements that you may have a shield to protect you.				X	Protection	5 Game Days
Empower	1	I empower you that you have the strength of giants.	+ 2 Strength	X	X	X	Enchantment	5 Game Days
Enchanted Blade	4	I call upon Celestial arts to enchant your blade with magic.	+ 2 Magic for 3 Swings	X	X	X	Enchantment	5 Game Days
Fire/Cold/Lightning Shield	5	I grant you immunity to <element> that you may have a shield to protect you.				X	Protection	5 Game Days
Flame Bolt	4	I call forth a flame bolt	20	X		X	Elemental, Fire	Instant
Force Armor	7	I strike upon the eldritch anvil to forge an armor of force to protect me.	15 Armor		X		Protection	5 Game Days
Force Shield	8	May this shield protect you from the forces of confinement.			X		Protection	5 Game Days
Honesty	3	I charge you with honesty to reveal the answers I seek.		X	X		Mind Affecting	1 Hour
Ice Bolt	3	I strike you with an ice bolt.	15	X		X	Elemental, Ice	Instant
Ice Storm	7	From the north I call an ice storm forth.	35	X		X	Elemental, Ice	Instant
Imprison	8	I imprison you with eldritch force.			X		Confining	Line of Sight
Lightning Bolt	2	I summon forth a lightning bolt.	10	X		X	Elemental, Lightning	Instant
Lightning Storm	6	I call down a storm of thunder and lightning.	30	X		X	Elemental, Lightning	Instant
Mage Armor	5	I cast an eldritch force upon you, mage armor to protect you.		X	X	X	Protection	5 Game Days
Magic Missile	1	I smite you with a magic missile.	5	X			Elemental	Instant
Major Spell Shield	8	This charm will give you a major spell shield to protect you.		X	X	X	Protection	5 Game Days
Mind Blast	5	I release a bolt to mind blast my foe.	10 Body	X	X		Mind Affecting	Instant
Minor Spell Shield	4	This charm will give you a minor spell shield to protect you.		X	X	X	Protection	5 game Days
Reflect Magic	6	I give you a charm to reflect magic sent against you.		X	X	X	Protection	5 Game Days
Repulse	2	I repulse this being from me.		X	X		Repelling	Conc.
Shackle	9	I bind you to this plane with shackles of force.			X		Enchantment	Line of Sight

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Confinist	Elementalist	Type	Duration
Shatter	3	I summon a force to shatter your <item>.		X	X	X	Destruction	Instant
Shatter Armor	5	I shatter armor as I would glass.		X	X	X	Destruction	Instant
Shield	1	I weave a mystic force to shield you from harm.	4 Armor	X	X	X	Protection	5 Game Days
Silence	5	I bind your throat with a cord of silence.		X	X	X	Silencing	10 Minutes
Slow	4	I dam the flow of time to slow your body.			X		Enchantment	Line of Sight
Snare	4	With mystic force I snare your arms.		X	X		Confining	Line of Sight
Storm Blade	8	I forge your blade with a storm of <element>.	+8 <element> 3 swings			X	Elemental, Element	5 Game Days
Trance	5	I drop you into a trance.		X	X	X	Mind Affecting	10 Minutes
Trap	3	I trap you where you stand.		X	X		Confining	Line of Sight
Wall of Force	7	I build a wall of force barring all entry.		X	X		Protection	Line of Sight
Ward	9	I form a ward about this place so that only the possessor of the key may enter.		X	X	X	Protection	1 Event
Web	6	A web of force will seal your fate.		X	X		Confining	Line of Sight
Wizard's Lock	7	I build a wizard's lock that none may enter without the key.		X	X	X	Protection	1 Event

Earth Spell Descriptions

Reversible Spells

Many of the spells from some of the schools of Earth Magic are reversible [i.e., Paralyze (E,8) and Unparalyze (E,8)]. These types of spells do not have to be learned or memorized separately. The decision of how the spell is used is chosen at the time of casting by stating the appropriate verbal.

Note: Abbreviations can be seen throughout the spell description pages, including to the far right of the black bar underneath each spell name as well as located in the descriptions themselves. These letters are as follows: “D” for Druid, “H” for Healer, “N” for Necromancer, and “EG” for Earth Generalist. Should an “E” be encountered alone, that means that ALL Earth schools have access to that spell, and if “C” is encountered in the same manner, it means that the spell can be accessed by ALL Celestial schools. Spells from the Celestial realm of magic encountered are designated with “CG” for Celestial Generalist, “EL” for Elementalist, and “CO” for Confinist. If in doubt, check the specialty school’s individual spell lists.

Annihilate Undead

Level 9
H**Type: Undead Destruction****Item: Y****Duration: Instant****Potion: N****Verbal: “I call upon the powers of Law to annihilate this Undead.”**

The Annihilate Undead spell allows the caster to destroy, utterly, one Lesser Undead, regardless of protections it is wearing. The affected Undead, once destroyed, cannot be brought back by any means, not even by a Death (EG/D,9) spell.

This spell will do 75 points of damage to a Greater Undead, even if it is protected by a Mage Armor (C,5) or Spirit Armor (E,7).

This spell will not affect living beings or their spell shields, although if a Dead, Desecrated target is hit with it, the body will be turned to dust and must go resurrect.

Bind

Level 5
E G-D-H**Type: Confining****Item: Y****Duration: Line of Sight****Potion: N****Verbal: “With mystic thread, I bind you fast.”**

The Bind spell binds the arms of the target to his sides. The target may not cast spells or use any weapons or shields. Since this spell does not affect the target’s feet, he may still walk, run, and leave Line of Sight.

It takes 4 seconds and superhuman strength of +4 or greater to break a Bind, and doing so causes the target 6 points of body damage. Reversible: Unbind (EG, D, H)

Bless**Level 1****E****Type: Enchantment****Item: Y****Duration: 5 Game Days****Potion: Y****Verbal: "I call upon the forces of the Earth to bless this spirit."**

The Bless spell endows the recipient with four (4) extra Body Points but cannot be used to revive an unconscious person. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Greater Bless (E,4) or Superior Bless (H,5) spell.

Cause Critical Wounds**Level 6****E G-D-N****Type: Chaos****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon Chaos itself to cause critical wounds."**

The Cause Critical Wounds spell allows the caster to bypass a target's armor and do twenty-four (24) points of Body Damage to those targets that are healed by normal means.

This spell will cure twenty-four (24) Body Points of damage to a Desecrated character and can restore him to consciousness with twenty-four (24) Body Points or forty-eight (48) Body

Points if the character is Undead. It will also save a Desecrated or Undead character from the Slain status, restoring him to consciousness, and curing twenty-four (24) points of damage or forty-eight (48) if an Undead. This spell has no effect on a Dead character. Reversible: Cure Critical Wounds (EG, D)

Cause Disease

Level 3**E G-D****Type: Chaos and Metabolic****Item: Y****Duration: Instant or 1 Hour****Potion: Y****Verbal: "I call upon the powers of Chaos to cause disease."**

The Cause Disease spell will infect the non-Desecrated victim with a non-contagious, yet lethal, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cure Disease (EG/D,3), Remedy (EG/H,7), Heal Mortal Wounds (H,8), or Renew (G/D,8) spell. This condition may also be dispelled by Dispel Lesser Magic (C,3), Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), and Disjunction (C,8). Alternatively, this spell will cure a Desecrated target of any disease he has been afflicted with.

While diseased, a character cannot run or use the Dodge skill. The character's strength is also reduced by two (2), making him call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects. Reversible: Cure Disease (EG, D)

*Cause Light Wounds***Level 1****E G-D-N****Type: Chaos****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon Chaos to cause light wounds."**

The Cause Light Wounds spell allows the caster to bypass a target's armor and do four (4) points of Body Damage to those targets that are healed by normal means.

This spell will cure four (4) Body Points of damage to a Desecrated character and can restore him to consciousness with four (4) Body Points. This spell heals an Undead character twice this amount, eight (8) Body Points. This spell has no effect on a Slain or Dead character. Reversible: Cure Light Wounds (EG, D)

*Cause Serious Wounds***Level 4****E G-D-N****Type: Chaos****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon Chaos to cause serious wounds."**

The Cause Serious Wounds spell allows the caster to bypass a target's armor and do sixteen (16) points of Body Damage to those targets that are healed by normal means.

This spell will cure sixteen (16) Body Points of damage to a Desecrated character and can restore him to consciousness with sixteen (16) Body Points. This spell heals an Undead character twice this amount, thirty two (32) Body Points. This spell has no effect on a Slain or Dead character. Reversible: Cure Serious Wounds (EG, D)

Cause Wounds

Level 2

Type: Chaos

Duration: Instant

Verbal: *"I call upon Chaos to cause wounds."*

E G-D-N

Item: Y

Potion: Y

The Cause Wounds spell allows the caster to bypass a target's armor and do eight (8) points of Body Damage to those targets that are healed by normal means. This spell has no effect on a Slain or Dead character.

This spell will cure eight (8) Body Points of damage to a Desecrated character and can restore him to consciousness with eight (8) Body Points. This spell heals an Undead character twice this amount, thirty two (16) Body Points. Reversible: Cure Wounds (EG, D)

Circle of Protection

Level 9

E

Type: Protection

Item: Y

Duration: ¹⁰ minutes, if formal ritual is started while in circle,
the circle will not go down until the ritual is completed or failed

Potion: N

Verbal: *"I cast a circle of protection about me; let none enter here."*

The Circle of Protection spell creates a translucent impenetrable globe of force around the caster. No weapons, spells, gases or anything else may enter or leave the circle, except air and spirits of Dead characters (unless the circle is set, see below).

To cast a Circle of Protection, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Multiple circles can be drawn with a maximum of three circles cast at one time.

Once cast, the caster must say "circle up" to raise the globe around him. While the circle is up, spells may be cast within the circle but will not be able to affect anything outside the circle.

The circle may be raised and lowered as many times as the caster deems necessary. When the circle is down, it provides no protection for those inside the circle. People, weapons, gases, spells, etc. may enter and leave the circle while it is lowered. Raising a circle merely requires concentration and may be done even if the caster is unable to speak or raise his hands. However, raising the circle must be represented logically by stating aloud, "Circle up!" and the visible effect must be indicated in some way or another by either the raising of the caster's hand or raising his hand holding an item, be it a weapon, wand, rod, or other item.

Lowering a circle is done in the same manner as above but by stating “Circle down!” and lowering of the hand.

If a living being steps on a lowered circle, the circle will not rise when the caster says, “Circle up.” Undead, Constructs, or any creatures without spirits, however, will be thrown off in one direction or the other. The player who is playing the Undead or Construct will choose the direction.

While the circle is up, the caster may “set” the circle by saying, “Circle set.” This will disallow entry to and exit by the spirits of Dead characters. The circle may not be lowered while set. The caster must say, “Circle unset,” to “unset” the circle, followed by, “Circle down” to lower it.

The spell is broken if the caster leaves the circle, dies, or falls unconscious before the duration is up.

If formal is cast within a circle of power the formal spell powers the circle and extends the duration. The first formal ritual started within the circle become the power source. If the ritual is completed or fails the circle is immediately dropped regardless of the duration left. Ritual must be roleplayed.

Cleanse Blood

Level 5

H

Type: Healing

Item: Y

Duration: Instant

Potion: N

Verbal: *“With the essence of Life, I cleanse your blood.”*

The Cleanse Blood spell will remove any foreign substance in the target’s blood. This includes the Poison (EG/D,5) and Inflict Poison (N,5) spell, poisons, alcohol, etc.

Cleanse Disease

Level 3

H

Type: Healing

Item: Y

Duration: Instant

Potion: N

Verbal: *“With the essence of Life, I cleanse your body of disease.”*

The Cleanse Disease spell will cure a target of any disease, magical or conventional—this includes the Cause Disease (EG/D,3) and Inflict Disease (N,3) spells as well as the Cure Disease (EG/D,3) spell inflicted upon a Desecrated character.

Control Undead

Level 4**N****Type: Necromancy****Item: Y****Duration: 1 Hour****Potion: N****Verbal:** *"By Death's dark mantle and the powers of Necromancy, I control Undead to do as I bid."*

The Control Undead spell grants the caster the ability to throw three (3) packets that will deliver the Control Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating "Control Undead!" while throwing each packet.

The Control Undead spell will allow the caster to control any uncontrolled, Lesser Undead struck by the spell. Any Lesser Undead struck by the spell that is not given a command will simply stand there until a command is given by the caster. The caster may give each Lesser Undead which he controls one simple command (i.e., "Guard me", "Kill yourself", "Run that way", etc.). Any commands which would give the caster the ability to give the controlled Undead more commands (i.e., "Obey my every command", "Do what I tell you for an hour", etc.) are not acceptable. Greater Undead cannot be controlled with this spell.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield, however the shield will be blown.

The spell shields of living beings struck by the spell are unaffected.

Create Ghoul

Level 9**N****Type: Necromancy****Item: Y****Duration: 1 Hour****Potion: N****Verbal:** *"By the power of Necromancy, I create a ghoul to serve my will."*

The Create Ghoul spell allows the caster to turn a non-Undead, non-Desecrated, Dead creature into a Lesser Ghoul. Unlike zombies created via Create Undead (N,7), the Ghoul can be healed even when it reaches zero Body Points.

- ❖ A ghoul created by this spell has the following statistics:
- ❖ 80 Body
- ❖ Armor Points the victim had remaining

-  +4 Strength (May wield weapons or use claws, can call 7 Paralyze with Claws)
-  Standard Lesser Undead Package
-  +2 Proficiency / 1 Critical Slay

The ghoul is unintelligent, has none of the skills or memories the victim had in life, and may not speak. It may only wield a weapon or claw. Once created, the caster controls the Ghoul completely, able to give it multiple commands for one hour. The victim who has been created into a ghoul cannot be restored to life by any means.

This spell will not affect living beings or their spell shields.

Create Undead

Level 7

N

Type: Necromancy

Item: Y

Duration: 1 Hour

Potion: N

Verbal: *"By the power of Necromancy, I call you forth and create Undead to walk the Earth."*

The Create Undead spell allows the caster to turn a non-Undead, non-Desecrated, Dead creature into a zombie. The zombie thus created will have half the number of Body Points the victim had in life, whatever armor is left on the corpse, may move at half-speed, and may wield a single weapon and call base damage for that weapon. This spell will not affect living beings or their spell shields should they not be at one of the aforementioned statuses. The caster may then give the zombie, which he created, one command (i.e., "Guard me", "Kill yourself", "Walk that way", etc.). Any commands which would give the caster the ability to give the created Undead more commands (i.e., "Obey my every command", "Do what I tell you for an hour", etc.) are not acceptable. The zombie is unintelligent, has none of the skills or memories the victim had in life, and may not speak.

The zombie created by this spell gains the abilities and weaknesses of a standard Lesser Undead (see Standard Lesser Undead Package for details) but when the zombie reaches zero (0) Body Points, it will turn to dust.

The victim who has been created into a zombie cannot be restored to life by any means. This spell will not affect living beings or their spell shields. Reversible: Destroy Undead (H-N)

Cure Critical Wounds**Level 6****Type:** Curing**Duration:** Instant**Verbal:** *"I call upon the Earth to cure critical wounds."***E G-D****Item:** Y**Potion:** Y

The Cure Critical Wounds spell will cure twenty-four (24) Body Points of damage to a character and can restore him to consciousness with twenty-four (24) Body Points. It will also save a character from the Slain status, restoring him to consciousness, and curing twenty-four (24) points of damage. This spell has no effect on a Dead character.

This spell allows the caster to bypass a Desecrated target's armor and do twenty-four (24) points of Body Damage.

This spell will do forty-eight (48) Body Points of damage to an Undead creature. Reversible: Cause Critical Wounds (EG, D)

Cure Disease**Level 3****Type:** Curing and Metabolic**Duration:** Instant**Verbal:** *"I cure you of all invading disease."***E G-D****Item:** Y**Potion:** Y

The Cure Disease spell will cure a non-Desecrated target of any disease he has been inflicted with. The Cure Disease spell will also infect a Desecrated victim with a non-contagious, yet painful, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cause Disease (EG/D,3), Remedy (EG/H,7), Heal Mortal Wounds (H,8), or Waste (EG/D/N,8) spell. This condition may also be dispelled by Dispel Lesser Magic (C,3), Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), and Disjunction (C,8).

While diseased, a character cannot run or use the Dodge skill. The character's strength is also reduced by two (2), making him call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects. Reversible: Cause Disease (EG, D)

Cure Light Wounds**Level 1****E G-D****Type: Curing****Item: Y****Duration: Instant****Potion: Y****Verbal: "I grant rest and warmth to cure light wounds."**

The Cure Light Wounds spell will cure four (4) Body Points of damage to a character and can restore him to consciousness with four (4) Body Points. This spell has no effect on a Slain or Dead character.

This spell allows the caster to bypass a Desecrated target's armor and do four (4) points of Body Damage.

This spell will do eight (8) Body Points of damage to an Undead creature. Reversible: Cause Light Wounds (EG, D)

Cure Serious Wounds**Level 4****E G-D****Type: Curing****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon the powers of Life to cure serious wounds."**

The Cure Serious Wounds spell will cure sixteen (16) Body Points of damage to a character and can restore him to consciousness with sixteen (16) Body Points. This spell has no effect on a Slain or Dead character.

This spell allows the caster to bypass a Desecrated target's armor and do sixteen (16) points of Body Damage.

This spell will do thirty-two (32) Body Points of damage to an Undead creature. Reversible: Cause Serious Wounds (EG, D)

Cure Wounds**Level 2****E G-D****Type: Curing****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon the land to restore you and cure your wounds."**

The Cure Wounds spell will cure eight (8) Body Points of damage to a character and can restore him to consciousness with eight (8) Body Points. This spell has no effect on a Slain or Dead character.

This spell allows the caster to bypass a Desecrated target's armor and do eight (8) points of Body Damage.

This spell will do sixteen (16) Body Points of damage to an Undead creature. Reversible: Cause Wounds (EG, D)

*Curse***Level 8****E****Type: Cursing****Item: Y****Duration: 1 Event****Potion: N****Verbal: "I curse you to die a painful death."**

The Curse spell causes the victim to receive twice the amount of damage from any and all sources until the spell is removed. The damage is doubled before being applied to the character's defenses.

If the victim of a Curse spell receives a Remove Curse (E,8) or Disjunction (C,8) spell or Resurrects, the Curse will be removed. Reversible: Remove Curse (E)

*Curse of Ineptitude***Level 6****EG****Type: Cursing****Item: Y****Duration: Line of Sight****Potion: N****Verbal: "I curse you with ineptitude."**

The Curse of Ineptitude spell causes the target to be generally inept in combat, making it very difficult to connect with his opponents. This reduction in combat effectiveness causes the target to call eight (8) fewer points of damage in combat, to a minimum of zero (0), regardless of whether he has Weapon Proficiencies or Enhanced Strength. This spell may be removed by a Disrupt Enchantment (E,6), Remove Curse (E,8), Dispel Greater Magic (C,6), or Disjunction (C,8) spell.

This spell will stack with other spells and effects that decrease the amount of damage a target can call but does not affect the target's strength in any way.

*Death***Level 9****E G-D-N****Type: Death****Item: Y****Duration: Instant****Potion: N****Verbal: "I grant you the gift of Death."**

The Death spell causes a living character's spirit to leave his body, immediately bringing him to the Dead status (see the "Health Status" and "About Death and Resurrection" sections).

This spell bypasses any armor and dispels all beneficial active spells on the victim, regardless of healing

type taken. This spell may also bring back to life a Dead Desecrated or Undead target with one (1) Body Point.

The Life (EG/D,9) and Revive (H,9) spells are the only ways to save a character that has been killed by a Death spell.

If the victim is wearing a Mage Armor (C,5) or Spirit Armor (E,7), then he will not die but will be left with one (1) Body Point. If a creature takes Body damage from the Death spell, then the Mage Armor (C,5) or Spirit Armor (E,7) will protect the creature from any damage but all beneficial spells will still be lost.

Reversible: Life (EG, D)

Decay

Level 4

N

Type: Necromancy

Item: N

Duration: Instant

Potion: N

Verbal: *"I call upon the forces of Necromancy to decay your body."*

The Decay spell will lower the dissipate count of the target to two (2) minutes (see the "Health Status" and "About Death and Resurrection" sections). This spell has no effect if the target is already past two minutes on his dissipate count.

This spell will not affect living beings or their spell shields.

Defend

Level 8

E

Type: Protection

Item: Y

Duration: 5 Game Days

Potion: Y

Verbal: *"I call upon the Earth to defend you from magic."*

The Defend spell protects the recipient from the next spell of 8th level or below cast upon him. If the level of that next spell is 3rd through 8th, the player must say "Flash" to denote that the spell shield absorbed the spell and dissipated. If that next spell is 9th level, it will act as if no spell shield is present and the Defend will dissipate.

However, if the level of that next spell is 1st or 2nd, the spell shield will absorb the spell but will not be dissipated. The player wearing the Defend must say "Flash" when hit with a 1st or 2nd level spell.

*Destroy***Level 3****E****Type: Destruction****Item: Y****Duration: Instant****Potion: N****Verbal:** “*I summon a force to destroy your <item>.*”

The Destroy spell allows the caster to destroy an item and render it completely useless. It may be cast on any weapon, shield, or item up to “shield” size. If the item is in possession of a creature then it may only be destroyed if it is presently held in hand. It will not make a hole the size of a shield in a larger object. This spell also causes 20 points of damage to skeletal Undead or creatures made of metal or gemstone.

This spell will not affect any enchanted, gilded, adamantine, or mithral item.

*Destroy Armor***Level 6****E****Type: Destruction****Item: Y****Duration: Instant****Potion: N****Verbal:** “*I summon a force to destroy armor.*”

The Destroy Armor spell will destroy the target’s armor, rendering it completely useless. The target’s Armor Points, both mundane and magically granted, will be reduced to zero. This spell also causes 40 points of damage to skeletal Undead or creatures made of metal or gemstone.

This spell will not affect armor that has been enhanced by a Master Armorsmith.

*Destroy Undead***Level 7****H-N****Type: Undead Destruction****Item: Y****Duration: Instant****Potion: N****Verbal:** “*I destroy this Undead abomination before me.*”

The Destroy Undead spell allows the caster to destroy, utterly, one Lesser Undead. The affected Undead, once destroyed, cannot be brought back by any means, not even by a Death (EG/D,9) spell. If the Lesser Undead is wearing a Mage Armor (C,5) or Spirit Armor (E,7), the defense will be dispelled and the Lesser Undead will have only one (1) Body Point remaining. Should the Lesser Undead be wearing a Major Spell Shield (C,8) or Defend (E,8), the creature will be protected normally.

This spell will do 50 points of damage to a Greater Undead, even if it is protected by a Mage Armor (C,5) or Spirit Armor (E,7). A Major Spell Shield (C,8) or Defend (E,8) will, however, protect the Greater Undead

normally.

This spell will not affect living beings or their spell shields, although if a Dead Desecrated target is hit with it, the body is turned to dust and he must immediately go resurrect. Reversible: Create Undead (N)

Disrupt Enchantment

Level 6

E

Type: Dispelling

Item: Y

Duration: Instant

Potion: N

Verbal: "I call upon the Earth to disrupt all enchantments before me."

The Disrupt Enchantment spell will dispel any spell of 6th level or lower. All spells within the area of effect that can be dispelled, are dispelled. The area of effect for this spell is a door-sized area, so it may be cast on a wall, door, pile of items, etc.

A Defend (E,8), Major Spell Shield (C,8), Return Magic (E,6), or Reflect Magic (C,6) will protect all other spells on the target from being dispelled and act as it would toward any other spell. Spell shields of 4th level [Minor Spell Shield (C,4) and Spell Protection (E,4)] will be dispelled along with all other spells on the target.

Elude Undead

Level 2 – Caster Only

N

Type: Necromancy

Item: N

Duration: 10 Minutes

Potion: N

Verbal: "Servants of Undeath, be humbled by the darkness within me."

The Elude Undead spell allows the caster to identify himself to all Undead, both lesser and greater, that he is a Necromancer. The Undead will not attack the caster unless provoked. However, caution is advised when dealing with Greater Undead, they have been known to have the strength of will to attack those even under an Elude Undead.

The character under the effects of an Elude Undead Spell must walk with one arm crossed across his chest to show to others he is under the effects of the spell. While concentrating on

this spell, the caster may not attack (including but not limited to the use of weapons, spells, alchemy, and poisons) but may still block incoming attacks using a weapon or shield with the arm not crossed over the chest. Other activities which require the caster's concentration to accomplish (i.e., First Aid, Armorsmith, etc.) will also prematurely end the spell.

Endow

Level 2	E
Type: Enchantment	Item: Y
Duration: 5 Game Days	Potion: Y
Verbal: "I endow you with ogre strength."	

The Endow spell endows the recipient with extra strength. This strength will be used in the next feat the character performs which requires more than his average strength (i.e., it will not be used for the character's next step but will be used for the character's next attack with his weapon).

If used in conjunction with a weapon (excluding Crossbows), this spell adds two (2) points of damage to the character's next one (1) attack. The player must add the two points and call the appropriate damage. This will not allow a character to affect a monster affected only by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes, but is not limited to: moving at full speed while carrying another character for ten (10) seconds; throwing another character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a character on a roof is not allowed).

More than one of this type of spell may be active on a character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only two points may be added by an Endow spell to any one blow).

Entangle

Level 3	D
Type: Confining	Item: Y
Duration: Line of Sight	Potion: N
Verbal: "I call upon the forces of Nature to entangle you."	

The Entangle spell causes the victim to be immobilized from the neck down and rooted to the spot where struck. The Entangle spell may be "snapped" with an Endow (E,2), Empower (C,1), Delayed Empower (C,2), or Greater Endow (E,4) spell.

Creatures with superhuman strength of +2 or greater can snap an Entangle and take no damage from doing so. Note that this spell may be cast anywhere.

Another character may cut a victim out of an Entangle with an edged weapon on a ten-count, ("Cutting 1, Cutting 2, Cutting 3," etc.). If the cutting count is interrupted in any way, the character must restart his cutting count each time.

Fear

Level 3**E****Type: Mind Affecting****Item: Y****Duration: 1 Minute****Potion: N****Verbal: "I command you to fear me."**

The Fear spell causes the target to be afraid of the caster. The target may no longer attack or defend himself from the caster for one (1) minute, or until the caster is incapacitated by a being other than the victim. The target may leave the combat area (but this doesn't remove the Fear effect) and can attack and defend himself from any other attacker, cast spells, and drink potions to remove the Fear effect. The Disjunction (C,8), Dispel Greater Magic (C,6), Dispel Lesser Magic (C,3), Renew (EG/D, 8), Heal Mortal Wounds (H,8), Remedy (EG/H,7), Disrupt Enchantment (E,6), and Remove Fear (E,3) spells will remove the effects of this spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. Reversible: Remove Fear (EG, D, H)

Friendship

Level 7**E G-D-H****Type: Mind Affecting****Item: Y****Duration: 1 Hour****Potion: N****Verbal: "I bind you in friendship to me."**

The Friendship spell causes the target to treat the caster as though the caster is his best friend in the world. The victim must stay by the caster's side and will listen to his suggestions.

Although the caster is the victim's best friend, the victim will not mindlessly follow the caster's orders, nor will he do anything which he would not normally do, unless the caster gives him a very good reason.

If the caster's party attacks the victim, the caster must give a convincing reason why he is not helping defend the victim or the spell will be broken immediately.

A character already under the effects of another charming [Love Poison, Love Poison #9, Charm (C,6), Friendship (EG/D/H,7), Influence, Vampyric Dominate, etc.] effect is not affected by a Friendship spell. Incredibly powerful effects, such as Supercharm, will still work as normal on the character.

This condition may be healed by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (E/D/N,8) in the above list. This condition may also be cured with a Sylvan Fey's "Charm Break" ability or dispelled via the Disjunction (C,8) spell.

Fumble**Level 1****E****Type:** Disarming**Item:** Y**Duration:** 5 seconds**Potion:** N**Verbal:** "I command you to fumble your <item>."

The Fumble spell allows a caster to disarm someone of any hand-held item. The item must be dropped to the ground and may not be picked up by the victim for five (5) seconds.

However, anyone else may pick it up. The exact item to be fumbled must be stated by the caster. Saying, "I command you to fumble your weapon," is not sufficient, while saying, "I command you to fumble your sword" is specific enough to fumble the weapon, however if a person is wielding two swords it is the victim's prerogative as to which "sword" is fumbled.

Greater Bless**Level 3****E****Type:** Enchantment**Item:** Y**Duration:** 5 Game Days**Potion:** Y**Verbal:** "I grant you the gift of a greater bless."

The Greater Bless spell endows the recipient with eight (8) extra Body Points, but cannot be used to heal an unconscious person. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Bless (E,1) or Superior Bless (H,5) spell.

Greater Control Undead**Level 7****N****Type:** Necromancy**Item:** Y**Duration:** 1 Hour**Potion:** N**Verbal:** "With Necromantic might, I demand these Undead follow my bidding."

The Greater Control Undead spell grants the caster the ability to throw three (3) packets that will deliver the Greater Control Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating "Greater Control Undead!" while throwing each packet.

The Greater Control Undead spell will allow the caster to control any uncontrolled, Lesser Undead struck by the spell. Any Lesser Undead struck by the spell that is not given a command will simply stand there until a command is given by the caster. The caster may give each Lesser Undead which he controls multiple simple commands (i.e., "Guard me", "Kill yourself", "Run that way", etc.).

Greater Undead cannot be controlled with this spell. Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield, however the shield will be blown.

The spell shields of living beings struck by the spell are unaffected.

Greater Endow

Level 4

E

Type: Enchantment

Item: Y

Duration: 5 Game Days

Potion: Y

Verbal: *"I call upon the Earth to endow you with its strength."*

The Greater Endow spell endows the recipient with extra strength. Unlike the Endow spell, this spell may be saved until the character wishes to use it or until the spell expires.

If used in conjunction with a weapon (excluding Crossbows), this spell adds four (4) points of damage to the character's next one (1) attack. The player must add the four points and call the appropriate damage. This will not allow a character to affect a monster that is only affected by magical damage.

The spell may be used in any other way that requires a great feat of strength. This includes but is not limited to: moving at full speed while carrying another character for ten (10) seconds; throwing another character who is either willing, unconscious, or immobilized, up to 10 feet (throwing a character on a roof is not allowed).

More than one of this type of spell may be active on a character at a time (see "Stacking Attack Spells" in the "Wearing Active Spells" section), but only one may be used at a time (only four points may be added by a Greater Endow spell to any one blow).

Heal Critical Wounds

Level 6

H

Type: Healing

Item: Y

Duration: Instant

Potion: N

Verbal: *"With the essence of Life I heal your critical wounds."*

The Heal Critical Wounds spell will heal forty-eight (48) Body Points of damage to any non-Undead target and can restore him to consciousness with forty-eight (48) Body Points. It will also save a character from the Slain status, restoring him to consciousness, and healing forty-eight (48) points of damage. This spell has no effect on a Dead character.

This spell will do forty-eight (48) Body Points of damage to an Undead creature.

Heal Light Wounds

Level 1**H****Type: Healing****Item: Y****Duration: Instant****Potion: N****Verbal: "With the essence of Life I heal your light wounds."**

The Heal Light Wounds spell will heal eight (8) Body Points of damage to a character and can restore him to consciousness with eight (8) Body Points. This spell has no effect on a Slain or Dead character.

This spell will do eight (8) Body Points of damage to an Undead creature.

Heal Mortal Wounds

Level 8**H****Type: Healing****Item: Y****Duration: Instant****Potion: N****Verbal: "With the essence of Life I heal your mortal wounds."**

The Heal Mortal Wounds spell allows the caster to heal any non-Undead target of sixty-four (64) Body Points of damage as well as healing the target of all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects and can restore him to consciousness, with sixty-four (64) Body Points. It will also save a character from the Slain status, restoring him to consciousness, and healing sixty-four (64) points of damage. This spell has no effect on a Dead character.

This spell will do sixty-four (64) Body Points of damage to an Undead creature.

Heal Serious Wounds

Level 4**H****Type: Healing****Item: Y****Duration: Instant****Potion: N****Verbal: "With the essence of Life I heal your serious wounds."**

The Heal Serious Wounds spell will heal thirty-two (32) Body Points of damage to a character and will restore him to consciousness with thirty-two (32) Body Points. This spell has no effect on a Slain or Dead character.

This spell will do thirty-two (32) Body Points of damage to an Undead creature.

Heal Wounds

Level 2**H****Type: Healing****Item: Y****Duration: Instant****Potion: N****Verbal: "With the essence of Life I heal your wounds."**

The Heal Wounds spell will heal sixteen (16) Body Points of damage to a character and will restore him to consciousness with sixteen (16) Body Points. This spell has no effect on a Slain or Dead character.

This spell will do sixteen (16) Body Points of damage to an Undead creature.

Healing Hands

Level 3 – Caster Only**H****Type: Enchantment****Item: Y****Duration: 10 Minutes****Potion: N****Verbal: "May my hands heal with the power of Life."**

The Healing Hands spell allows the caster to heal someone of wounds and take the wounds upon himself. The actual process of this occurs by the Healer using a spell packet and laying on hands on a three-count to transfer his own body to the target. The character can only heal up to his last Body Point, and must transfer his body tags to the healed character. This healing only heals those that are Bleeding to Death or are wounded, this has no effect on a character that is Dead or Slain (see the “Health Status” section).

Imbue Death

Level 9**N****Type: Death****Item: Y****Duration: Instant****Potion: N****Verbal: "I imbue you with the essence of Death."**

The Imbue Death spell causes a living character’s spirit to immediately leave his body, immediately bringing him to the Dead status. (see the “Health Status” and “About Death and Resurrection” sections). This spell may also bring back to life a Dead Undead target with one (1) Body Point.

This spell bypasses any armor and dispels all beneficial active spells on the target, regardless of whether the Imbue Death spell can harm the victim or whether he takes damage from the spell rather than dying instantaneously. The Life (EG/D,9) or Revive (H,9) spells are the only way to save a non-Desecrated character that has been killed by an Imbue Death spell. Those that are Desecrated can only be saved by a Death (EG/D/N,9) or Revive (H,9) spell.

If the victim is wearing a Mage Armor (C,5) or Spirit Armor (E,7), then he will not die but will be left with one (1) Body Point. If a creature takes Body Point damage from the Imbue Death spell, then the Mage Armor (C,5) or Spirit Armor (E,7) will protect the creature from any damage but all beneficial spells will still be lost.

Inflict Critical Wounds

Level 6

N**Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "I call upon Necromancy to inflict critical wounds."**

The Inflict Critical Wounds spell allows the caster to bypass a target's armor and do thirty-six (36) points of Body Damage to those targets that are healed by normal means.

This spell will cure forty-eight (72) Body Points of damage to Undead and will restore him to consciousness with forty-eight (72) Body Points, it will also save an Undead from the Slain status, restoring him to consciousness, and curing forty-eight (72) points of damage. This spell has no effect on a Dead character.

Inflict Disease

Level 3

N**Type: Necromancy and Metabolic****Item: Y****Duration: Instant or 1 Hour****Potion: N****Verbal: "I call upon Necromancy to inflict disease."**

The Inflict Disease spell will infect the victim with a non-contagious, yet lethal, disease. If not cured within one (1) hour, the victim will die. The disease may be cured by a Cleanse Disease (H,3), Cure Disease (EG/D,3), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. If the character is Desecrated, the above list remains the same with the exception of Cure Disease and Renew which should be traded out for Cause Disease (EG/D,3) and Waste (EG/D,8) respectively. This condition may also be dispelled by Dispel Lesser Magic (C,3), Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), and Disjunction (C,8).

While diseased, a character cannot run or use the Dodge skill. The character's strength is also reduced by two (2), making him call two (2) fewer points of damage in combat, to a minimum of zero (0) damage. This will stack with other damage and strength reducing effects.

*Inflict Light Wounds***Level 1****N****Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "I call upon Necromancy to inflict light wounds."**

The Inflict Light Wounds spell allows the caster to bypass a target's armor and do six (6) points of Body Damage to those targets that are healed by normal means.

This spell will cure eight (12) Body Points of damage to an Undead and will restore him to consciousness with eight (12) Body Points. This spell has no effect on a Slain or Dead character.

*Inflict Mortal Wounds***Level 8****N****Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "I call upon Necromancy to inflict mortal wounds."**

The Inflict Mortal Wounds spell allows the caster to bypass a target's armor and do forty-eight (48) points of Body Damage to those targets that are healed by normal means.

This spell will cure sixty-four (96) Body Points of damage to Undead and will restore him to consciousness with sixty-four (96) Body Points, it will also save an Undead from the Slain status, restoring him to consciousness, and curing sixty-four (96) points of damage. This spell has no effect on a Dead character.

*Inflict Poison***Level 5****N****Type: Necromancy and Metabolic****Item: Y****Duration: Until Dead****Potion: N****Verbal: "I call upon Necromancy to inflict your blood with poison."**

The Inflict Poison spell will contaminate the blood of any non-Undead victim. The victim loses a Body Point every minute until Dead.

While poisoned, the afflicted target may not fight or cast spells. The target may only crawl, fend off killing blows, speak, and drink potions.

The target may not be given a Killing Blow until subdued.

The Body Points lost by a character due to this spell may not be restored until the character has received

a Cleanse Blood (H,5), Purify Blood (EG/D,5), Remedy (EG/H,7), Heal Mortal Wounds (H,8) or Renew (EG/D,8) spell. Should the victim be Desecrated, use the above list but trade out Purify Blood for Poison (EG/D,5) and Renew for Waste (EG/D/N,8) respectively. This spell may also be dispelled by the Disrupt Enchantment (E,6), Dispel Greater Magic (C,6), or Disjunction (C,8) spells but any Body Points lost will not be restored.

Inflict Serious Wounds

Level 4

N**Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "I call upon Necromancy to inflict serious wounds."**

The Inflict Serious Wounds spell allows the caster to bypass a target's armor and do twenty-four (24) points of Body Damage to those targets that are healed by normal means.

This spell will cure thirty (48) Body Points of damage to an Undead and will restore him to consciousness with thirty (48) Body Points. This spell has no effect on a Slain or Dead character.

Inflict Wounds

Level 2

N**Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "I call upon Necromancy to inflict wounds."**

The Inflict Wounds spell allows the caster to bypass a target's armor and do twelve (12) points of Body Damage to those targets that are healed by normal means.

This spell will cure sixteen (24) Body Points of damage to an Undead and will restore him to consciousness with sixteen (24) Body Points. This spell has no effect on a Slain or Dead character.

Insect Swarm

Level 7**D****Type:** Destruction**Item:** Y**Duration:** Instant**Potion:** N**Verbal:** *"I summon forth a swarm of insects."*

The Insect Swarm spell summons a small swarm of insects to attack the target and do 30 points of magic damage. This spell will do 60 points of damage to an undead target. This spell will affect armor first.

Lie

Level 3**E****Type:** Mind Affecting**Item:** Y**Duration:** 1 Hour**Potion:** Y**Verbal:** *"I call upon the shadows of deceit that you will lie to all who ask of you."*

The Lie spell requires the target character to answer the next three (3) yes or no questions asked of him falsely, yet believably. The target may, however, choose not to answer any or all of those questions. The spell is active until three questions have been answered or until the hour duration has expired.

If a character has a Lie spell active when a Truth (E,3) or Honesty (CG/CO,3) spell is cast on him, the spells will cancel each other on a question-by-question basis. This means that if a character has not answered any questions since the Lie spell was cast, he would be able to answer the questions any way he wishes. If, however, the target character had already answered one question falsely, the other two would only cancel two of the questions of the Truth/Honesty spell, and he would have to answer the last question truthfully.
Reversible: Truth (E)

Life

Level 9**E G-D****Type: Life****Item: Y****Duration: Instant****Potion: N****Verbal: "I grant you the gift of Life."**

The Life spell will bring any character that has reached the Dead status (see the “Health Status” and “About Death and Resurrection” sections) back to life with one (1) Body Point, unless the character is Desecrated or Undead.

The Life spell causes a Desecrated or Lesser Undead character’s spirit to leave his body, immediately bringing him to the Dead status (see the “Health Status” and “About Death and Resurrection” sections).

This spell bypasses any armor and dispels all beneficial active spells on the victim, regardless of healing type taken.

The Death (EG/D/N,9) and Revive (H,9) spells are the only ways to save a Desecrated character that has been killed by a Life spell. While the only way to save an Undead character killed by a Life spell is with the Death (EG/D/N,9) or Imbue Death (N,9) spells.

If the intended Desecrated or Lesser Undead victim is wearing a Mage Armor (C,5) or Spirit Armor (E,7), then he will not die but will be left with one (1) Body Point. All beneficial active spells will be dispelled regardless of healing type taken.

This spell will also cause 50 points of damage to a Greater Undead unless it is protected by a Mage Armor (C,5) or Spirit Armor (E,7) spell, in which case the above protection will be destroyed along with all other beneficial active spells, but the Greater Undead will take no damage. Reversible: Death (EG, D)

Light

Level 1	E
Type: Enchantment	Item: Y
Duration: 12 Hours	Potion: N
Verbal: "I call upon the light of day to illuminate my path."	

The Light spell allows the caster to cause a magical light to emanate from an object. The object may be carried by anyone. The light is diffuse and may not be used to blind opponents.

Glow sticks are the preferred phys-rep for this spell. If a flashlight is used, it must be covered with cloth, tissue paper, etc. to diffuse the light.

Mistform

Level 6 – Caster Only	E
Type: Enchantment	Item: N
Duration: 10 minutes	Potion: N
Verbal: "I call upon the forces of the Earth to shroud me in mist."	

The Mistform spell transforms the caster into a cloud of mist which is immune to most physical and magical attacks, though the Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8) spells will return the caster to his normal form and dispel any active enchantments of the dispelling magic's level or lower. An Imprison (CO,8) spell will also effectively capture the character in a Mistform. Radius attacks (i.e., 100' Flaming 10' Radius, Imbue Death 10' Radius, etc.) have full effect against characters in Mistform. A character wearing an appropriate spell shield or Cloak will be protected from the above spells as normal. character in Mistform can be seen and recognized by other characters, though they may not interact with each other. While in Mistform, the player must have his arms crossed over his chest. He may walk, but not run, and may hear but not speak. He may not affect the physical world in any way.

If not forcibly removed from Mistform through dispelling magics, it takes a 3-count to reform into a solid body by stating "Returning 1, Returning 2, Returning 3". While reforming, the caster is immune to everything that this spell normally makes him immune to.

Regarding magic, it should also be noted that the Mistform spell will only protect the caster from battle magic spells (except those listed above). Other powerful magic effects including Formal Magic and High Sorcery will work, as normal, on the target.

Mute

Level 5**E****Type:** Silencing**Item:** Y**Duration:** 10 minutes**Potion:** Y**Verbal:** *"I command you to be mute."*

The Mute spell seals the lips of the target so that he may not speak. The target may not cast spells or speak with anyone. However, he must still call damage in combat and announce spell effects ("Flash", "Reflect", etc.).

Nature's Transformation

Level 9 (Caster Only)**D****Type:** Enchantment**Item:** Y**Duration:** 10 minutes**Potion:** N**Verbal:** *"I call upon the spirit of the wild to infuse my body with natural might."*

The Nature's Transformation spell imbues the caster's body with the powers of natural animals. This spell causes the druid's hands to become claws, their muscles to become stronger and their skin to become tougher. The caster gains +30 temporary body, +6 strength (replaces any natural or augmented strength), and a threshold of 3. The caster loses all abilities to cast spells and can only fight with claw phys reps. The player must have the claws available to use them and can not call a hold upon casting the spell.

Upon casting the spell the druid is instantly transformed. In order to return to their normal state prior to the end of the spell duration, the druid must perform a Transforming 3-count (Transforming-1, Transforming-2, Transforming-3).

Nature's Wrath

Level 6**D****Type:** Undead Destruction**Item:** Y**Duration:** 10 seconds**Potion:** N**Verbal:** *"I release the wrath of Nature against these undead."*

The Nature's Wrath spell will allow the caster to stun all Lesser Undead within ten (10) feet of him. All affected undead are stunned and can not defend themselves, move or react to their surroundings for ten (10) seconds. Any Lesser Undead which are not within ten (10) feet of the caster are unaffected by the spell. Greater Undead are not affected by this spell. Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield. However the shield will be blown. The spell shields of living beings within the area of affect will be unaffected.

Paralyze

Level 8**E****Type:** Metabolic**Item:** Y**Duration:** Line of Sight**Potion:** N**Verbal:** *"I paralyze you that you may not move."*

The Paralyze spell completely immobilizes the target. He may not move any part of his body. Other characters may move parts of his body to pose him and may also give the victim a Killing Blow. While paralyzed, the victim is completely aware of his surroundings and can hear and see all that he can from his immobile state. A Disjunction (C,8), Remedy (EG/H,7), Renew (E,8), Heal Mortal Wounds (H,8) or Unparalyze (E,8) spell will release the victim from his paralysis. Note, should the victim be "Desecrated", the same list of spells above will bring the victim out of paralysis except that Renew (EG/D,8) should be changed to Waste (EG/D/N,8). Reversible: Unparalyze (E)

Pin

Level 2**E****Type:** Confining**Item:** Y**Duration:** Line of Sight**Potion:** N**Verbal:** *"I pin you to the very Earth."*

The Pin spell will cause the target's right foot to be pinned to the ground. The target may pivot on the pinned foot but may not move it.

It takes 3 seconds and superhuman strength of +2 or greater to break a Pin, and doing so causes the target 3 points of damage.

Poison

Level 5**E G-D****Type: Chaos and Metabolic****Item: Y****Duration: Instant or Until Dead****Potion: Y****Verbal: "I call upon Chaos, decay and rot to poison you."**

The Poison spell will contaminate the blood of the victim. The victim loses a Body Point every minute until Dead. This spell also removes any foreign substance in a target's blood that is normally healed by Chaos. This includes the Purify Blood (EG/D,5) or Inflict Poison (N,5) spell, poisons, alcohol, etc.

While poisoned, the afflicted target may not fight or cast spells. The target may only crawl, fend off killing blows, speak, and drink potions.

The target may not be given a Killing Blow until subdued.

The points lost by a character due to this spell may not be restored until the character has received a Cleanse Blood (H,5), Purify Blood (EG/D,5), Remedy (EG/H,7), Heal Mortal Wounds (H,8) or Renew (EG/D,8) spell. This spell may also be dispelled by the Disrupt Enchantment (E,6), Dispel Greater Magic (C,6), or Disjunction (C,8) spells but any Body Points lost will not be restored. Reversible: Purify Blood (EG, D)

Preserve

Level 4**H-N****Type: Enchantment****Item: N****Duration: Special****Potion: N****Verbal: "I call upon the Earth to preserve your body."**

The Preserve spell resets the targets dissipate count to five (5) minutes (see the "Health Status" and "About Death and Resurrection" sections). This may only be cast once per time the target reaches the Dead status.

This spell will not affect living beings or their spell shields.

Proscribe Creature

Level 9**E****Type:** Protection**Item:** N**Duration:** 1 Event**Potion:** N**Verbal:** *"With the will of the Earth and the force of forbiddance, let all but <creature type> enter here."*

The Proscribe Creature spell allows the caster to prohibit one specific type of creature (i.e., Lesser Undead, Drae, Ogres, Skeletal Undead, etc.) from entering a room. The creature against which the Proscribe is made can still talk with those in a room and can still toss things, such as spells or other items, into the room. This spell may be thrown on only one room, not a building with multiple rooms. The spell must be noted on the Marshal Notes for a building, and the spell tag with the name of the creature written on the back of it, must be taped to the notes.

To cast this spell, the caster must sit cross-legged with his head down in the middle of the room to be enchanted and concentrate for five full minutes prior to saying the verbal. During this time, the caster may do nothing other than concentrate on the spell (i.e., speak, fight, cast other spells, etc.). If he is disturbed in any way including, but not restricted to, a harmless pat on the back, he must begin the five minutes of concentration again. More than one Proscribe Creature spell may be cast on the same room.

Purify Blood

Level 5**E G-D****Type:** Curing and Metabolic**Item:** Y**Duration:** Instant or Until Dead**Potion:** Y**Verbal:** *"I call upon the light to purify your blood and cleanse your body."*

The Purify Blood spell will remove any foreign substance in a non-Desecrated target's blood; including the Poison (EG/D,5) or Inflict Poison (N,5) spells, poisons, alcohol, etc. but will contaminate the blood of a Desecrated target, causing the target to lose a Body Point every minute until Dead.

While poisoned, the afflicted target may not fight or cast spells. The target may only crawl, fend off killing blows, speak, and drink potions.

The points lost by a character due to this spell may not be restored until the character has received a Cleanse Blood (H,5), Poison (EG/D,5), Remedy (EG/H,7), Heal Mortal Wounds (H,8) or Waste (EG/D/N,8) spell. Reversible: Poison (EG, D)

Remedy**Level 7****E G-H****Type: Healing****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon the Earth to remedy all that ails you."**

The Remedy spell removes all Toxins, Mind-Affecting spells and effects, and all Metabolic spells and effects from the target. This spell works on all living creatures, regardless of how they are normally healed or cured.

Remove Curse**Level 8****E****Type: Dispelling****Item: Y****Duration: Instant****Potion: Y****Verbal: "I bless you and remove this curse upon you."**

The Remove Curse spell negates the effects of the Weakness (E,4), Curse of Ineptitude (EG,6), and/or Curse (E,8) spells. This spell, however, will not restore any Body Points lost due to the Curse (E,8)spell. It can also be used to allow the target to drop one cursed item which he is carrying.

The Remove Curse spell will not nullify a Gypsy Curse nor will it free the target from a Formal Magic curse. Reversible: Curse (E)

Remove Fear**Level 3****EG-D-H****Type: Dispelling****Item: Y****Duration: Instant****Potion: Y****Verbal: "I call upon the strength of the Earth to remove your fear."**

The Remove Fear spell negates the effects of the Fear (E,3) spell and the Terror monster effect.

Reversible: Fear (EG, D, H)

Renew**Level 8****E G-D****Type: Curing****Item: Y****Duration: Instant****Potion: Y****Verbal:** *"I call upon the forces of Life to renew this ailing spirit."*

The Renew spell allows the caster to cure any non-Desecrated, non-Undead target of thirty-two (32) Body Points of damage and cure all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects affecting the target and can restore him to consciousness, with thirty-two (32) Body Points. It will also save a character from the Slain status, restoring him to consciousness, and healing thirty-two (32) points of damage. This spell has no effect on a Dead character.

This spell allows the caster to bypass a Desecrated target's armor and do thirty-two (32) points of Body Damage. This spell will do sixty-four (64) Body Points of damage to an Undead creature. Reversible: Waste (EG, D)

*Repel Being***Level 3****EG-H****Type: Repelling****Item: Y****Duration: Concentration****Potion: Y****Verbal:** *"I repel this being; come not near me."*

Upon hitting the target with a spell packet, the Repel Being spell causes the target to remain at least ten (10) feet away from the caster. The caster must hold a hand up with the palm of his hand toward the target while the Repel Being spell is active.

Undead and elementals are unaffected by this spell.

*Repel Undead***Level 2****E G-D-H****Type: Repelling****Item: Y****Duration: Concentration****Potion: N****Verbal:** *"I repel these Undead; come not near me."*

The Repel Undead spell will cause all Lesser Undead within ten (10) feet of the direction the caster's palm is facing, to remain at least ten (10) feet away from the caster. Greater Undead will not be turned away but will show some discomfort at remaining in the area. The caster must hold up a hand with the palm facing the targets while the Repel Undead spell is active.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a Defend (E,8) or Major Spell Shield (C,8), and the shield will remain active as Repel Undead is only a 2nd level spell. However, if the Undead should be wearing a Minor Spell Shield (C,4), Spell Protection (E,4), Reflect Magic (C,6), or Return Magic (E,6) the Undead will be protected and the shield will be blown. The spell shields of living beings within the area of effect will be unaffected.

Restore Limb

Level 7	E
Type: Metabolic	Item: Y
Duration: Instant	Potion: Y
Verbal: "I restore this limb, returning the vigor drained from it."	

The Restore Limb spell reverses the effects of the Wither Limb (E,7) and Age Limb (C,7) spells, restores a limb withered by monster ability, and can even reattach a severed limb. Reversible: Wither Limb (E)

Return Magic

Level 6	E
Type: Protection	Item: Y
Duration: 5 Game Days	Potion: Y
Verbal: "I grant you a charm to return magic sent against you."	

The Return Magic spell protects the recipient from the next spell of 6th level or below cast upon him by reflecting it back at the caster. If the level of that next spell is 6th level or below, the player must say "Return" or "Reflect" to denote that the spell shield reflected the spell and dissipated. The character wearing the Return Magic spell is considered the caster of the reflected spell. A returned spell may again be returned upon the recipient if the original caster also is wearing a Return or Reflect Magic.

If the cast spell is greater than 6th level, it will act normally and will dissipate the Return Magic spell.

Revive

Level 9**Type:** Life**Duration:** Instant**Verbal:** *"With the power of Life I revive your spirit."***H****Item:** Y**Potion:** N

This spell will bring back to life any non-Undead character that is at the Dead status (see the “Health Status” and “About Death and Resurrection” sections) with one (1) Body Point.

This spell will not affect living beings nor their spell shields unless the being is Dead.

This spell will kill a Lesser Undead, unless he is wearing a Mage Armor (C,5) or Spirit Armor (E,7), then he will not die but will be left with one (1) Body Point and the above protection will be destroyed along with all other beneficial active spells.

This spell will cause 50 points of damage to a Greater Undead unless it is protected by a Mage Armor (C,5), or Spirit Armor (E,7) spell, in which case the above protection will be destroyed along with all other beneficial active spells, but the Greater Undead will take no damage.

Sleep

Level 5**E G-D-H****Type:** Mind Affecting**Item:** Y**Duration:** 10 minutes**Potion:** N**Verbal:** *"I envelop you in mists of sleep."*

The Sleep spell causes the target to fall into a deep sleep. The target may be awakened by being shaken for ten (10) seconds; by dispelling the spell with a Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8); letting it run its course or, by a Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list.

This spell does not affect mindless beings such as Undead, constructs, or golems.

Soul Drain

Level 5**N****Type: Necromancy****Item: Y****Duration: Instant****Potion: N****Verbal: "With the power of Necromancy I drain the soul of the living."**

The Soul Drain spell allows the caster to drain twenty (20) body points of any living creature struck with the spell and transfer ten (10) body points to the caster.

This spell does not harm undead or constructs but will affect elementals.

Speak with Animals

Level 2 – Caster Only**D****Type: Enchantment****Item: Y****Duration: 10 minutes****Potion: N****Verbal: "I call upon the forces of Nature to speak with animals."**

The Speak with Animals spell allows the caster to converse freely with all animals for ten (10) minutes. This spell does not guarantee that the animal will speak or even be friendly.

Spell Protection

Level 4**E****Type: Protection****Item: Y****Duration: 5 Game Days****Potion: Y****Verbal: "I grant you limited spell protection to aid you."**

The Spell Protection spell protects the recipient from the next spell of 4th level or below cast upon him. If the level of that next spell is 4th level or below, the player must say "Flash" to denote that the spell shield absorbed the spell and dissipated.

If that next spell is greater than 4th level, it will act as if no shield were there and will dissipate the Spell Protection.

Spirit Armor**Level 7****E****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Potion:** Y**Verbal:** *"I call upon the Earth to grant you spirit armor to protect you."*

The Spirit Armor spell will protect the non-Desecrated wearer from one of the following: a Death (EG/D/N,9), Doom (CO/CG,9), Imbue Death (N,9) spell; or a Critical Slay. This spell will also protect the Desecrated wearer from: a Life (EG/D,9), Doom (CO/CG,9), or Imbue Death (N,9) spell; or a Critical Slay. In addition, this spell will protect a Lesser Undead from the Life (EG/D,9), Revive (H,9), or Destroy Undead (H/N,7) spells. However, the character will have only one Body Point left, and the Spirit Armor will no longer be active.

Certain creatures that simply take damage from the spells that Spirit Armor protects against will take no damage should they be struck with one of the above spells, but the Spirit Armor will be used up in the process.

A Spirit Armor will also prevent a character from being knocked unconscious as the result of a Waylay, a strength-enhanced (spell or natural) Waylay, or a Magical Waylay. The Waylay will still do the appropriate body damage to the victim and the Spirit Armor will be expended.

When struck with a spell or ability that will expend the Spirit Armor, the player must say "Spirit Armor" to denote that the protection absorbed the attack and dissipated.

A Spirit Armor may be cast on the body of a character at the Dead status in order to cause the first Life (EG/D,9) or Revive (H,9) spell cast upon the character to be stopped by the Spirit Armor. The Spirit Armor, however, will be expended in the process. Should the victim be Desecrated, use the above list but trade out the Life (EG/D,9) spell for the Death (EG/D/N,9) spell.

Spirit of the Ent**Level 7 – Caster Only****D****Type:** Protection**Item:** Y**Duration:** 10 Minutes**Potion:** N**Verbal:** *"I appeal to the spirit of the Ent to embrace and protect me."*

The Spirit of the Ent spell allows the caster to enter a living, stationary tree; enchanting it and protecting both it and the caster from all physical and magical harm. The tree must be at least of approximate size to conceivably hold the character, meaning that the character may not Spirit of the Ent into saplings, but a tree of at least one foot in diameter or greater would be acceptable. The caster can do nothing other than watch and listen while melded. The caster must remain in contact with the tree at all times for the spell to be active.

If not forcibly removed from Spirit of the Ent through a Disjunction (C,8) spell, the caster may exit the tree on a three-count, using the wording “Returning one, Returning two, Returning three”—while reforming, the caster is immune to everything that this spell normally makes him immune to. Once the caster has exited the tree, he or she may not return into it without casting another Spirit of the Ent spell.

Regarding magic, it should also be noted that the Spirit of the Ent spell will only protect the caster from battle magic spells (except Disjunction). Other powerful magic effects including Formal Magic and High Sorcery will work as normal on the target.

Note: Although the person playing the Druid must stay in contact with the tree he is in for the length of the spell, this does not mean that a character can see what tree the Druid is in and unless the character witnessed the Druid enter the tree, it will have appeared that the character disappeared. All permanent fixtures of the site, including trees, cannot be destroyed by player characters. In regards to this spell, this means that one cannot simply set forest fires or start cutting down trees with an axe to find out which tree is enchanted with the Druid or Ranger, nor can one forcefully expel the Druid or Ranger by any conventional means. Like all enchantments, should a Detect Magic (C,2) be cast upon the specific tree containing the druid it will visibly glow to the caster. If in doubt, find a Plot or Rogue Marshal.

Stoneskin

Level 7 – Caster Only
D/N
Type: Protection

Item: Y

Duration: 5 Game Days

Potion: N

Verbal: *“I call upon the Earth to make my skin as tough as stone.”*

The Stoneskin spell grants the caster fifteen (15) Armor Points. As with normal armor, as long as this spell is active, it will protect a spell caster’s verbals, allowing him to cast spells while taking damage. This spell does not stack with physical armor, nor does it stack with Force Armor (CO,7), Armor (C,2), or Shield (C,1).

Superior Bless

Level 5 – Caster Only
H
Type: Enchantment

Item: Y

Duration: 5 Game Days

Potion: N

Verbal: *“I bestow upon you a superior bless.”*

The Superior Bless spell endows the caster with sixteen (16) extra Body Points, but cannot be used to revive an unconscious person. These Body Points are the first Body Points lost to damage. This spell may not be combined with a Bless (E,1) or Greater Bless (E,4) spell.

Toxin Shield**Level 5****E****Type:** Protection**Item:** Y**Duration:** 5 Game Days**Potion:** Y**Verbal:** *"I grant you immunity to toxins that you may have a shield to protect you."*

The Toxin Shield spell protects the recipient from the next packet delivered, toxin-based attack. This includes all gas poisons and some monster abilities. This spell does not protect the recipient from the Purify Blood (EG/D,5), Poison (EG/D,5) or Inflict Poison (N,5) spells (see “Wearing Active Spells”) nor will it protect the wearer from ingested toxins or a Master Poisoner’s Blade Venom.

Truth**Level 3****E****Type:** Mind Affecting**Item:** Y**Duration:** 1 Hour**Potion:** Y**Verbal:** *"I call upon the light of truth to reveal the answers I seek."*

The Truth spell requires the target character to answer the next three yes or no questions asked of him, by the caster, truthfully. The target may, however, choose not to answer any or all of those questions. The spell is active until the three questions have been asked or until the hour expires.

If a character has a Truth spell active when a Lie (E,3) spell is cast upon him, the spells will cancel each other on a question-by-question basis. This means that if a character has not answered any questions since the Truth spell was cast, he would be able to answer the questions any way he wishes. If, however, the target character had already answered one question truthfully, the other two would only cancel two of the questions from the Lie spell, and he would have to answer the last question falsely. Reversible: Lie (E)

Turn Undead**Level 4****H****Type:** Repelling**Item:** Y**Duration:** 10 minutes**Potion:** N**Verbal:** *"By the forces of Life, turn these Undead from my sight."*

The Turn Undead spell grants the caster the ability to throw three (3) packets that will deliver the Turn Undead spell to three (3) separate undead. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the three packets consecutively in no more than three (3) second intervals stating “Turn Undead!” while throwing each packet.

The Turn Undead spell will cause Lesser Undead struck by the spell to leave the area of combat immediately

and not return for ten (10) minutes, the targets may not defend themselves until they have left the combat area. Greater Undead will not be turned away but may show some discomfort at remaining in the area.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a Minor Spell Shield (C,4), Spell Protection (E,4), Reflect Magic (C,6), Return Magic (E,6), Defend (E,8) or Major Spell Shield (C,8) spell, but the shield will be blown.

The spell shields of living struck with the spell are unaffected.

Unbind

Level 5

E G-D-H

Type: Dispelling

Item: Y

Duration: Instant

Potion: Y

Verbal: *"I unbind you and set you free."*

The Unbind spell will free a character from any form of binding, be it a Pin (E,2), Trap (CG/CO,3), Entangle (D,3), Snare (CG/CO,4), Bind (EG/D/H,5), or Web (CG/CO,6) spell; a Physical Web (e.g., from a giant spider), a Physical Bind, the Entangle tagline, handcuffs, rope, etc. However, this spell will not free someone from an Imprison (CO,8) spell. Reversible: Bind (EG, D, H)

Unparalyze

Level 8

E

Type: Metabolic

Item: Y

Duration: Instant

Potion: Y

Verbal: *"I unparalyze you and release you."*

The Unparalyze spell will free the target from any paralysis, be it inflicted by spell, gas, or by a special ability of a monster. Reversible: Paralyze (E)

Wall of Thorns**Level 4****D****Type: Enchantment****Item: Y****Duration: Line of Sight****Potion: N****Verbal: "I raise a wall of thorns, impeding all passage."**

The Wall of Thorns spell allows the caster to, by scribing a straight line in the ground no more than ten (10) feet wide and saying the verbal, create a Wall of Thorns as wide as the line drawn with a height of ten (10) feet. For the wall to be raised, it must remain in contact with the caster's outstretched arm. It may be lowered by the caster at will by simply lowering his arm and saying "Wall Down". While the wall is raised, the caster may take other actions such as casting spells using his other hand, defending himself, drinking potions, etc. however the spell will end the moment his outstretched arm is lowered and is no longer capable of being in contact with the wall. A caster may only have one Wall spell active at a given time. Only air and the spirits of Dead characters may move through the barrier. Once the caster leaves within arm's reach of the wall or is incapacitated, the wall is dispelled.

The wall has a toughness of 5 and has 100 Body. Physical and elemental damage can affect the wall, as well as appropriate dispelling magic. Slays, Assassinate, Fatal Blows, and other spells have no effect on the wall. Note, that this spell may be cast anywhere.

Waste**E G-D-N****Item: Y****Level 8****Potion: Y****Type: Chaos****Duration: Instant****Verbal: "I call upon the forces of Chaos to waste this spirit."**

The Waste spell allows the caster to bypass a target's armor and do thirty-two (32) points of Body Damage to a target that is healed by normal means.

The Waste spell allows the caster to cure any Desecrated character of thirty-two (32) Body Points of damage and cure all Toxins, Mind-Affecting spells and effects, and Metabolic spells and effects affecting the target and can restore him to consciousness, with thirty-two (32) Body Points and will heal twice as much to an Undead character for sixty-four (64) Body Points. It will also save a character from the Slain status, restoring him to consciousness, and healing thirty-two (32) points of damage or sixty-four (64) if an Undead. This spell has no effect on a Dead character. Reversible: Renew (EG, D)

Weakness**Level 4****E****Type:** Cursing**Item:** Y**Duration:** Line of Sight**Potion:** N**Verbal:** *"I curse you with weakness."*

The Weakness spell reduces the strength of the target by four points. It causes the target to call four (4) fewer points of damage in combat, to a minimum of zero (0), regardless of whether he has Weapon Proficiencies or Enhanced Strength.

This spell may be removed by a Remove Curse (E,8), Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8) spell.

Wither Limb**Level 7****E****Type:** Metabolic**Item:** Y**Duration:** 10 Minutes**Potion:** Y**Verbal:** *"I wither your <limb> with age."*

The Wither Limb spell causes a limb, specified by the caster, to rapidly wither and become infirm. The victim may not use the withered limb to wield weapons, cast spells, or move about.

This condition may be healed by a Remedy (EG/H,7), Restore Limb (E,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell. Note, if a character is Desecrated, switch Renew (EG/D,8) for Waste (EG/D/N,8) in the above list. This effect may also be dispelled by the Disjunction (C,8) spell. Reversible: Restore Limb (E)

Zone of Death**Level 6****N****Type:** Protection and Death**Item:** Y**Duration:** 30 minutes**Potion:** N**Verbal:** *"I inscribe a zone of Death about me, let no living enter here."*

The Zone of Death spell creates a zone which prevents all living beings from entering. However, weapons, spells, gases, Desecrated beings and Undead creatures may enter or leave the zone freely.

To cast a Zone of Death, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Once cast, any vegetation on the ground becomes weaker, flowers wilt, and a strong sense of death and decay can be felt.

The spell is broken if the caster leaves the zone, dies, or falls unconscious before the thirty minutes is up.

A Zone of Death has no effect on a creature's active spell shield.

This spell may be dispelled by a Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8) spell that successfully strikes the caster.

Zone of Life

Level 6

H

Type: Protection and Life

Item: Y

Duration: 30 minutes

Potion: N

Verbal: "I inscribe a zone of Life about me, let no Undead enter here."

The Zone of Life spell creates a zone which prevents all Undead (Greater or Lesser) or Desecrated beings from entering. However, weapons, spells, gases, living creatures, may enter or leave the zone freely.

To cast a Zone of Life, an unbroken circle (max. radius six feet) must be inscribed on the ground around the caster, the verbal uttered, and the spell packet thrown on the ground at the caster's feet. Once cast, any vegetation on the ground becomes healthier, flowers bloom, and a strong sense of Life can be felt.

The spell is broken if the caster leaves the zone, dies, or falls unconscious before the thirty minutes is up.

A Zone of Life has no effect on a creature's active spell shield.

This spell may be dispelled by a Dispel Greater Magic (C,6), Disrupt Enchantment (E,6), or Disjunction (C,8) spell that successfully strikes the caster.

Earth Spell Reference Chart

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Druid	Healer	Necromancer	Type	Duration
Annihilate Undead	9	I call upon the powers of Law to annihilate this Undead.	75 to Greaters		X			Undead Destruction	Instant
Bind	5	With mystic thread, I bind you fast.		X	X	X		Confining	Line of Sight
Bless	1	I call upon the forces of the Earth to bless this spirit.	+ 4 Body	X	X	X	X	Ench.	5 Game Days
Cause Critical Wounds	6	I call upon Chaos itself to cause critical wounds.	24 Body	X	X		X	Chaos	Instant
Cause Disease	3	I call upon the powers of Chaos to cause disease.		X	X			Chaos/ Metabolic	Instant/ 1 Hour
Cause Light Wounds	1	I call upon Chaos to cause light wounds.	4 Body	X	X		X	Chaos	Instant
Cause Serious Wounds	4	I call upon Chaos to cause serious wounds.	16 Body	X	X		X	Chaos	Instant
Cause Wounds	2	I call upon Chaos to cause wounds.	8 Body	X	X		X	Chaos	Instant
Circle of Protection	9	I cast a circle of protection about me; let none enter here.		X	X	X	X	Protection	10 Minutes
Cleanse Blood	5	With the essence of Life, I cleanse your blood of poison.				X		Healing	Instant
Cleanse Disease	3	With the essence of Life, I cleanse your body of disease.				X		Healing	Instant
Control Undead	4	By Death's dark mantle and the powers of Necromancy, I control Undead to do as I bid.					X	Necro.	1 Hour
Create Ghoul	9	By the power of Necromancy, I create a ghoul to serve my will.					X	Necro.	1 Hour
Create Undead	7	By the power of Necromancy, I call you forth and create Undead to walk the Earth.					X	Necro.	1 Hour
Cure Critical Wounds	6	I call upon the Earth to cure critical wounds.	24 Body	X	X			Curing	Instant
Cure Disease	3	I cure you of all invading disease		X	X			Curing/ Metabolic	Instant/ 1 Hour
Cure Light Wounds	1	I grant rest and warmth to cure light wounds.	4 Body	X	X			Curing	Instant
Cure Serious Wounds	4	I call upon the powers of Life to cure serious wounds.	16 Body	X	X			Curing	Instant
Cure Wounds	2	I call upon the land to restore you and cure your wounds.	8 Body	X	X			Curing	Instant

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Druid	Healer	Necromancer	Type	Duration
Curse	8	I curse you to die a painful death.		X	X	X	X	Cursing	1 Event
Curse of Ineptitude	6	I curse you with ineptitude.		X				Cursing	Line of Sight
Death	9	I grant you the gift of death.	Dead unless protected	X	X		X	Death	Instant
Decay	4	I call upon the forces of Necromancy to decay your body.					X	Necro.	Instant
Defend	8	I call upon the Earth to defend you from magic.		X	X	X	X	Protection	5 Game Days
Destroy	3	I summon a force to destroy your <item>.		X	X	X	X	Destruction	Instant
Destroy Armor	6	I summon a force to destroy armor.		X	X	X	X	Destruction	Instant
Destroy Undead	7	I destroy this Undead abomination before me.	50 to Greaters			X	X	Undead Destruction	Instant
Disrupt Enchantment	6	I call upon the Earth to disrupt all enchantments before me.		X	X	X	X	Dispelling	Instant
Elude Undead	2	Servants of Undeath, be humbled by the darkness within me.					X	Necro.	Instant
Endow	2	I endow you with ogre strength.	+2 Strength	X	X	X	X	Ench.	5 Game Days
Entangle	3	I call upon the forces of Nature to entangle you.			X			Confining	Line of Sight
Fear	3	I command you to fear me.		X	X	X	X	Mind Affecting	1 Minute
Friendship	7	I bind you in friendship to me.		X	X	X		Mind Affecting	1 Hour
Fumble	1	I command you to fumble your <item>.		X	X	X	X	Disarming	Instant
Greater Bless	3	I grant you the gift of a greater bless.	+ 8 Body	X	X	X	X	Ench.	5 Game Days
Gr. Control Undead	7	With Necromantic might, I demand these Undead follow my bidding.					X	Necro.	1 Hour
Greater Endow	4	I call upon the Earth to endow you with its strength.	+ 4 Strength	X	X	X	X	Ench.	5 Game Days
Heal Critical Wounds	6	With the essence of Life I heal your critical wounds.	48 Body			X		Healing	Instant
Heal Light Wounds	1	With the essence of Life I heal your light wounds.	8 Body			X		Healing	Instant
Heal Mortal Wounds	8	With the essence of Life I heal your mortal wounds.	64 Body			X		Healing	Instant
Heal Serious Wounds	4	With the essence of Life I heal your serious wounds.	32 Body			X		Healing	Instant
Heal Wounds	2	With the essence of Life I heal your wounds.	16 Body			X		Healing	Instant
Healing Hands	3	May my hands heal with the power of Life.				X		Ench.	10 Minutes

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Druid	Healer	Necromancer	Type	Duration
Heal Mortal Wounds	8	With the essence of Life I heal your mortal wounds.	64 Body		X			Healing	Instant
Heal Serious Wounds	4	With the essence of Life I heal your serious wounds.	32 Body		X			Healing	Instant
Imbue Death	9	I imbue you with the essence of Death.	Dead unless protected				X	Death	Instant
Inflict Critical Wounds	6	I call upon Necromancy to inflict critical wounds.	36 Body				X	Necro.	Instant
Inflict Disease	3	I call upon Necromancy to inflict disease.				X	Necro./ Metabolic	Instant/ 1 Hour	
Inflict Light Wounds	1	I call upon Necromancy to inflict light wounds.	6 Body			X	Necro.	Instant	
Inflict Poison	5	I call upon Necromancy to inflict your blood with poison.				X	Necro./ Metabolic	Until Dead	
Inflict Mortal Wounds	8	I call upon Necromancy to inflict mortal wounds.	48 Body			X	Necro.	Instant	
Inflict Serious Wounds	4	I call upon Necromancy to inflict serious wounds.	24 Body			X	Necro.	Instant	
Inflict Wounds	2	I call upon Necromancy to inflict wounds.	12 Body			X	Necro.	Instant	
Insect Swarm	7	I summon forth a swarm of insects	3 Body		X			Destruction	Instant
Lie	3	I call upon the shadows of deceit that you will lie to all who ask of you.		X	X	X	X	Mind Affecting	1 Hour
Life	9	I grant you the gift of Life.		X	X			Life	Instant
Light	1	I call upon the light of day to illuminate my path		X	X	X	X	Ench.	12 Hours
Mistform	6	I call upon the forces of the Earth to shroud me in mist.		X	X	X	X	Ench.	10 Minutes
Mute	5	I command you to be mute.		X	X	X	X	Silencing	10 Minutes
Nature's Transformation	9	I call upon the spirit of the wild to infuse my body with natural might.	+30 body/ +6 str/ Threshold 3		X			Ench.	10 Minutes
Paralyze	8	I paralyze you that you may not move.		X	X	X	X	Metabolic	Line of Sight
Pin	2	I pin you to the very Earth.		X	X	X	X	Confining	Line of Sight
Poison	5	I call upon Chaos, decay, and rot to poison you.		X	X			Chaos/ Metabolic	Instant/ Until Dead
Preserve	4	I call upon the Earth to preserve your body.				X	X	Ench.	Instant

Spell Name	Level	Spell Verbal	Effect / Damage	Generalist	Druid	Healer	Necromancer	Type	Duration
Preserve	4	I call upon the Earth to preserve your body.			X	X	X	Ench.	Instant
Remove Curse	8	I bless you and remove this curse upon you.		X	X	X	X	Dispelling	Instant
Remove Fear	3	I call upon the strength of the Earth to remove your fear.		X	X	X		Dispelling	Instant
Renew	8	I call upon the forces of Life to renew this ailing spirit	32 Body	X	X			Curing	Instant
Repel Being	3	I repel this being, come not near me.		X		X		Repelling	Conc.
Repel Undead	2	I repel these Undead; come not near me.		X	X	X		Repelling	Conc.
Restore Limb	7	I restore this limb, returning the vigor drained from it.		X	X	X	X	Metabolic	Instant
Return Magic	6	I grant you a charm to return magic sent against you.		X	X	X	X	Protection	5 Game Days
Revive	9	With the power of Life I revive your spirit.				X		Life	Instant
Sleep	5	I envelop you in mists of sleep.		X	X	X		Mind Affecting	10 Minutes
Soul Drain	5	With the power of Necromancy, I drain the soul of the living.	20 / + 10 Body				X	Necro.	Instant
Speak with Animals	2	I call upon the forces of Nature to speak with animals.			X			Ench.	10 Minutes
Spell Protection	4	I grant you limited spell protection to aid you.		X	X	X	X	Protection	5 Game Days
Spirit Armor	7	I call upon the Earth to grant you spirit armor to protect you.		X	X	X	X	Protection	5 Game Days
Spirit of the Ent	7	I appeal to the spirit of the Ent to embrace and protect me.			X			Protection	10 Minutes
Stoneskin	7	I call upon the Earth to make my skin tough as stone.	15Armor		X		X	Protection	5 Game Days
Superior Bless	5	I bestow upon you a superior bless.	+ 16 Body			X		Ench.	5 Game Days
Toxin Shield	5	I grant you immunity to toxins that you may have a shield to protect you.		X	X	X	X	Protection	5 Game Days
Truth	3	I call upon the light of truth to reveal the answers I seek.		X	X	X	X	Mind Affecting	1 Hour
Turn Undead	4	By the forces of Life, turn these Undead from my sight.				X		Repelling	10 Minutes
Unbind	5	I unbind you and set you free.		X	X	X		Dispelling	Instant
Unparalyze	8	I unparalyze you and release you.		X	X	X	X	Dispelling	Instant

<i>Spell Name</i>	<i>Level</i>	<i>Spell Verbal</i>	<i>Effect / Damage</i>	<i>Generalist</i>	<i>Druid</i>	<i>Healer</i>	<i>Necromancer</i>	<i>Type</i>	<i>Duration</i>
Wall of Thorns	4	I raise a wall of thorns, impeding all passage.	100 body, Tough 5	X				Ench.	Line of Sight
Waste	8	I call upon the forces of Chaos to waste this spirit.	32 Body	X	X		X	Chaos	Instant
Weakness	4	I curse you with weakness		X	X	X	X	Cursing	Line of Sight
Wither Limb	7	I wither your <limb> with age.		X	X	X	X	Metabolic	10 Minutes
Zone of Death	6	I inscribe a zone of Death about me, let no living enter here.					X	Protection/Death	30 Minutes

Production Description

Alchemy Descriptions

10 Acid

- ❖ Type: Gas
- ❖ Production Cost: 4
- ❖ Duration: Instant

The 10 Acid gas causes ten (10) points of damage to armor and/or body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

20 Acid

- ❖ Type: Gas
- ❖ Production Cost: 7
- ❖ Duration: Instant

The 20 Acid gas causes twenty (20) points of damage to armor and/or body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

30 Acid

- ❖ Type: Gas
- ❖ Production Cost: 12
- ❖ Duration: Instant

The 30 Acid gas causes thirty (30) points of damage to armor and/or body, upon contact when the vial is broken. The vial must be thrown at the intended target. This damage may not be blocked in any way. This attack will affect most creatures, even those normally only affected by magic weapons and attacks.

Alchemical Solvent

- ❖ Type: Solvent
- ❖ Production Cost: 4
- ❖ Duration: Instant

The Alchemical Solvent will negate an Oil of Slipperiness or Paste of Stickiness.

Antidote

- ❖ Type: Gas/Elixir
- ❖ Production Cost: 10 / 5
- ❖ Duration: Instant

The Antidote Gas/Elixir will neutralize the effects of any ingested or gas poisons that have not become permanent.

Cure +2 Damage

- ❖ Type: Gas/Elixir
- ❖ Production Cost: 4 / 2
- ❖ Duration: Instant

The Cure +2 Damage elixir or gas will restore two (2) Body Points and has the ability to restore an Unconscious or Bleeding to Death character to consciousness with two (2) Body Points. This gas/elixir has no affect on a Dead or Slain character. The elixir must be applied to the wounded character on a three-count.

Cure +12 Damage

- ❖ Type: Solvent
- ❖ Production Cost: 7
- ❖ Duration: Instant

The Cure +12 Damage solvent will restore twelve (12) Body Points and has the ability to return an Unconscious or Bleeding to Death character to consciousness with twelve (12) Body Points. This gas/elixir has no affect on a Dead or Slain character. This solvent must be applied to the wounded character on a three-count.

Light

- ❖ Type: Solvent
- ❖ Production Cost: 1
- ❖ Duration: 12 Hours

The Light solvent produces light when the vial is broken over an object to be lit, much like a Light (E,1) spell. The light produced by a Light solvent is diffuse and may not be used to blind opponents. This solvent will last until up to twelve hours or until daybreak, whichever comes first. A Light solvent cannot be applied to weapons.

Glow sticks are the preferred phys-rep for a Light solvent. If a flashlight is used, it must be covered with cloth, tissue paper, etc. to diffuse the light.

Love Poison #9 Antidote

- ❖ Type: Elixir
- ❖ Production Cost: 7
- ❖ Duration: Instant

The Love Poison #9 Antidote elixir negates the effects of Love Poison #9.

Oil of Slipperiness

- ❖ Type: Solvent
- ❖ Production Cost: 5
- ❖ Duration: 1 Hour

The Oil of Slipperiness solvent, when applied to an item, makes that item unable to be picked up for one hour. When applied to an area, no one may enter the affected area without slipping. Each vial, about one ounce, will cover a 12-inch by 12-inch area. It takes one (1) minute to apply this substance.

Paste of Stickiness

- ❖ Type: Solvent
- ❖ Production Cost: 5
- ❖ Duration: 1 Hour

The Paste of Stickiness solvent acts as a glue for one hour. It can also be used to paste objects to someone so they cannot be removed for one hour. Each vial, about one ounce, will cover a 12-inch by 12-inch area.

If a player pastes a weapon to his hand and that weapon is destroyed (e.g., a Shatter (C,3) spell or a Destroy (E,3) spell), he cannot wield a weapon with that hand until the paste wears off or is removed by Alchemical Solvent or an Unbind (EG/D/H,5) spell. Likewise, if a player is Disarmed (C,1) or Fumbled (E,1), he cannot use the weapon for the 5-second duration of the spell. It takes one (1) minute to apply this substance.

Vorpal Coating +1

- ❖ Type: Solvent
- ❖ Production Cost: 4
- ❖ Duration: 5 Game Days or Until used

The Vorpal Coating +1, when applied to any weapon, causes one (1) additional point of damage for 3 swings upon initial contact with armor or body. This solvent may be applied to any weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they alchemical or poison) and only one Vorpal Coating may be present on a weapon. It takes one (1) minute to apply this substance.

Vorpal Coating +2

- ❖ Type: Solvent
- ❖ Production Cost: 8
- ❖ Duration: 5 Game Days or Until used

The Vorpal Coating +2, when applied to any weapon, causes two (2) additional points of damage for 3 swings upon initial contact with armor or body. This solvent may be applied to any weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they alchemical or poison) and only one Vorpal Coating may be present on a weapon. It takes one (1) minute to apply this substance.

Vorpal Coating +3

- ❖ Type: Solvent
- ❖ Production Cost: 12
- ❖ Duration: 5 Game Days or Until used

The Vorpal Coating +3, when applied to any weapon, causes three (3) additional points of damage for 3 swings upon initial contact with armor or body. This solvent may be applied to any weapon, after which, the tag should be attached to the weapon. Vorpal Coatings may not be stacked with other solvents (be they alchemical or poison) and only one Vorpal Coating may be present on a weapon. It takes one (1) minute to apply this substance.

Poison Descriptions

Unless otherwise stated in the poison description, a Purify Blood (EG/D,5), Cleanse Blood (H,5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) will cure the effects of most poisons. Note, if a character is Desecrated, use the above list but swap Purify Blood and Renew for Poison (EG/D,5) and Waste (EG/D/N,8).

Agony

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 12 / 6
- ❖ Duration: 1 Minute

The Agony poison contaminates the blood of the victim. The victim is struck with agonizing pain and will die in one (1) minute unless appropriate healing magic (see above) or the proper antidote is administered.

While poisoned with an Agony poison, a character will be unable to fight, cast spells, or run. He may, however, produce and imbibe an antidote or curative potion or speak. He must slowly crawl wherever he wishes to go. The character may not be given a Killing Blow until subdued.

Berserk

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 12 / 6
- ❖ Duration: 10 minutes

The Berserk poison causes the victim to attack the nearest person or creature, friend or foe, within sight, to the best of his ability, for ten (10) minutes. Once subdued, the character is no longer berserk. This poison may be cured by appropriate healing magic (see above) or the proper antidote being administered.

Blade Venom *

- ❖ Type: Solvent
- ❖ Production Cost: Special
- ❖ Duration: 5 Game Days or Until Used

Blade Venom is a special type of poison that may only be created by a Master Poisoner once per game day. This poison may be applied to the Master Poisoner's edged weapon on a sixty (60) second count for later use.

Blade Venom will allow the Master Poisoner to call the "Poison" tagline for his next (3) three consecutive swings with the weapon the poison is applied to. Note that the ability to call the "Poison" tagline for (3) three

swings will only work for the Master Poisoner himself, even should his weapon be picked up by someone else.

Blade Venom vials produced daily may be saved for later use, sold, or traded; but only a Master Poisoner may apply or use them. Any attempt to apply the poison by a character not possessing this skill will result in the character accidentally poisoning himself, immediately taking an Agony poison directly to his bloodstream, bypassing the Toxin Shield (E,5) spell. The Resist Toxin skill applies normally.

Note that Blade Venoms may not be stacked with other solvents (be they alchemical or poison) and only one Blade Venom may be present on a weapon at a time. Blade Venom may not be applied to a Waylay Widget.

Special: Only a Master Poisoner may produce or use this poison.

Cause -2 Damage

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 2 / 1
- ❖ Duration: Instant

The Cause -2 Damage poison causes two (2) Body Points of damage.

Cause -4 Damage

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 4 / 2
- ❖ Duration: Instant

The Cause -4 Damage poison causes four (4) Body Points of damage.

Cause -12 Damage

- ❖ Type: Ingested
- ❖ Production Cost: 5
- ❖ Duration: Instant

The Cause -12 Damage poison causes twelve (12) Body Points of damage.

Charm

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 8 / 4
- ❖ Duration: 10 Minutes

The Charm poison causes the target to treat the attacker as though the attacker is his best friend in the world. The victim must stay by the attacker's side and listen to his suggestions.

Although the attacker is the victim's best friend, the victim will not mindlessly follow the attacker's orders, nor will he do anything that he would not normally do, unless the attacker gives him a very good reason (that's why it's called role-playing).

If the attacker's party attacks the victim, the attacker must give a convincing reason why he is not helping to defend the victim, or the poison will be broken immediately. The charm may be broken by use of appropriate healing magic (see above), administration of the proper antidote, or the Sylvan Fey's "Charm Break" ability.

A character already under the effects of another charming [Love Poison, Love Poison #9, Charm (C,6), Friendship (E,7), Influence, Vampyric Dominate, etc.] effect is not affected by a Charm poison. Incredibly powerful effects, such as Supercharm will still work as normal on the character. The charm effect lasts ten (10) minutes.

Forget-It-Well

- ❖ Type: Ingested
- ❖ Production Cost: 10
- ❖ Duration: Permanent after 2 Hours (see text)

The Forget-It-Well poison causes the victim to forget one event from the past and remember a 1 to 10-word phrase in its place (a Plot Marshal must be notified as soon as possible to record the phrase). This can only be cured if done so within the first two (2) hours by appropriate healing magic (see above) or the proper antidote being administered. After that time and up to one year later, it can only be removed with a Cleanse Formal Magic Ritual. After one year has passed, it is permanent and cannot be removed by any means. This poison may not be self-administered. The Identify formal ritual will not detect this effect.

The victim of this poison will not remember being poisoned with the Forget-It-Well. However, the whispered 1 to 10-word phrase to be remembered in its place and the event to be forgotten are a verbal action that can be overheard by others.

The 1 to 10-word phrase remembered in place of the event to be forgotten is also recalled in all cases in which the event to forget was further mentioned by the poisoned character.

For example, Joseph the Rogue and James the Necromancer murdered a character on a back trail in July. After the murder, they discuss what happened, what to do with the stolen belongings, and how best to cover up the murder. In August, Joseph creates a Forget-It-Well poison and mixes it into a glass of wine he bought for James. James drinks the wine and Joseph leans over and says "You forget the murder we committed last Gather. You instead remember 'Going to the tavern for a sandwich with Joseph.'" In every instance

that James spoke about the murder committed, he now remembers “Going to the tavern for a sandwich with Joseph”. The planning of the murder, the time directly preceding the murder in which they waited in ambush, and the selling of the victim’s belongings are not forgotten, but in the mind of James, he was planning on murdering the victim, but instead decided to go to the tavern for a sandwich with Joseph and at some point in time, inexplicably came across the belongings of the murdered character.

The player must keep the Forget-It-Well tag on his skill ring at all times.

Forget-Me-Not

- ❖ Type: Ingested
- ❖ Production Cost: 8
- ❖ Duration: Permanent after 2 Hours (see text)

The Forget-Me-Not poison causes the victim to lose memory of the last fifteen (15) minutes. A 1 to 10-word phrase, told to the victim, will be remembered instead (a Plot Marshal must be notified as soon as possible to record the phrase). The victim will not feel the loss of the last (15) fifteen minutes as the 1 to 10-word phrase remembered instead fills the gap in the victim’s memory.

This can only be cured if done so within the first two (2) hours by appropriate healing magic (see above) or the proper antidote being administered. After that time and up to one year later it can only be removed with a Cleanse Formal Magic Ritual. After one year has passed it is permanent and cannot be removed by any means. This poison may not be self-administered. The Identify formal ritual will not detect this effect.

The victim of this poison will not remember being poisoned with the Forget-Me-Not. However, the whispered 1 to 10-word phrase to be remembered in its place and the event to be forgotten are a verbal action that can be overheard by others.

The player must keep the Forget-Me-Not tag on his skill ring at all times.

Hallucinoid

- ❖ Type: Ingested
- ❖ Production Cost: 4
- ❖ Duration: 10 Minutes

The Hallucinoid poison causes the victim to hallucinate for ten (10) minutes. The victim cannot engage in combat or cast spells. Use imagination with this one, and remember, whatever you choose to hallucinate about, you have to do it for ten minutes.

This poison may be cured by appropriate healing magic (see above) or the proper antidote being administered.

*Instant Death **

- ❖ Type: Gas/Ingested
- ❖ Production Cost: Special / 8
- ❖ Duration: Instant

The Instant Death poison kills a living target instantly, as if struck by a Killing Blow. The only way to save a character killed by this poison is by a Life (EG/D, 9) or Revive (H,9) spell. If a character is Desecrated, swap Life (EG/D, 9) for the Death (EG/D/N,9) spell.

Special: Note, only a Master Poisoner may create an Instant Death Gas and this may only be done through means found in-play – no production formula exists, it is included here for completion.

Love

- ❖ Type: Ingested
- ❖ Production Cost: 6
- ❖ Duration: 5 Game Days, Resurrection, or Until Cured

The Love poison causes the victim to fall deeply in love with the next person of the appropriate sex for the next 5 game days. This poison may be cured by appropriate healing magic or the proper antidote being administered (see above).

The player of the victim should think very clearly about how his or her character would personally act if they had just fallen madly in love with someone. It is not necessary to go over-the-top with this and it should be done in a manner that is most suited to the character that has been poisoned. Though the victim is essentially charmed to his or her newly beloved, they are not a mindless love slave and still maintain free will (the character they fell in love with cannot control them) and will only go so far as the character would normally go for someone they love.

Unless specifically told so, the victim will not believe they have been poisoned and that the love that they now feel for that certain person is true. As such an, antidote or cure cannot be self-administered.

Once cured, the character will act as they did to the character which they fell in love as they did before being poisoned—be this hatred, loathing, friendship, etc. The victim remembers fully what occurred during the poisoned period and can draw his or her own conclusions as to how or why he or she acted in that manner.

Note, while under the effects of this poison the character is completely immune to Charm (C,6), Friendship (E,7), Vampyric Dominate, and Influence. Incredibly powerful effects, such as Supercharm, will still work as normal on the character.

Love Poison #9

- ❖ Type: Ingested
- ❖ Production Cost: 12
- ❖ Duration: Until Cured or Resurrection

Love Poison #9 is the same as the Love poison (above), but may only be cured by Love Antidote #9 or if the character is Resurrected. Note, while under the effects of this poison the character is completely immune to Charm (C,6), Friendship (E,7), Vampyric Dominate, and Influence. Incredibly powerful effects, such as Supercharm will still work as normal on the character.

Nausea

- ❖ Type: Gas
- ❖ Production Cost: 8
- ❖ Duration: 10 Minutes

This Nausea poison causes the victim to be sick, making him call -2 damage (Strength) in combat as well as making him unable to run or use the Dodge skill for ten (10) minutes. A Purify Blood (EG/D,5), Cleanse Blood (H,5), Remedy (EG/H,7), Renew (EG/D,8), or Heal Mortal Wounds (H,8) spell, or using the proper antidote, will cure the victim of Nausea. Note: Should the character be Desecrated, use the same list as above but swap Purify Blood and Renew for Poison (EG/D,5) and Waste (EG/D/N,8).

Paralysis

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 12 / 6
- ❖ Duration: 10 Minutes

The Paralysis poison completely immobilizes the target for ten (10) minutes. He may not move any part of his body. Other characters may move parts of his body to pose him and may also give the victim a Killing Blow. An Unparalyze (E,8), other appropriate healing magic (see above), or the proper antidote must be administered to remove the Paralysis.

Sleep

- ❖ Type: Gas/Ingested
- ❖ Production Cost: 8 / 4
- ❖ Duration: 10 Minutes

The Sleep poison causes the target to fall into a deep sleep for ten (10) minutes. He may only be awakened by shaking for ten (10) seconds or by appropriate healing magic (see above) or the proper antidote being administered.

Slow Poison

- ❖ Type: Ingested
- ❖ Production Cost: 2
- ❖ Duration: Until Death or 1 Hour

Causes one (1) Body Point of damage per minute until treated. If not treated, the character will die within one hour, regardless of the number of Body Points he has left.

Healing spells, potions, and alchemy will not cure the Body Points lost from the victim until the appropriate healing magic (see above) or the proper antidote has been administered.

Laws of Cerroneth

- ❖ Arson :The willful destruction of another's property without consent.
- A Punishment: Compensation for losses, possible Execution based on severity.

- ❖ Theft: The taking of another citizen's property without permission is theft. Looting another's body is a form of theft and will be treated as such.
- A Punishment: A Fine of at least Twenty Gold Pieces, Compensation for losses, and one hour in the stocks

- ❖ Burglary: The breaking into another person's property through skill or magic. In cases where burglary and another crime are committed together, all offending parties will be charged equally for all crimes committed.
- A Punishment: A Fine of at least Fifty Gold Pieces, Execution, and Compensation for losses.

- ❖ Assault: The willful attack on another citizen by any means including weapon, spell, alchemy, potion or agent. If the assault causes resurrection the charge will become murder. In a case where an agent is hired, both the agent and employer shall be charged equally for all crimes committed.
- A Punishment: A Fine of at least Twenty-Five Gold Pieces.

- ❖ Coercion: The attempt to force another to act against their will via use of threats or other means. In particular when used to cause a breach of law.
- A Punishment: A Fine of at least Ten Gold Pieces and one hour in the stocks.

- ❖ Necromancy: The use of any spell, ability or item that causes the creation of undead as well as the use of any spell, ability or item that transforms a living being into undead.
- A Punishment: A Fine of at least Seventy-Five Gold Pieces and Execution.

- ❖ Impersonation of a Higher Station: The act of pretending to have a higher station when one is not possessed, but also acting as if one of higher station has given authority to act in their name when one has not. In the case of impersonating nobility and another crime is committed the charge can be elevated to Treason. Higher station indicates a station above commoner: guild master and all ranks of nobility. Impersonation of a member of the Royal Family, any false pretense to Royal Authority, or any action on behalf of such a pretender is Treason against the Crown.
 - A Punishment: A minimum of one hour in the stocks for each station surpassed up to final death. The offended noble also lays claim to all properties of the criminal.
- ❖ Kidnapping: This crime involves the unlawful taking and holding of a citizen against his or her will, and/or attempts to ransom these captives to friends, family or others.
 - A Punishment: A Fine of at least Fifty gold pieces and Execution.
- ❖ Murder: The willful attack on another citizen by any means including weapon, spell, alchemy, potion or agent, causing resurrection. In a case where an agent is hired, both the agent and employer shall be charged equally for all crimes committed.
 - A Punishment: A Fine of at least Twenty-Five Gold Pieces and Execution, losing not less than two no more than three lives per murdered victim.
- ❖ Treason: Rendering aid to a sworn enemy of the Crown or the Lands, inciting rebellion against the noble courts of Cerroneth, or attempt to commit of these acts. Crimes against the Royal Family become High Treason for which the penalty is final death.
 - A Punishment: Execution, until final death in the case of Treason or Attempted Treason against the Crown or Royal Family.
- ❖ Mockery of a Noble: This involves the defamation of a Noble's character through insults, lies or mockery. It is also the disobedience or impersonation of a noble. If this is used to incite rebellion the charge becomes treason. Defamation of the Royal Family is Sedition.
 - A Punishment: A Fine of at least Twenty Gold Pieces AND two hours in the stocks.
- ❖ Defrauding the King's Justice: To knowingly lie or make false or misleading statements to a noble, constable, or High Justice, or other persons given the power to conduct an official investigation or trial while they are in the course of such an investigation or trial. Another term for this is "Lying to the Crown." Failure to report offenses against the Crown, including sedition, conspiracy against the Crown, or any form of treason, is also Defrauding the King's Justice.
 - A Punishment: Execution, with loss of up to six lives.

- ❖ Flight from Prosecution: The attempt to evade prosecution by the rightful force of law in any land for any crimes against the laws of Cerroneth. Once guilt for flight from prosecution is determined, it is also an immediate sentence of guilt for the crime being fled.
 - A Punishment: At least the punishment for the crime being fled, plus additional execution and possible banishment.
- ❖ Sedition: Any act or word against the King or Queen of Cerroneth or the Royal Family that causes any form of dishonor or embarrassment to the crown. If used to incite rebellion this becomes High Treason.
 - A Punishment: A Fine of at least Twenty-Five Gold pieces and Execution, with loss of up to six lives.
- ❖ Assault of the Mind: The alteration of another's personality or memories through any means, other than resurrection. If the person so altered commits a crime due to this influence, the burden of that crime will be on the accused
 - A Punishment : A Fine of at least Twenty-Five Gold pieces.

Chart Appendix

Build Chart

Level	Build Blanket	EPs per extra EP Build	Cost to EP Cap	EP Cap	Goblin Points per Gob Build	Goblin Points to Gob Cap	Gob Cap
3	8	15	60	4	5	15	3
4	7	20	80	4	10	30	3
5	7	25	100	4	15	45	3
6	6	30	120	4	20	60	3
7	5	35	140	4	25	75	3
8	5	40	160	4	30	90	3
9	4	45	180	4	30	90	3
10	3	50	200	4	30	90	3
11	3	110	330	3	30	90	3
12	2	120	360	3	30	90	3
13	2	130	390	3	30	90	3
14	2	140	420	3	30	90	3
15	2	150	450	3	30	90	3
16	2	160	480	3	30	90	3
17	2	170	510	3	30	90	3
18	2	180	540	3	30	90	3
19	2	190	570	3	30	90	3
20	2	200	600	3	30	90	3
21	2	420	840	2	30	90	3
22	2	440	880	2	30	90	3
23	2	460	920	2	30	90	3
24	2	480	960	2	30	90	3
25	2	500	1000	2	30	90	3

Breaking & Confining

Confining Type	To Break	Count	Body Point Loss
Physical Web Physical Bind Entangle (D,3)	+ 2 Strength or any Endow or Empower spell	“SNAP,” “Empower BREAK,” or “Endow BREAK”	Zero (0)
Pin (E,2)/ Trap (CG/CO,3)	+ 2 Strength	3-Count	Three (3)
Bind (EG/D/H,5) Snare (CG/CO,4)	+ 4 Strength	4-Count	Six (6)
Web (CG/CO,6)	+ 6 Strength	6-Count	Twelve (12)
Imprison (CO,8)	+ 10 Strength	10-Count	Twenty-Five (25)
Stone Web	+ 12 Strength	24-Count	Twenty-Five (25)

Racial Make-up & Costume

Race	Ears	Misc	Skin	Hair	Costume
Dark Faerie	Option	Wings	Black Lines		
Drae	Yes		Black	White or Silver	
Faerie	Option	Wings			
Fendari	Yes	Horns	Red		
Gnome			Gray		Pointy Hat
Gypsy		Accent			Colorful, Festive
Half-Ogre		Tusks	Brown or Yellow		
Half-Orc		Tusks	Green		
Hobling				Fur on Feet and Hands	
Human					
Mountain Dwarf				Min. 6" Beard	
Sarr			Special		Tail
Sea Elf	Yes		Blue		Aquatic
Shadow Dwarf			Black	White with Min. 6"	
Stone Elf	Yes		White with Black		
Surface Elf	Yes				
Sylvan Fey	Option	Horns			
Unseeley Fey	Option	Horns	Black Lines		
Wild Elf	Yes		War Paint		Native American
Wilder			Special		Tail

Poison Costs

Poison	Type	Production Points
Agony	Ingested	6
Agony	Gas	12
Berserk	Ingested	6
Berserk	Gas	12
Blade Venom	Solvent	Special
Cause -2 Damage	Ingested	1
Cause -2 Damage	Gas	2
Cause -4 Damage	Ingested	2
Cause -4 Damage	Gas	4
Cause -12 Damage	Ingested	5
Charm	Ingested	4
Charm	Gas	8
Forget-It-Well	Ingested	10
Forget-Me-Not	Ingested	8
Hallucinoid	Ingested	4
Instant Death	Ingested	8
Instant Death *	Gas	Special
Love	Ingested	6
Love Poison #9	Ingested	12
Nausea	Gas	8
Paralysis	Ingested	6
Paralysis	Gas	12
Sleep	Ingested	4
Sleep	Gas	8
Slow Poison	Ingested	2

Alchemy Costs

Alchemical Solution	Type	Production Points
10 Acid	Gas	4
20 Acid	Gas	7
30 Acid	Gas	12
Alchemical Solvent	Solvent	4
Antidote	Elixir	5
Antidote Gas	Gas	10
Cure + 2 Damage	Elixir	2
Cure + 2 Damage	Gas	4
Cure + 12 Damage	Solvent	7
Light	Solvent	1
Love Poison #9 Antidote	Elixir	7
Oil of Slipperiness	Solvent	5
Paste of Stickiness	Solvent	5
Vorpal Coating + 1	Solvent	4
Vorpal Coating + 2	Solvent	8
Vorpal Coating + 3	Solvent	12

Armor Regions

For purposes of armor rating, the body is divided into 12 locations:

- Head
- Neck
- Torso (assumes coverage on front and back)
- Right Upper Arm (including shoulder)
- Right Lower Arm (including hands)
- Left Upper Arm (including shoulder)
- Left Lower Arm (including hands)
- Right Upper Leg
- Right Lower Leg
- Left Upper Leg
- Left Lower Leg
- Joint Articulation (Elbows and Knees)

ARMOR RATINGS FOR TORSO REGION	
MATERIAL	POINTS
Padded Armor, Gambeson, Fake Leather	6
Soft Leather	10
Studded Soft Leather	12
Boiled/Hardened Leather	18
Studded Hard Leather	20
Ring Mail, Steel Mesh Mail (Butcher's Mail)	18
Regular Chain	24
Small Chain	28
Micro Mail	32
Non-Metal Breast Plate	20
Non-Metal Brigandine	18
Light Metal Brigandine w/ Cloth	24
Light Metal Brigandine w/ Leather	26
Med. Metal Brigandine w/ Cloth	28
Med. Metal Brigandine w/ Leather	30
Heavy Metal Brigandine w/ Cloth	32
Heavy Metal Brigandine w/ Leather	34
Light Metal Breast Plate or Scale	28
Medium Metal Breast Plate or Scale	32
Heavy Metal Breast Plate or Scale	45

ARMOR RATINGS FOR HEAD REGION	
MATERIAL	POINTS
Leather Helm/Coif	2
Regular Chain Coif	6
Small Chain Coif	7
Micro Mail Coif	8
Half Helm Plate	6
Full Helm Plate	10

ARMOR RATINGS FOR NECK AND LIMBS	
MATERIAL	POINTS
Soft Leather	1
Studded Leather, Hard Leather	2
Chain Mail, Non-metal Plate	3
Plate	4

OTHER ARMOR RATINGS	
CONDITION	POINTS
Costume Only	5
Articulated Joint (Elbow or Knee)	1
Master Crafted Armor (total suit)	+25%
Torso Covered on One Side Only (Each Piece)	-50%

Weapon Guidelines

Weapon	Max Handle Length	Blade Length		Overall Length		Dmg.
		Min	Max	Min	Max	
Daggers/Small Weapons	7	8	17	12	24	1
Thrown Weapon	-	8	18	-	-	1
Shortsword	10	18	24	26	32	2
Longsword	10	25	36	34	44	2
Hammer, Mace	10	18	36	26	44	2
Axe	10	12	18	26	44	2
Staff	1/3 Overall Length	-	-	60	72	2
Javelin	-	-	-	36	36	2
Spear	1/3 Overall Length	8	8	48	66	2
Polearm	1/3 Overall Length	18	24	60	72	4
Two-Handed Sword	15	40	48	50	62	5
Two-Handed Blunt	15	38	48	48	62	5
Shortbow	-	-	-	24	42	2
Longbow	-	-	-	43	84	6
Crossbow	-	-	-	-	-	6
Hand/Mini Crossbow	-	-	-	-	-	2
Waylay Widget	-	-	-	8	12	-

Weapon Coloring & Decoration

Material	Color	Calls	Shatterable
Bone	White with Yellow coloring (must be noticeably different from Mithral)	normal	yes
Steel/Iron	Gray	normal	yes
Silver	Silver or Gray	silver	yes
Rosewood	Red-Brown with metallic blood Red streaks	rosewood	no
Darkwood	Dark Brown with Silver-Gray streaks	silver or adamantine	no
Ironwood	Gray with metallic Brown/Copper streaks	silver or mithirl	
Flame/Fire	Red (approved Magic Items ONLY)	fire	no
Lightning	Yellow (approved Magic Items ONLY)	lightning	no
Gemstone	As per gemstone color with lines to show facets	normal	yes
Wood	Brown	normal	yes
Cold wrought Iron	black with silver and red flakes or veins (lines)	cold iron	no
Gold	Gold	gold	no
Adamantine	Black	silver or adamantine	no
Mithral	White	silver or mithirl	no
Meteoric Iron	Black with White flecks or veins (lines)	normal	no
Water/Ice	Blue (approved Magic Items ONLY)	ice	no
Poison/Acid	Green (approved Magic Items ONLY)	posion / acid	no

Note that unless purchased in-game, a character cannot construct a weapon of any type of material other than bone, steel/iron, or wood. Weapons of these special types must be accompanied by the appropriate tag for the phys-rep. All weapons may call normal or blunt unless they have a magic damage aura.

Making A Sword

Having presented all of the rules for constructing weapons, it is time for an example. The example will be of the most popular weapon in SOLAR — the Longsword. This Longsword will be constructed to maximum length with a maximum length blade.

As noted above, the maximum overall length of a Longsword is 44". To allow for the 3-inch thrusting tip and the one-inch pommel, the PVC is cut to a length of 41". Once cut, each end of the PVC is taped closed with duct tape to reduce wear on the foam.

The pipe foam is cut next. The maximum blade length for a Longsword is 36". The foam is cut to a length of 34". The foam is then slid over the PVC, leaving an overhang of one inch at the top of the blade. This one-inch hole is filled in with scrap open cell foam, packed semi-tightly.

A 2-inch square piece of open cell foam is then cut for the thrusting tip.

The Duct Tape is unrolled about 40" and laid sticky-side up on a table. Once done, the sword is placed on the tape, allowing 1-1 $\frac{1}{2}$ " to overhang at the bottom of the blade. After the sword has been properly placed on the tape, the 2-inch square foam tip is gently pressed against the top of the sword blade and then against the tape. The tape is then unrolled about another 40" and laid on the top of the sword. The tape is cut to allow 1-1 $\frac{1}{2}$ " to overhang the bottom of the sword. The tape is then pressed gently against the pipe foam without causing wrinkles in the tape. The two overhangs are pressed against the PVC to hold the pipe foam in place.

The process of unrolling the tape, placing the sword on the tape, unrolling more tape, and placing it on the sword is repeated for the other open sides. At this point the sword blade should be complete and no pipe foam should be visible.

The crosspiece is added next. It is made with pipe foam. Once the size of the crosspiece is chosen, the pipe foam should be compacted to remove the hole along its length. Duct Tape is used to hold the ends closed once it has been compacted. A hole is then cut in the middle to allow it to slide onto the bottom of the sword.

Once on the sword, the crosspiece is taped with electrical tape to hold it to the bottom of the blade as well as to the PVC. When it is completed, no pipe foam is visible.

After the crosspiece comes the pommel. A 2-inch piece of pipe foam is placed on the bottom of the sword allowing 1 inch to hang over the bottom of the sword. The 1-inch hole on the bottom is filled in with open cell foam in the same manner as the hole on the top.

Electrical tape is then used to secure the pipe foam pommel to the PVC. Once secure, the electrical tape is wrapped around the handgrip to cover the PVC.

That's it; the sword is now ready to fight. This process may take some practice before it is perfected.

Making Your Own Shield

Shield Guidelines

Since SOLAR is trying to emulate real combat without anyone getting hurt, many restrictions must be applied to weapons and shields alike in order to keep the game balanced, yet safe. Following are the restrictions on shields:

- ❖ You must have the Shield skill to use a shield.
- ❖ Shields may not be used as offensive weapons (i.e., no shield bashing). Shields are for defense only.
- ❖ Shields may not be used with two-handed weapons. The longest weapon you can use while wielding a shield is 44 inches (a maximum length one-handed weapon.)
- ❖ Shields do not protect the owner from any type of trap, save a mechanical one that delivers its damage via a weapon (i.e., darts, daggers, etc.).
- ❖ The longest dimension of a shield may not exceed the distance from the wielder's armpit to finger tip.
- ❖ Shields may be made of almost any material. This includes aluminum, plastic, wood, etc. The perimeter of any shield must be covered with pipe foam. Any bolts used in the shield must have the flat side on the front of the shield and the nut on the back.
- ❖ The grip of a shield may not be located in the center.

Materials List

- ❖ Shield material (plywood, plastic, aluminum, etc.)
- ❖ 5/8" thick pipe foam (the wall of the foam must be 5/8" thick) Shoe laces
- ❖ Pull, handle (should be comfortable) Leather strap
- ❖ Duct or Gaff Tape Paint
- ❖ Knife, razor blade or scissors to cut foam

 Optional:

- ❖ Colored Cloth
- ❖ Sand Paper

Constructing the Shield

The first step in designing a Shield is the design of its shape, adhering to the dimensional restrictions above. Once designed, the Shield should be cut out of the Shield material. Once cut, the edges may be sanded for safety.

Duct tape is placed all the way around the perimeter of the Shield to reduce wear and tear on the pipe foam.

Next, the perimeter of the Shield is measured and enough pieces of the pipe foam are taped together to allow it to be placed all the way around the Shield with a little extra. After attaching the pieces, they are placed on the Shield with notches cut in it at the corners. Once complete, the extra is cut off and the two ends are lightly taped together (the foam will be removed shortly). The pipe foam is then pressed against the edge and marks are made every 2 to 3 inches, just below the pipe foam. After all the marks have been made, the foam is removed and a hole is drilled at each mark.

Next, two 1-inch square pieces of plywood are cut. Once the location of the pull has been decided, the two pieces of plywood are glued onto the Shield to raise the pull off of the Shield, allowing for more room for the hand. Holes are drilled through the pieces of plywood and through the Shield. These holes are used to hold the handle in place.

Knowing the location of the pull, the arm is laid down on the Shield until the elbow rests against it. The leather strap is placed comfortably on the arm, and the holes are marked for the bolts, which will hold the strap in place.

Once all of the holes have been drilled, the Shield is painted the desired color. Keep in mind that the restrictions in place for the colors of weapons (found above) also apply for Shields.

After the paint dries, the pipe foam is once again placed around the perimeter of the Shield and taped lengthwise all the way around for better endurance (do not tape it to the Shield).

If cloth has been chosen to wrap the pipe foam, it is placed around the foam now. The cloth is cut the length of the perimeter. Once cut, it is placed over the pipe foam with the sides pressed up under the foam.

The shoelaces are then tied around the foam and through the holes, which were drilled around the perimeter to hold the foam in place. Any knots that must be tied in the shoelaces should be tied in the back so they are not noticed. Glue is then placed on the knots to reinforce them. The pull and leather strap are then

bolted to the Shield.

Finally, the design or coat of arms is painted on the front of the Shield.

Making Arrows

Expect to spend around \$100 at the minimum for startup costs. The insulation foam alone is around \$30 a sheet, but it will make many arrows due to the sheer size of the sheet. Be prepared to cut it into sections before you leave Home Depot (you will have to do this yourself, the employees aren't allowed to cut it for you...bring your own box cutter or use the one you just bought), or take a truck that it will fit in. You should cut it into three even sections, going with the grain of the foam. (look for vertical lines and cut in the same direction). Please note that Cerroneth has a list of commercially available arrows that may be purchased.

Materials List

- ❖ Sharpie or other kind of marker
- ❖ Scissors
- ❖ Metal yardstick
- ❖ Retractable box cutter (5" break-away blade, can be found at Wal-Mart)
Table saw. Optional, but awesome if you have access to one
- ❖ Sheet of 2" thick pink insulation foam
- ❖ Tube of thin gray pipe foam, 1" diameter
- ❖ 1" thick open cell foam. Seat cushions found in the craft section of Wal-Mart work great.
- ❖ Black electrical tape
- ❖ 2" wide painter's masking tape (cream colored, not blue) Brown spray paint
- ❖ Gray/silver duct tape. Preferably a) Heavy duty dark gray outdoor tape and b) silver electrical bundling tape, but regular duct tape works too (the specialty tapes are more expensive)
- ❖ White electrical tape (makes arrows easier to see on the ground at night. Completely optional but highly recommended. Alternatively, glow-in-the-dark tape can be used)
- ❖ Colored electrical tape of your choice (or some other way to mark the arrows as your own)

Constructing Arrows

- ❖ Lay foam board on something flat, preferably a surface you won't mind the box cutter cutting into. With the metal yardstick and a sharpie, measure out shafts that are 1" wide by 26" - 28" long.
- ❖ Remember to cut with the grain of the foam. The blade on the retractable box cutter

should be most of the way out in order to cut through the depth of the foam; you want to make as few passes as possible. Use the metal yardstick to guide the box cutter. Make LONG STEADY cuts, DO NOT USE A SAWING MOTION. If you saw at the foam board it will shred it, and you are aiming for the smoothest sides possible. Once you have 2" by 1" shafts, turn them over, mark 1", and cut them in half. You now have two shafts. OPTIONAL: If you have access to a table saw, it will make beautiful straight shafts. You can use the table saw to cut the foam board into 2" by 1" shafts; you will need to use the box cutter to cut them in half. Use the same long, steady cutting motion mentioned above.

- ❖ Using the box cutter, shave off the corners of one end of the shaft to make it slightly pointed. This will help in putting the pipe foam on later.
- ❖ At the other end, cut a small square into the end for the knock.
- ❖ Tape the length of the shafts with the painter's masking tape. Alternate sides to minimize curving.
- ❖ Spray paint brown and let dry.
- ❖ Cut the tube of pipe foam into 2" pieces.
- ❖ Using a piece of the pipe foam, trace circles around one end onto the open cell foam to make thrusting tips. Cut out using scissors or the box cutter. Save the "bits" of foam that come away after cutting the circles out.
- ❖ Reinforce the knocks on the shafts with black electrical tape.
- ❖ Slide a piece of the pipe foam over the pointed end of the shaft. A slight twisting motion may be necessary; be careful not to break the end of the shaft off. Tape the pipe foam to the shaft using black electrical tape. Note: If the "point" of the shaft is longer than the tube, break it off some.
- ❖ Stuff some of the foam "bits" into the pipe foam tube, then place an open cell foam circle on top. Tape open cell foam to the pipe foam with duct tape/heavy duty outdoor duct tape. Cut slits in tape holding open cell foam on to allow some space for give on impacts.
- ❖ Tape a band of duct tape/electrical bundling tape around the tube of pipe foam to cover the ends of the tape holding on the open cell foam and the electrical tape holding the tube to the shaft.
- ❖ Tape a band of duct tape/bundling tape around the knock end of the shaft for aesthetic purposes and to reinforce the shaft. Tape a band of duct tape/bundling tape around the top of the shaft near the point, just under where you taped the pipe foam, also for aesthetics and reinforcement.
- ❖ Use bands of white electrical tape on each end of the shaft for aesthetics and to make your arrows easier to see in the dark.
- ❖ Tape a colored band of electrical tape (or use some other marking) somewhere on the shaft

to mark the arrows as yours. This will aid other players in returning your arrows to you.

Purchasable Arrows

See our website or ask the archery marshal for a list of commercial arrows that have been approved for use. The final product must be presented to an Archery Marshal on site for approval before being used. Should a tip pop off one of these arrows during use or the shaft splinter or break, it must be thrown away immediately.

Packet Construction

Spell Packet Guidelines

In order to simulate throwing magical energy, spell packets are used in SOLAR combat.

These are constructed (by the player) using cloth (can not be green in color) and birdseed. The cloth should be cut into a 7-inch by 7-inch square. The birdseed (which preferably does not contain sunflower seeds) should next be placed in the center of the cloth, which is then gathered around the birdseed and secured with a rubber band. A good measure of birdseed to use is a full 35mm film canister. Cutting the “tail” off the packet is permitted.

Gas Packet Guidelines

Some alchemical solutions and poisons can be made into a gaseous form, which can then be placed in a vial and thrown at an opponent during combat. To represent these vials, one should construct a gas packet (even for alchemical solutions). Gas packets are constructed in the same manner as a spell packet but MUST be made with green cloth.

Once completed, the packet should be labeled as the type of gas it represents. It is up to the player to keep his packets organized and throw the appropriate packet at a target while calling out the effect. A permanent black marker is useful for the labeling of packets and abbreviations may be used as well, such as “+2” for Cure 2 Gas, “20A” for 20 Acid, or “PG” for Paralysis Gas.

Solar Medical Information

Please note: the following information is for SOLAR staff in case of an emergency. SOLAR will keep this information in confidence for game officials only, and on a need-to-know basis. no information provided will be sold or used by any one not solar management..

Name, Character's Name and Race, Address, Telephone, Birth Date, and please give the name and numbers of two people to contact in case of an emergency and any special instructions in seeking medical treatment (such as restrictions due to personal preferences or religious reasons).

Name: _____

Character's Name and Race: _____

Address: _____

Email: _____

Can solar staff contact you for non medical emergency reasons? Yes No

Birth Date: ____/____/____ Telephone: (____)

Please give the name and numbers of two people to contact in case of an emergency:

Name: _____ Phone Number: (____)

Name: _____ Phone Number: (____)

Known allergies including medicines:

Any special instructions in seeking medical treatment: (such as restrictions due to personal preferences or religious reasons)

Legal Release

I, the undersigned, understand that the Southern Organization of Live-Action Reenactments, Inc. (*SOLAR*) has taken all precautions and reasonable steps to minimize all risks to participants, but is unable to completely guarantee that no injury will come to me. Since the events are mainly conducted outdoors in wilderness areas, there is always the possibility of a slip on rough ground, a fall over obstacles in the darkness, or the occurrence of some other unforeseeable accident. Further, since I may also be participating in mock battles using padded weapons, there is the risk of injury from other participants.

I understand the risks involved in events sponsored by the Southern Organization of Live-Action Reenactments, Inc. I shall make no claim of any description against this organization, its members or its officers or any company doing business with this organization for any loss or damages suffered in the course of participating.

I confirm I am in good physical health and do not suffer from any physical disabilities unknown to the organization. I agree also to the following restrictions placed upon me by the Southern Organization of Live-Action Reenactments, Inc.:

- 1) I will not use padded weapons approved by *SOLAR* unless I have first completed the safety training course.
- 2) I will not bring nor consume alcoholic beverages or participate in any other drug use during the event.
- 3) I will not use any skills taught by *SOLAR* for illegal purposes.
- 4) I will at all times abide by the safety rules of the organization.
- 5) I understand that failure to abide by these agreements could result in expulsion from the organization.

By my signature, I confirm that I have read this release, understand its terms, and agree to its provisions. I understand that this form affects my legal rights.

Printed Name: _____ Birth date: ____ / ____ / ____

Signature: _____ Date ____ / ____ / ____

Signature of parent/legal guardian if under 18: _____ Date ____ / ____ / ____

Marshal Notes

WARNING:

Anyone other than SOLAR rogue marshals or the registered occupants of this cabin reading this form will be subject to immediate expulsion from the event and all SOLAR sponsored activities. This information is for use by the listed occupants and SOLAR officials ONLY.

OCCUPANTS LIST

Please print every player's REAL NAME who is staying in this cabin.

MARSHAL LIST

Marshals viewing this form for any reason must enter their name, time and state the reason for accessing the information.

MARSHAL PROVISIONS

Any special considerations mandated by SOLAR officials will be noted here, including medical provisions.

OUT OF PLAY

List all out of play items and where they are located within the cabin. Anything NOT listed here is in-play and subject to in-play theft

Note: In-play items can never be stored in an out of play area.

ENCHANTMENTS, PROTECTIONS, & TRAPS

List the protections on this building here. Please describe in detail where the protections are and diagram them in the space provided below.
The dated spell tags **MUST** be attached to this form.

USE THIS AREA TO DRAW YOUR CABIN & PROTECTIONS

ATTACH ALL TAGS IN THIS AREA.

