

SOLAR

Live Action Fantasy Gaming



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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 won't be forgotten.

-the Staff

PLEASE NOTE: An updated version of the rules will be uploaded soon and be available for you to download as a PDF file. I was asked by many players to post the current rules version for them to view. So here it is. Please keep in mind that quite a few rules have been changed this past year so you may find some rules conflict with the way we are currently playing. Sorry for the confusion, it will be updated soon. I figured something was better than nothing.

Scott



The *SOLAR*

Adventurer's Guide



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Welcome to *SOLAR*



- Here at *SOLAR* you role-play as the character you have always imagined, with another 150 players who enjoy gaming as much as you do. You have the chance to *become* your character from Friday evening around 9pm till Sunday afternoon at 4pm. As you will find, there will be ample time to explore and expand your character's personality while living in the *SOLAR* fantasy world.
- We encourage players to stay "in character" the entire event, however there are times you will be *out-of-play* - spell reset for example. *In play* means you are acting as your character and should behave as your character would, such as eating in the tavern to learning spells from a 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. It is vital that when *out-of-play*, you be silent and respectful of the game environment, making yourself as inconspicuous as possible. 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 9pm Friday night. Immediately after opening ceremonies is a **mandatory** safety course that you must attend. This is where you receive your character's starting money. I remember how eager I was making my first character so long ago, so I will leave you now so that you can go on reading the rules to begin your own adventure. If you have any questions not answered by this book – please do not hesitate to ask me for help.

Welcome to *SOLAR*.

-Scott Neeley, proud owner of this wonderful game.

LIVE ACTION FANTASY GAMING

WHAT IS *SOLAR*? WHO IS *SOLAR*?

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

SOLAR is a live fantasy based action game...

...much like medieval reenactments, in which members meet and, under supervision of staff members and storytellers, act out 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 State Parks, 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, find our web site at www.solarinc.com and ask.

EXPENSES FOR PLAYERS

EVENT PARTICIPATION

Registration Fees as of 2006

Playing and sleeping in camp bed	\$45.00
Playing without a camp bed	\$40.00
Full-time Monster with camp bed	\$20.00
Full-time Monster without camp bed	FREE
For a four-day event, please add	\$ 5.00

Cabin Assignments

At most *SOLAR* sites, each cabin typically sleeps four to five people at one time. Cabins are assigned on a first pay, first serve basis. (At some sites such as those used in winter, cabins assignments are very different.)

If a group of people wishes to stay together, they should send all their money in one envelope stating that they wish to share a cabin and their cabin preference, if any.

If a player is a member of one of the guilds, he may want to check with the guild master/mistress to see if there is any room in the guild for him to sleep.

Pre-registration

You may pre-register by the following method. 1) Pay at the event prior to the one you wish to pre-register for.

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 4-6 dollars a meal.

GAME SUPPLIES

Things you may want to purchase once you get to an event:

- Your own Rulebook \$20
- 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

GETTING TO WEEKEND EVENTS

SITE LOCATIONS

Hard Labor Creek State Park

SOLAR's primary site is Hard Labor Creek State Park, Camp Rutledge. It is located just outside Rutledge, Georgia. We usually have events there at least once a month during the months April thru November. The Campaign that uses Hard Labor Creek the majority of the time is the Clanthian Campaign, which has been running monthly sessions there since 1991.

Indian Springs State Park

SOLAR's winter site is Indian Springs State Park. It is located just outside Jackson, Georgia. Clanthian events are located at this site from November thru March due to the heated cabins offered at this location.

Kings Mountain State Park

SOLAR also uses a site located near Kings Mountain, South Carolina. It is called Kings Mountain State Park, Camp York (or Camp Cherokee). We use this site exclusively for our Shadowmoor Campaign, and have events there monthly from April thru November.

Mississippi Parks

SOLAR also has a chapter called Cerroneth in Mississippi, which is operated by local people from that State. While not staffed by *SOLAR* volunteers, they still offer full character transfers from any of our chapters, and *SOLAR* offers transfers from that chapter to any of our campaigns. I encourage anyone in that area to give this growing chapter a try. They use many sites located through out the State, so be sure to check our web page for site location changes: www.solarinc.org

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-Game 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)

Eating Utensils

Food/Snacks/**WATER**

Pencil/Pen and Paper

Mirror

Garbage Bags (Not only to keep the cabin clean but to keep things dry)

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)
 - In-game Money
 - Spell Book
 - Rune Book
 - Poison Book
 - Magic Items
 - Formal Magic Components
 - White Head Band
- Tools and Supplies (To repair phys reps and decorate cabins)
 - Cloth for Spell Packets
 - Bird Seed
 - Duct Tape
 - Electrical Tape
 - Pipe Foam
 - Scissors
 - Hammer/Nails/Thumbtacks
- Costuming
 - Armor
 - Jewelry
 - Weapon(s)
 - Belt
 - Pouch(s)
 - Cloak
 - Makeup (including ears)
 - Spirit Gum
- 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. This decreases both packing time and chance of forgetting something you need!

What Food to Bring

Although there is a tavern that serves meals and other places that serve drinks and snacks, it is the responsibility of each player to bring enough food for himself for the event or enough real money to purchase food at the tavern.

It is a good idea to have some pre-packaged food for those eat-and-run times as well as some food that requires some preparation for true sustenance. Spell-reset is a great time for a cookout.

Bring your own dishes from home, if you can, especially if you have something particularly "period" like large, metal platters and wooden tankards. There are plenty of facilities for cleaning them afterwards. Also, make certain any trash you have left over ends up in the dumpster and not left in your cabin nor the bathhouse trash containers. Your group can have its own feast if you like, talk to staff on how to organize one.

Food suggestions: precooked cold chicken, bread, cheese, beef jerky, apples, crackers, beanie weenies, MRE's - stuff you can eat. And always bring bottled water to drink!

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:

Tents - they are not allowed in the group campgrounds

Firearms - even if you have a permit to carry

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

A bad attitude - come enjoy your weekend with us and leave your real-life stresses at the door!

AT THE EVENT

FIRST TIMERS

If you have never been to a *SOLAR* event, try to make it onto site before 9:00pm on Friday night. This way, you will have ample time to get registered and settled in before the game begins. Below is a list of procedures to best 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 with people. Once inside, there will be a table somewhere near the door where you check in. (Look for the cash register) At the check-in counter is where you pay, 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.

Next, find logistics!

At the back of the tavern is logistics, which is where you go once you have checked in. This is where you make your character and collect all necessary skill tags and other information necessary for you to play the game. It is necessary you bring a legal ID, for you or your legal guardian will need to sign a legal release form - while we do everything possible to maintain one another's safety, we're still outdoors! 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. Feel free to drive directly to your cabin *if it is before midnight* on Friday. 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 locating 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 game hours – this can cost you build! Once parked, be back in the tavern by 9:00pm 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 may be answered. This is a good 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 4:00pm, at which time we go "out-of-play" and begin cleaning the site. Remember you are staying on a State Park, a limited resource that we must protect - so always make sure you leave your sleeping area a little cleaner than how you found it. Clean your cabin and surrounding area, pack your belongings, and turn in your paid/work chit and life tag at the EP box located at the tavern. Remember to have all this done by no later than 6:00pm on Sunday night, this ensures the *SOLAR* staff will have enough time to finish cleaning the site.

In case anyone needs to get in touch with you!

There is usually a pay phone in the tavern for anyone's use, and its number is readily available. Messages can be taken for players, however sometimes it is difficult to find individuals amidst an active event. If you would like to keep in touch with home, or you have a legal guardian that wishes you to get in touch, the phone is available all weekend.

NAVIGATING LOGISTICS AND CHECKING IN

About Daily Logistics

The function of daily logistics is for the distribution, maintenance, and replacement of materials required for the game to perform. Beginning around 6:00 p.m. on Friday night and lasting until after midnight, this section of daily logistics is typically known as “Check-in” and occurs at the tavern. Many items of business are accomplished during these hours, most notably however are paying for an event, checking in and updating your character, receiving your daily spell/skill tags, and listening to opening ceremonies, where a great deal of important in and out-of-play information can be gathered.

Check-In

So you’ve found logistics, paid for your weekend and parking pass, and now need to check-in. If this is your first time, our logistical staff will guide you through the check-in process – get in the appropriate line with the sign noting “New Characters”. If you have played recently, you should have turned in an envelope containing your life tag, paid chit, and a slip of paper noting what you would like to purchase with the build acquired at the event – if this is so, then you should have an envelope waiting for you containing your Life Ticket, Body Tags, and Daily Spell/Skill Cards when you pay for your weekend. Should you not have an envelope waiting for you, get in the appropriate line (divided into the two halves of the alphabet by your last name) and our logistical staff will find your character in manually update you so that you can walk away from the check-in table with the aforementioned items. Note that Friday tags and cards are off-white while Saturday tags/cards are green.

Daily Tags/Cards

Having already received your daily spell/skill cards, you must now fill them out with the appropriate amount of spells/skills that your character possesses. Some skills and spells require individual tags that will be asked for in the course of the game, these include (but are not limited to) all healing/chaos/necromancy spells, Life spells, Death spells, Imbue Death spells, and all “stacking” of any kind. These spells/skills/abilities will be noted with “Tag Required” on your card(s). In order to receive these tags, you must present the spell/skill cards that you received at Check-In and a valid (stamped and signed) Spell Book card that contains the magic you wish to memorize. After receiving your daily spell tags/cards, move on to the table containing date stamps and proceed to **date stamp** each of your daily tags. Note that this includes all daily skill tags, spell tags, body, life tag, and any daily magic item tags. As a note, should you possess an Assassinate/Dodge you **must** choose which you would like to use that day.

Saturday “Reset”

Saturday of daily logistics, typically referred to as “reset”, occurs between the hours of 5 and 7 p.m. 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. In effect, this is the time when players can get a bite to eat, return to their cabins to rest for a short period of time, and to change out cards and tags to the color used for the rest of in-play, green if it is a typical weekend.

Making Potions/Scrolls/Poisons/Alchemy

Production skills behave much the same as daily skill/spell tags do during the hours of logistics. An appropriate production request form must be acquired from the request from table and completed with the production you wish to create. An in-play monetary cost is required for all production, and this along with your blue, signed skill tag (received when skill was purchased), formula book (only if producing alchemy/poisons), and production request form must be presented at the production table during logistics to obtain that which you created for the weekend. The number of skill points used to create your production can be increased by

labs, which have a set number of users and must be found in game. If you are planning on creating your production using a lab, be sure to bring the card for it to show the marshal.

Late Logistics/Check-in

Late logistics is for those who arrive to the game after normal logistics hours are over. Just remember that most logistics members are also players so please give them the common courtesy to wait to ask assistance during a lull in the game or when they have free time. Late logistics serves all the same functions as normal logistics, but in a much more limited capacity due to lack of manpower during off-hours.

TYPICAL WEEKEND SCHEDULE

Friday

Check In	6:00pm – Midnight
Opening Ceremonies	11:00pm
In-Play	11:00pm

Sunday

Event ends	4:00pm Out-of-Play
Clean-up	4:00pm – 6:00 pm
Off Site	6:00pm

OUT OF GAME/PLAY

Players may be out-of-game; 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-game player affect anyone or anything that is in-game.

A player who is out-of-game must wear a white headband to signify he is out-of-game. Anyone who is not wearing a white headband is in-play.

Certain buildings are always out-of-play and anyone in these buildings is out-of-game. 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-game at any time provided that doing so will not change the course of action of other characters around him. 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 Cabins - These are out-of-play and may only be entered by plot members. If anyone else other than a plot member enters a Plot Cabin, his character sheet will be destroyed, and the player may be asked to never play *SOLAR* again. SO STAY OUT!

Tavern - It is in-play although combat with monsters in the tavern may not be permitted at some sites. If a player is being chased by a monster, he may not run into the Tavern 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 Life Ticket or fight the monster.

Armorsmiths - It is out-of-play until midnight on the first night of the event. This is due to each player needing to go to the Armorsmiths to have his armor evaluated and have his

weapon inspected for safety. Afterwards, the Armorsmiths window is always in-play, and armor may be purchased through it.

Acceptable Reasons to Go Out-Of-Game:

Going to the Bathhouse - A player going to the bathroom or to take a shower may take his character out-of-play. No in-game items may be carried.

Medical Reasons - A player who has been physically hurt may take his 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 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.

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 character (e.g. 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 (i.e. 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 pack. 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 cautiously allowed to 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, unless the white bulbs are replaced with red or yellow ones.

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 game marshals. This player can role-play and interact with others in a role-playing setting, but can *in no way* engage in combat. Spells he casts in combat are not effective, either. **NEVER SWING A WEAPON OR OTHERWISE ENGAGE IN COMBAT WITH A PERSON WEARING AN ORANGE HEADBAND.** Not even a waylay. 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 headbands 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.

PLAYER RESPONSIBILITIES

Fair Play

Cheating in *SOLAR* is not the hardest thing in the world to do, but it 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.

Which as a matter of fact, some characters are remembered for years for their dramatic deaths following their epic lives. The players have etched their way into the mythology of *SOLAR*. And here, death is not always the end. The greater players, the ones who truly advance, aren't cheaters. Just follow the rules and you'll be fine. Speaking of survival, 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 have to 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 their characters or the players themselves.

Smoking in cabins is allowed provided all cabin mates agree.

Cleaning Up

Each player is expected to clean his 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. All Experience Points that a player has turned in will be forfeit. If a player leaves a messy cabin and turns in no Experience Points, he will forfeit his Build Blanket as well as one life from his 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 Props 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 player 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*.

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, 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 1200's. 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, etc..



The Fantasy World of *SOLAR*



Welcome to the Sutherlands! I say welcome, but unless you are a special person indeed, you likely have lived here all your life. Still, many people fail to take much notice of the larger affairs of the countryside, at least until an adventurous spirit overtakes them and they find themselves venturing out into the frontier. This collection of knowledge, which is by no means comprehensive, is intended to help you 'find your feet' in the larger world of the Sutherlands.

CLANTHIA

The place is Clanthia. The year, 606. Hopefully, a more peaceful year than the ones before it. The Sutherlands are part of a continent larger than any one being has yet explored and lived to tell the tale of. It is known that there are lands over the seas, because we have met their people. But trade across the seas is not well established, and cultures sometimes clash. The lands of the Sutherlands themselves have traditionally been divided into five Baronies for local rule, with a County or Ducal seat where citizens of all five baronies can treat as equals. This capital city is now the town of Clanthia, but it wasn't always so...

THE HISTORY OF CLANTHIA

Scholarship on the history of the Sutherlands is rare, and knowledge of what preceded them is even more so. It is generally accepted that the world we are on, Tyrra, was always here. Old women and fools sometimes say the dragons made the world, but talk like that is usually regarded as fireside prattle. There are other places that aren't on Tyrra, called the planes, but that's a matter for the scholars and mages. Tyrra should be plenty enough to conquer for little people like you and I.

If you caught the oldest man in town, and bought him an ale, he might tell it something like this...

The Sutherlands started as wild country, settled by farmers, herdsman, and bandits. The sweeping forces of civilization worked their ways, and the land was united in a golden age under a King in a distant place. His messengers were rare, and he was not often seen, but the roads were safe and the worst of the bandits were hunted into extinction.

The Goblin Wars brought an end to the golden age. Armies of goblinoids encroached on Sutherland territory, destroying the order of the lands and pillaging whatever they could. Not ALL goblins were evil, but many tribes fought against the civilized folk of the realm. The goblins were eventually repulsed, but the kingdom was in tatters. The Sutherlands, formerly a duchy within a larger kingdom, faced life as its own world.

People made do as best they could. The farm country was replowed, the destroyed lands resettled, and Sutherland City was returned to something approaching its former glory. Once again, trade bustled and cobblestones gleamed in the capital. For a year or two, it looked like sleepy prosperity would make its full return.

Then came the Arcane.

Nobody knows from whence they came. Most agree from over the seas. They were a conquering people, mages by birthright, and they thought to tame the lands and people of our fair place for their own. Life under the Arcane would have been cruel, for they respected the laws and ways of magic more than the value of life, and many local folk were killed outright as the invaders claimed territory for their own. But the Goblin wars had hardened the peoples of the Sutherlands, and while they would certainly have fallen in years before, now there were heroes risen up from the former conflict, and the people rallied behind them. At great cost, and with the loss of many cities and treasures, the Invasion of the Arcane (later unfortunately renamed The First Invasion of the Arcane) was halted.

The might of the Arcane was like a door slamming shut on the times of peace and tranquility the Sutherlands. After then, the lands have not known a single year that did not find it in war, either from enemies within or without. First came Carpathia. Leaping on the chance created by a war-weakened populace, their hordes brought the new fledgling empire to its knees. Then the beastmen, followed by the return of the Arcane, an invasion of elves from the Frostlands, a year long assault of our bodies and minds by the hideous creatures known as the Moloch'kor, and finally – the Ilmorians.

Our lives hang by a thinner thread than ever before. Heroes have been lost. Good men dead or corrupted by forces too terrible to reckon. Through these years, a new empire was raised, that abruptly fell only to rise again from the ashes of its glory to it'. Every gutter and crypt has yielded forth fell folk and creatures hoping to take hold of the opportunities that always come about among a land in wartime.

I do not mean to make it sound so bleak. There are good people still in the Sutherlands. The land is recovering, and some are rising up to make anew a land where it is safe to till a field and raise a family. We all have a job to do, if the world we knew is not to be lost.

THE BARONIES

La Rochelle

Covering the southern plains, La Rochelle is a grand farmland, the breadbasket of the Empire. La Rochelle has been without a Baron these last few years, ruled directly by the Crown. Clanthia is its capital. La Rochelle tends to be sparsely populated because of its agricultural industry, making its citizens stubborn and self-reliant.

Rossanoe

Prairie land in the North, bound by Sahde to the West and the Isles are east of them. Rossanoe is home to great herds of horses, which are their most famous export. Trestor and Rosille are its major cities. Rossanoe is a natural gateway to the north, and has suffered heavily in wartime. Therefore, its proud people are hardier than most.

Sahde

Sahde has traditionally been an Elven-controlled Barony in the Northwest of the Sutherlands, just inside the mountains. Sahde was long a land of peace, and its sealed borders protected it from much of the Goblin Wars. Sahde has become more involved in human affairs of late. The capital of Sahde is Tustor, but Orsono rivals it in size and in the arts. The finest archers in the land hail from Sahde.

Isles d'Honig

Controlling the island chain on the east of the continent, the Isles D'Honig is the trading power of the Eastern Sutherlands, and maintains the only significant naval power. Eit is the capital of the Isles, and strong liquors might be their greatest export, if they could sober up long enough to willing to trade it away. The coves and reefs of the Isles are home to pirates as well, and it is said that there is a whole pirate city hidden somewhere. The Isles citizens, though many are thought of as a little bit shifty, have a love for their lands that runs deep in their hearts. Banishment is said to be crueler than death to an Islesman.

Sudbyr

The sun never seems to shine as bright in Sudbyr as in the other lands, and its cities of Botan and Verfel seem a little too dark to encourage a strong tourist trade. Twisted and broken, many of Sudbyr's lands are constantly being reclaimed from the surrounding swamp that threatens to swallow them. Local legends name horrors that live in the swamps, probably to keep children from misbehaving and straying too far from home. Sudbyr's traditions seem just a little bit different than the rest of the baronies, and are often misunderstood.

THE PEOPLE

Who makes up the population of all these places?

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

Of many kinds, elves are a common sight in the Sutherlands. Surface elves look pretty much like humans with pointed ears, but don't let an elf hear you say that... Dark, mysterious drae are a different type altogether. More comfortable in the night and shadows, they are often distrusted. Unfathomable surface elves have stony faces that match their stony emotionless interior lives. There are also other, more rare elves.

Dwarves

Stout, bearded, and blunt, the average dwarf takes little nonsense from anyone. Don't call them short, or they'll kick you in the shins. Dwarves are reputed to make the finest armor and weapons.

Hoblings

Furry-footed and often playful, hoblings are loved by some and ignored by others. They are nimble but slight. Never give money to a smiling hobling.

Half-Orcs and Half-Ogres

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

There are plenty of local inhabitants even more uncommon, magical, or odd. They look forward to eating - err, meeting you.

THE LOCAL CUSTOMS

Laws

Though the legal system in the Sutherlands can be summary and harsh, a little common sense will keep a traveler from trouble. The usual crimes are evident, such as theft, assault, treason, and even murder. For penalties, a fuller list of the laws, or to levy charges against another commoner, consult your local seneschal. Note that ignorance of the law does not constitute the ability for one to not be restricted by the laws – commoners who break the laws are often punished quickly and severely.

Gatherings

Clanthia 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 Clanthia brings out ruffraff in force, so travel the streets warily. The town guard does their best, but the orc they missed may be behind the next tree.

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 Knight, who would be addressed as Sir or Dame Knight.

Etiquette

Because tensions can run high at Gathering, 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 Guild Masters. 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 Healer's 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.

Healers' Guild

The Healer's Guild is the most influential guild in Clanthia. Offering services of mercy to all, they are led by the desire to see all enjoy peace and bodily wholeness. It is currently protected and championed by a group called the Golden Lions. Located behind the tavern on the town square, they are open at all hours, and welcome strangers.

Armorsmiths' Guild

The Armorsmiths Guild is a place of business and industry. Their forges are manned 'round the clock during Gathering, and they can mend damaged armor and sell weapons to replace lost ones. Nothing comes free, but trade in armor and weapons remains brisk in these troubled times.

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.

Druids' Grove

The Druid's Grove is a place for casters who respect the Earth to ply their trade and learn new magics. Its location is a secret, albeit many know of its dwelling. Protected by ancient ents and heart of the woodlands, the druid's grove is truly a mysterious place.

Rogues' Guild

There is no rogue's or assassin's guild, or so they say.

Necromancers' Guild

Rumors speak of a place best left alone at that is the Necromancer's Guild. Those that follow the path of darkness can find teaching in that forsaken place. Caution is advised, for some people who manage to find it never return to the land of the living.

SHADOWMOOR

The Oasis of Shadowmoor is located in the middle of a barren area known as the wastelands. Legend states that it was created by a powerful nature entity known as the Great Druid with the assistance of many fairies. Whatever its origins, many people feel the Oasis has an “otherworldly” feel to it that sets it apart from all other places on the Plane of Tyrra

THE OASIS

The Oasis of Shadowmoor is surrounded by a vast barren arid stretch of land known as the wastelands. The Fendari have 3 cities within the wastelands, which are protected by great magics. There are two human/elven settlements and several goblinoid villages live in the wastelands near the borders of the Oasis. Rumor tells of a tribe of nomads that eke out a living in the wastelands. The majority of the wastelands, however; are uninhabitable. Nothing survives the harsh climate except the twisted unnatural creatures that feed off of each other and any traveler unlucky enough to become lost within their territory.

Within the boundaries of the Oasis, life is far different. Miles of verdant forest support one of the most diverse ecologies on Tyrra. The many lakes and rivers within the Oasis host abundant varieties of aquatic life. There are many fertile stretches of open land, many of which are used for farming.

THE HISTORY OF THE OASIS

The fairies living in Shadowmoor claim that the oasis was created by a powerful being known as the Great Druid. It is believed that the oasis was built in the center of an area destroyed by the Elemental Wars centuries ago.

The first “discovery” of The Oasis of Shadowmoor by civilized beings, was in 575. A group of colonists from Orbonne lost their way in the wastelands and stumbled upon this verdant land. Ignoring the current population of Fairies and Wild Elves, the human settlers claimed the land for Orbonne. This indigenous population ignored this claim, as they cared little about foreign politics. Since journey to the Oasis was riddled with danger, no assistance or authority came from Orbonne and the settlers had to make their own way.

In 599 portals were opened between The Oasis and several populated areas in Orbonne and Clanthia. At this time, many people were enchanted by the idea of living in such an untamed land, and quickly moved to The Oasis. The marriage of **Princess Zephany** to King Devron put the presumptive control of The Oasis in the hands of the Sutherlands. As usual, the inhabitants of the Oasis virtually ignored the political claims on their lands. Those who claimed political ownership of the Oasis were too far away to enforce their rule.

Of more importance to the Local Population would be attacks on the Oasis itself. Since “civilized” people have settled Shadowmoor, the land has come under attack by those seeking its resources and treasures. The Oasis has been besieged several times by beastmen (chaos tainted aberrations from the wastelands) and has been briefly held by Trolls. These attacks paled in comparison to the Carpathian attack of 601.

Carpathians claimed the lands of the Sutherlands, and in order to show the People of the Oasis how foolhardy their defiance of Carpathian rule was, they sent an army of 2,000 strong to take control of the Oasis in the fall of 601. Several hundred townspeople and the Fairy Resistance League stood against the might of the Carpathian Empire. Remarkably, the combined peoples of Shadowmoor won against all odds, forever declaring it a sanctuary against political dominion.

Thru great sacrifice, the lands have been restored, and the people of the Oasis are once again rebuilding what they had.

THE TOWNS

Shadowmoor

Shadowmoor is the largest town, and primary location of all guildhalls within the oasis and is host to most gathers throughout the year. It is the main destination of visitors.

Solace

Solace is a small agrarian town. Solace is also home to the Order of the Crescent Star. It has been whispered that Solace is also home to a strange breed of revolutionaries.

Aragon

Aragon appears to be a ghost town. Most natives of Shadowmoor will not speak of this city, except to whisper of fairy curses. While the city appears to have been inhabited in the last several years, no one can locate anyone who claims this city as home.

THE PEOPLE

The Oasis of Shadowmoor has a diverse population. Fairies, Sylvan Fae, and Wild Elves have inhabited the land for a very long time, but generally stay in remote woodland areas. Interestingly, the tribes of Wild Elves that have been prominent for decades seemed to have disappeared in recent years as more foreigners arrived. Most other races are represented throughout in the towns.

Most people within the bounds of the Oasis are from other lands, and settled here to get away from something in the past. They tend to be fiercely independent, and will yield their chosen land to no one. The lands of the Oasis are untamed and dangerous, so those who live there tend to develop strength and fortitude to back their independent natures.

Those within the Oasis will welcome any one wishing to live there, as long as they give that same respect to their fellow neighbors and leave behind all their previous politics and war.

THE LOCAL CUSTOMS

Economy

The economy of The Oasis is primarily agrarian. Hunting is the second largest occupation. While The Oasis has abundant mineral wealth, the rigid druidic rule of the oasis discourages large-scale mining and smelting operations. There have been several attempts to start a timber industry in these lands, but for some reason those who begin such operations shortly lose contact with their backers and are not heard of again.

There is an adequate tourism industry, mostly catering to traveler's from the Sutherlands, who Portal into the Oasis for vacation.

Government

While many Principalities have claimed dominion over The Oasis of Shadowmoor, none has ever been able to truly enforce their claims. Within the lands of The Oasis, The Druids of the central grove (often referred to as the "Unseen") hold the power of law over the denizens of the oasis. Several times the citizens of the Oasis have formed ruling councils, but each council has proven to weak to control the strongly independent people of Shadowmoor.

THE GUILDS

The Healers' Guild

The Shadowmoor Healers' Guild, Bar, and Brothel is the place you go when the world has beaten you down. Tired, broken, and bruised from countless hours of battle? This guild will heal you, relax you, and fill you full of liquid libations enough to put the fight in a dead man (Necromancers need not apply). Founded by Ventar in 598, the Shadowmoor Healers' Guild has served Life from the start. While guild leadership has changed hands a few times since, the focus on life and healing has never left. Rest assured that the Shadowmoor Healers' Guild, Bar, and Brothel turn away the undead who decide to belly up to the bar!

The Dark Sun Guild

The Dark Sun guild also serves the town of Shadowmoor in a healing capacity. Instead of life, these stalwart guardians serve chaos. They're rather secretive despite their centralized location, but they have served the Great Druid in good stead as long as there's been a town of Shadowmoor. The guild offers services of formal magics, healing of those tainted by chaos, and training in similar arts for reasonable fees. Those services have traditionally been offered for free in service of the oasis of Shadowmoor in times of need, and it doesn't look like that tradition is going away any time soon.

The Mages' Guild

The Shadowmoor Guild of the Celestial Arts has a long tradition of research and exploration. Utilizing the solitude of the oasis, the scholars of the guild practice their arts diligently, and provide teaching to all who wish to learn the methods of celestial arts. The guild offers formal and identification services for nominal fees, and provides formal scrolls and casting areas for member scholars. In addition, battle scrolls and enchantments are often available for purchase. No visit to Shadowmoor would be complete without inquiring here.

The Druids' Grove

The final guild of Shadowmoor is the druids' grove. These intrepid souls devote their time and heart to the surrounding forests, and it is through their efforts and that of their benefactor, the Great Druid himself, that we're all able to spend time here in the Oasis today. They're not always easy to find, but they're often helpful when you do. If you need help finding your way within the oasis, the rangers of the grove will find you and guide you back to civilization. If you require healing or magical assistance, the druids will often be nearby.

The Game System of *SOLAR*

- *SOLAR* 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.
- 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.

HEALTH AND LIFE

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.

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

HIT POINTS

Hit Points represent the amount of damage a character may take before going unconscious. Hit 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 (e.g. The Mind Blast (C,5) spell does direct body damage, for example).

Armor Points

Armor Points represent the amount of damage a character may take to his 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. After opening ceremonies, all players should proceed to the Armorsmiths in full costume to receive his starting Armor Points. If a character is not wearing armor, but is wearing a "period" costume, they will be granted 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 wear as much armor as a Warrior. Characters may choose to buy a skill to wear extra armor, however, and increase the class maximums (see Wear Extra Armor skill description).

After a player's armor has been evaluated, he will receive the appropriate number of Armor Tags. These Armor Tags are to be placed on his skill ring, with all his other renewable tags. As a character receives damage, the proper amount of points and corresponding armor tags should be torn off the skill ring. (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 armor, he should remove the appropriate number of Armor Points from his skill ring.

If a player's armor is damaged and he loses Armor Points, it can be repaired at the Armorsmiths 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. Armor Points are distributed at the Armor-smiths at check-in (See the Armor System section).

Body Points

Body points simulate the endurance of a character and represent the amount of damage a character may take to his 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 less Body Points, than dwarves

level - as a character gains skill and experience, his stamina improves and his 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 thus, *Status: "X Body, Health Status."*

Waylaid

A character which, has been successfully waylaid, loses one Body Point and remains unconscious for 10 minutes. If the attacker uses an Endow (E,2) or Empower (C,1) spell in conjunction with the Waylay skill, the victim will lose 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) or a curative (a healing spell or potion) which exceeds the amount of damage inflicted by the waylay.

If a character is successfully waylaid, he will not know who his attacker was.

Status: "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: "0 Body, Unconscious."

Bleeding to Death

If a character takes enough damage to reduce his body points below zero, he is *bleeding to death*. If a character is reduced below zero, he takes no further damage but may be killing blown. The character will be at dead status in one minute if not given First Aid (see Skills section) or a cure spell. 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. However, if for some reason, the person performing First Aid stops (after a minimum of ten 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: "Bleeding to Death."

Dead

Once a character is dead, all of his active spells are no longer active (See Active Spells under Magic). If the character does not receive a life/death or revive spell before 5 minutes passes their body will dissipate. The character must leave all in play possessions at the spot of

dissipation, put on a white headband and head immediately to resurrect. See "being a spirit" below.

Status: "Dead."

Slain

A character that has taken effect from a Critical Slay or Fatal Blow is immediately dropped to the *Bleeding to Death* status and he/she will die in one minute. Only the following spells will save the victim from death: **Cure Critical Wounds** (E/D,6), **Heal Critical Wounds** (H,6), **Renew** (E/D,8), or **Heal Mortal Wounds** (H,8). Should a slain character be "Desecrated", only a **Cause Critical Wounds** (E/D/N,6), **Heal Critical Wounds** (H,6), **Waste** (E/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: "Slain."

Animated Dead

Characters may be created into undead by several means, only one of which will be listed in detail here as the others are things that must be found out by in-play means: by the **Create Undead** (N,7) spell, by formal magic, by the touch of some greater undead, and by high sorcery.

The **Create Undead** (N,7) spell allows the caster to turn a non-undead, non-desecrated creature, which has received a Killing Blow, 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.

Do note that while the status of "Desecration" will protect a character from the **Create Undead** (N,7), **Create Ghoul** (N,9), or **Create Skeletal Warrior** (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 character.

ABOUT DEATH AND RESURRECTION

Unless moved by someone or something, the player must remain where his character died for five (5) minutes. If his character does not receive a **Life** (E/D,9), **Death** (E/D/N,9), or a **Revive** (H,9) spell within five minutes, the character's body dissipates and the spirit is released.

Being a Spirit

The player must then leave all of the **in-play** items he is carrying (i.e. in-play money, potions, scrolls, weapons, magic items, etc.) at that spot, put on a white head band (See Headbands in Miscellaneous Rules) to denote he is a spirit and out-of-play and make his way to the Healer's Guild (or appropriate guild) to be resurrected.

While a spirit, he is invisible and may not interact with anyone until he reaches a circle capable of resurrection. Upon touching or entering the circle, he becomes visible but still may not interact with anyone. Someone who is magically *Invested* with the circle can then begin resurrecting him.

Memory Loss

The shock of resurrection causes the character to forget everything that happened for a period of 30 minutes prior to his death. The character will know that he has died, but not who did the actual killing.

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 lives, the character will not be able to resurrect and a new character must be created.

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 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 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 an emergency 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.

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 you the person is hurt in real life. If you have a REAL injury call for a medic and someone will come to your aid. If your character is injured and needs healing in play please call for a "healer". For small injuries that do not need the assistance of a medic, *SOLAR* has many first aid items located in the tavern for your use. Please feel free to go there if you need anything such as band-aids, ankle wraps, aspirin or the like. There is no cost to the player in need of such items.

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 pack 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 packs. 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 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 (e.g., "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 current types of damage are Normal, Blunt, Silver, Gold, Mithral, and Magic.

A player is only required to call Magic damage with a magic weapon if he wishes. 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 damage magic sword, he could still call up to "6 Normal!" or "6 Magic!". There may, depending on what Plot has dreamed up, be some exceptions to this rule.

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 less than one body point, 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 or Killing Spell. 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 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." (e.g. "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 throwing a damaging element or acid at the chest or back of an immobile victim and saying "<damaging attack> Killing Strike." (e.g. "20 Acid Killing Strike" Or "10 Flaming Killing Strike.")

If a character receives either a Killing Blow, Killing Spell, or Killing Strike he is at the dead status. At this point, whomever or whatever did the killing may then ask for the dead player's Life Ticket which he must give up. If the character receives a life spell to bring them back to life, they use the life spell tag for their new life ticket. The player must write his real and character name on the new life tag. Note: The target MUST hear the verbal for the killing spell.

Throwing Magic and Gasses in Combat

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 5-inch by 5-inch square. The birdseed 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.

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 Poison Pack (even for alchemical solutions). Similar in construction to a spell pack, poison packs **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. The target may check the thrown packet to determine whether the packet called was actually the one thrown. The target should take the effects of any packets with which he is hit. Once thrown, the attacker should pull the tag from his Skill Ring corresponding to the poison actually thrown. **One cannot simply call a gas one has, throw an unlabeled green pack, and then pull the tag from his skill ring later.** For every poison or alchemy 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 packs for. Note that Poison Packs, unlike Spell Packs, 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 local seneschal.

COMBAT RULES VIOLATIONS

Illegal Targets

The following targets are illegal: head, neck, throat, groin, and hands from the wrists out. And 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 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 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*. A player's weapon may only be pinned by another weapon and then only while outdoors.

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 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 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.

Players who do not count hits properly will eventually find that their opponents do not count damage properly when fighting them. Also, not counting hits is considered cheating and will be dealt with accordingly (see Cheating under the Conduct section).

CASTING MAGIC

Casting Offensively

To cast a spell, the caster must have a spell packet in his hand (and nothing else), say the verbal clearly and loudly 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 on accident, specific and purposeful target of these areas is still 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. This includes Critical Slays, Fatal Blows or Assassinate.

Once a spell is cast, whether or not it was successful, the tag for that spell must be given to the recipient.

Casting on Oneself

When casting spells upon themselves, a spell caster may cast underneath their spell shields. Therefore for example, one can heal themselves or cast protective magics without disrupting their 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, 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. Repeated wrongful casting (e.g. throwing spells you do not have) will result in immediate disciplinary action.

DAILY SPELL MEMORIZATION

Spell Books

The Spell Book contains the list of spells the caster may memorize. In order to have a spell written into his 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 teacher to the logistics area during Spell-reset and have the spell copied into his book. The spells are copied using a magical ink, which costs a ½ silver piece per level of the spell being copied (e.g., a first level **Magic Missile** (C,1) spell would cost ½ silver, while a ninth level **Life** (E,9) spell would cost 4 ½ 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 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 spellbook in with logistics and receive a Spellbook Card for the spells contained in his or her spellbook and simply bring this card afterwards to check-in for his/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 spells, he must take his Spell Book and his 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 two people may share a Spell Book). 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, Ivory for Friday night and Green for Saturday night. 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.

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.

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

Celestial Generalist

The Celestial Generalist is a versatile offensive caster, with a wide variety of spells at their disposal. Though they lack the spells and resists of the specialty classes, they still have more than enough firepower when wielded correctly. Their utility spell selection that accompanies their offensive capability more than completes this class, making them truly fearsome opponents.

<p>1st Level Disarm Empower Magic Missile Shield</p>	<p>4th Level Flame Bolt Enchanted Blade Minor Spell Shield Snare</p>	<p>7th Level Age Limb Destroy Mind Drain Life Ice Storm Wall of Force Wizard's Lock</p>
<p>2nd Level Armor Delayed Empower Detect Magic Lightning Bolt Repulse</p>	<p>5th Level Mage Armor Mind Blast Shatter Armor Silence Trance</p>	<p>8th Level Disjunction Dragon's Breath Major Spell Shield</p>
<p>3rd Level Dispel Lesser Magic Honesty Ice Bolt Shatter Trap</p>	<p>6th Level Charm Dispel Greater Magic Lightning Storm Reflect Magic Web</p>	<p>9th Level Circle of Power Doom Ward</p>

Elementalist

The Elementalist is purely a vehicle 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 shields specifically against elemental damage and to enchant weapons with elemental damage.

<p>1st Level Disarm Empower Elemental Dart Shield</p>	<p>4th Level Flame Bolt Enchanted Blade Elemental Blade Minor Spell Shield</p>	<p>7th Level Age Limb Drain Life Ice Storm Wizard Lock</p>
<p>2nd Level Armor Delayed Empower Detect Magic Lightning Bolt</p>	<p>5th Level Fire/Cold/Lightning Shield Elemental Arrow Mage Armor Trance Silence</p>	<p>8th Level Disjunction Dragon's Breath Elemental Shield Major Spell Shield Storm Blade</p>
<p>3rd Level Dispel Lesser Magics Elemental Burst Ice Bolt Shatter</p>	<p>6th Level Charm Dispel Greater Magics Elemental Maelstrom Lightning Storm Reflect Magic</p>	<p>9th Level Circle of Power Elemental Blast Elemental Fury Ward</p>

Confinist

If the elemental is a vehicle of destruction then the Confinist is what stops his rampage, with his large variety of confining spells, he is a deadly caster to all but the largest of prey. His greater variety of confining spells makes him formidable against most foes but his lack of elemental damage can be a hindrance against foes strong enough to break his magics or immune to his 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.

<p>1st Level Disarm Empower Shield</p>	<p>4th Level Minor Spell Shield Enchanted Blade Slow Snare</p>	<p>7th Level Age Limb Drain Life Force Armor Stasis Wall of Force Wizard Lock</p>
<p>2nd Level Armor Delayed Empower Detect Magic</p>	<p>5th Level Mage Armor Mind Blast Shatter Armor Silence Trance</p>	<p>8th Level Disjunction Force Shield Imprison Major Spell Shield</p>
<p>3rd Level Dispel Lesser Magics Shatter Trap</p>	<p>6th Level Charm Dispel Greater Magics Reflect Magic Web</p>	<p>9th Level Circle of Power Doom Shackle Ward</p>

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 comrades, whether they are tainted or not. Though their spell selection is a bit slimmer than the earth specialty classes, they trade that limited selection for the freedom of choice in moral issues and associations --- being able to call upon death, life, and chaos.

<p>1st Level Bless/Corrupt Cure/Cause Light Wounds Fumble Light</p>	<p>4th Level Cure/Cause Serious Wounds Greater Endow Spell Protection Weakness</p>	<p>7th Level Friendship Remedy Restore Limb / Wither Limb Spirit Armor/Armor of the Dead</p>
<p>2nd Level Cure/Cause Wounds Endow Pin Repel Undead</p>	<p>5th Level Bind / Unbind Mute Purify Blood / Poison Sleep Toxin Shield</p>	<p>8th Level Defend Curse / Remove Curse Renew / Waste Paralyze / Unparalyze</p>
<p>3rd Level Cure/Cause Disease Destroy Fear/Remove Fear Greater Bless/Corrupt Repel Being Truth/Lie</p>	<p>6th Level Cure/Cause Critical Wounds Destroy Armor Disrupt Enchantments Mstform / Shadowform Return Magic</p>	<p>9th Level Circle of Protection Life / Death Proscribe Creature</p>

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. Though they have no undead-specific spells to aid them in their protection of all things natural, they have several specific to them which enables them to befriend animals, entangle their quarry, and increase the toughness of their skin to that of bark. Once a druid reaches his first 6th level spell, he gains Animal Empathy for free. Druids have a moral code with which to follow and the breaking of this will cost the Druid his class or bring other in-play repercussions.

<p>1st Level Bless/Corrupt Cure/Cause Light Wounds Fumble Light</p>	<p>4th Level Cure/Cause Serious Wounds Greater Endow Spell Protection Wall of Thorns Weakness</p>	<p>7th Level Barkskin Friendship Restore/Wither Limb Spirit Armor/Armor of the Dead</p>
<p>2nd Level Cure/Cause Wounds Endow Pin Speak with Animals</p>	<p>5th Level Bind/Unbind Mute Purify Blood/Poison Sleep Toxin Shield</p>	<p>8th Level Defend Curse / Remove Curse Renew / Waste Paralyze / Unparalyze</p>
<p>3rd Level Cure/Cause Disease Destroy Entangle Fear/Remove Fear Greater Bless/Corrupt Truth/Lie</p>	<p>6th Level Cure/Cause Critical Wounds Destroy Armor Disrupt Enchantments Mistform/Shadowform Return Magic</p>	<p>9th Level Life/Death Proscribe Creature Spirit of the Ent</p>

Healer

The Healer gains the benefit that he can heal nearly anyone, regardless of taints or otherwise. 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 a Druid/Healer/Necromancer would, providing fast healing for the Healer's friends. In addition to this, the healer may touch cast under another's spell shields, thereby allowing their comrade to maintain his spell defenses without having to recast them. Though a Healer has no strict moral code to abide by, the casting of chaos, or necromancy with enchanted items or by formal magic will bring in-play repercussions, as well as a loss of the healer's magical ability until they have had the issue resolved. 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. As a further note, a Healer may cast Life(E/D, 9) and Curative one-shots and per days from items to supplement his or her already large healing arsenal.

<p>1st Level Bless Heal Light Wounds Fumble Light</p>	<p>4th Level Heal Serious Wounds Greater Endow Preserve Spell Protection Turn Undead Weakness</p>	<p>7th Level Destroy Undead Friendship Remedy Spirit Armor</p>
<p>2nd Level Heal Wounds Endow Pin Repel Undead</p>	<p>5th Level Bind/Unbind Mute Cleanse Blood Sleep Toxin Shield</p>	<p>8th Level Defend Curse/Remove Curse Heal Mortal Wounds Paralyze/Unparalyze</p>
<p>3rd Level Cleanse Disease Destroy Fear/Remove Fear Greater Bless Healing Hands Repel Being Truth/Lie</p>	<p>6th Level Heal Critical Wounds Destroy Armor Disrupt Enchantments Mstform Return Magic Zone of Life</p>	<p>9th Level Annihilate Undead Circle of Protection Revive Proscribe Creature</p>

Necromancers

The Necromancer can harm nearly anything that lives with his range of spells, but the trade off is that he can heal very few people, and possibly not even himself. The spell repertoire available to Necromancers makes them quite possibly the most formidable opponents to be found, with quick to kill spells and spells for easy disposal of bodies, they are to be approached with caution. Years of studying creatures of undeath grants them spells that allow them to create, control, destroy, and heal undead with the greatest of ease. As a further note, a Necromancer may cast his or her Imbue Death(N, 9) spell as a Death(E/D, 9) spell if it is used for the purposes of "healing" a desecrated character or undead. A necromancer may also cast the Death(E/D, 9) spell from one-shots and per days.

<p>1st Level Corrupt Cause Light Wounds Fumble Inflict Light Wounds Light</p>	<p>4th Level Cause Serious Wounds Control Undead Decay Greater Endow Inflict Serious Wounds Preserve Spell Protection Weakness</p>	<p>7th Level Bone Armor Create/Destroy Undead Greater Control Undead Wither Limb/Restore Limb Armor of the Dead</p>
<p>2nd Level Cause Wounds Elude Undead Endow Inflict Wounds Pin</p>	<p>5th Level Mute Inflict Poison Toxin Shield</p>	<p>8th Level Defend Curse / Remove Curse Inflict Mortal Wounds Waste Paralyze / Unparalyze</p>
<p>3rd Level Inflict Disease Destroy Fear Greater Corrupt Soul Drain Truth/Lie</p>	<p>6th Level Cause Critical Wounds Destroy Armor Disrupt Enchantments Inflict Critical Wounds Shadowform Return Magic Zone of Death</p>	<p>9th Level Circle of Protection Create Ghoul Imbue Death Proscribe Creature</p>

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.

Spell Durations Descriptions

Combat

A spell with this duration lasts until the caster has left the Combat Area, falls unconscious, 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.

Concentration

A spell with this duration lasts as long as the caster maintains his concentration on the spell. This is denoted by the caster holding his hand up. The caster may not participate in combat or cast another spell while concentrating.

Instant

A spell with this duration has no defining duration. However, another spell or skill may be required to reverse the Affect. For instance, a character hit by a Flame Bolt (C,4) will take 16 points of damage and would need someone who can repair armor or heal the body to counteract the Affect.

Five Game Days

A spell with this duration lasts five (5) Game Days. A Game Day lasts from one Spell-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 Spell-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

CELESTIAL SPELL DESCRIPTIONS

Note: To the far right of the black bar are 3 letters that are a quick reference for what school of magic can cast that spell. "G" stands for Celestial Generalist, "C" stands for Confinist, and "E" stands for Elementalist.

Age Limb

Level 7	G C E
Type: Metabolic	Item: Y
Duration: 10 Minutes	Scroll: Y

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.

Armor

Level 2	G C E
Type: Protection	Item: Y
Duration: 5 Game Days	Scroll: Y

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. The Armor Spell can be combined and worn with Armor of the Dead (E,7), Mage Armor (C,7), or Spirit Armor (E,7) spells. It may not be combined with Barkskin (D,7), Bone Armor (N,7), Force Armor (C,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	G C E
Type: Mind Affecting	Item: Y
Duration: 1 hour	Scroll: Y

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 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 a charm or friendship is not affected by a Charm spell.

Circle of Power

Level 9	G C E
Type: Protection	Item: Y
Duration: 1 hour	Scroll: N

The Circle of Power spell creates an 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.

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 ("circle down") 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.

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 or 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 hour is up.

Delayed Empower

Level 2 **G C E**

Type: Enchantment **Item: Y**

Duration: 5 Game Days **Scroll: Y**

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 swing, this spell adds two (2) points of damage to the character's attack for one blow. The player must add the two points and call the appropriate damage while swinging his weapon. 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 chart), but only one may be used at a time (only two points may be added by an Empower spell to any one blow).

Destroy Mind

Level 7 **G**

Type: Mind Affecting **Item: Y**

Duration: Instant **Scroll: Y**

The Destroy Mind spell allows the caster to bypass the targets armor and do twenty (20) points of damage directly to the body.

A Destroy Mind will not affect mindless creatures such as undead, constructs, and golems.

Detect Magic

Level 2 – Caster Only **G C E**

Type: Enchantment **Item: Y**

Duration: Instant **Scroll: Y**

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. If the target of this spell is a character with any spells active on them at the time, the caster will know all spells that are active on them.

Disarm

Level 1

G C E

Type: Disarming

Item: Y

Duration: 5 seconds

Scroll: Y

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.

Spell packets are not in-game, and monsters' claws are attached to the monster, hence, they may not be disarmed.

Disjunction

Level 8

G C E

Type: Dispelling

Item: Y

Duration: Instant

Scroll: Y

The Disjunction spell will dispel any spell of 8th level or lower. All spells within the area of affect that can be dispelled, are dispelled. The area of affect for this spell is a door sized area, so it may be cast on a wall, door, pile of items, etc.

Spell shields as (Defend (E,8), Major Spell Shield (C,8), will protect all other spells on the target from being dispelled and act as they would toward any other spell. Spell shields of 6th level or lower (Minor Spell Shield (C,4), Reflect Magic (C,6), Return Magic (E,6), or Spell Protection (E,4), will be dispelled along with all other spells on the target.

Dispel Greater Magic

Level 6

G C E

Type: Dispelling

Item: Y

Duration: Instant

Scroll: Y

The Dispel Greater Magic spell will dispel any spell of 6th level or lower save, a Reflect Magic (C,6) or Return Magic (E,6) spell.

Spell shields of 6th level and higher (Defend (E,8), Major Spell Shield (C,8), Reflect Magic (C,6), and Return Magic (E,6) will protect all other spells on the target from being dispelled and act as they would toward any other spell. Spell shields of 5th level or lower (Minor Spell Shield (C,4), or Spell Protection (E,4) will be dispelled along with all other spells on the target.

Dispel Lesser Magic

Level 3

G C E

Type: Dispelling

Item: Y

Duration: Instant

Scroll: Y

The Dispel Lesser Magic spell will dispel any spell of 3rd level or lower. All spells within the area of affect that can be dispelled, are dispelled.

Spell shields of 4th level and higher (Defend (E,8), Major Spell Shield (C,8), Reflect Magic (C,6), Return Magic (E,6), Minor Spell Shield (C,4), or Spell Protection (E,4)) will protect all other spells on the target from being dispelled and will act as they would toward any other spell.

Doom

Level 9	GC
Type: Death	Item: Y
Duration: Instant	Scroll: Y

The Doom spell causes a living character's spirit to leave his body. This spell bypasses any armor and dispels all active spells on the victim. The Life (E,9), or Revive (H,9) spells are the only way to save a non-deseccated character that has been slain by a Doom spell. Those deseccated can only be saved by a Death (E,9), or Revive (H,9) spells.

If the victim is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then he will not die but will be left with one (1) body point. All active spells will be dispelled.

Dragon's Breath

Level 8	GE
Type: Elemental and Fire	Item: Y
Duration: Instant	Scroll: Y

The Dragon's Breath spell allows the caster to shoot a magical bolt of flame at a target, which will do 32 points of magical damage. Due to its magical origin, it will not set anything on fire.

Drain Life

Level 7	GCE
Type: Metabolic	Item: Y
Duration: 10 Minutes	Scroll: Y

The Drain Life spell drains the majority of life energy from the victim, leaving only enough for him to crawl. The victim may not fight, or cast spells. A Disjunction (C,8), Remedy (E,7), or Renew (E,8) spell will restore the life force to the victim.

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 Living and Dying section)

Elemental Arrow

Level 5	E
Type: Elemental Fire/Ice/Lightning	Item: Y
Duration: Instant	Scroll: Y

The Elemental Arrow spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do 20 points of elemental damage.

Elemental Blade

Level 4	E
Type: Enchantment	Item: Y
Duration: 5 Game Days	Scroll: Y

The Elemental Blade spell is cast on a person and allows the target to add four (4) points of damage for 3 consecutive swings with the type of element declared at casting. All damage inflicted by this attack calls damage 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.

Elemental Blast

Level 9 **E**

Type: Elemental Fire/Ice/Lightning **Item: Y**
Duration: Instant **Scroll: Y**

The Elemental Blast spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do 50 points of elemental damage.

Elemental Burst

Level 3 **E**

Type: Elemental Fire/Ice/Lightning **Item: Y**
Duration: Instant **Scroll: Y**

Allows the caster the ability to throw three (3) "5 <element>" packets. Caster must throw the three packets consecutively in no more than three second intervals.

Elemental Dart

Level 1 **E**

Type: Elemental Fire/Ice/Lightning **Item: Y**
Duration: Instant **Scroll: Y**

The Elemental Dart spell allows the caster to shoot a magical bolt of fire, ice or lightning at a target, which will do 4 points of elemental damage.

Elemental Fury

Level 9 **E**

Type: Elemental Fire/Ice/Lightning **Item: Y**
Duration: Instant **Scroll: Y**

Allows the caster the ability to throw three (3) "20 <element>" packets. Caster must throw the three packets consecutively in no more than three second intervals

Elemental Maelstrom

Level 6 **E**

Type: Elemental Fire/Ice/Lightning **Item: Y**
Duration: Instant **Scroll: Y**

Allows the caster the ability to throw three (3) "10 <element>" packets. Caster must throw the three packets consecutively in no more than three second intervals.

Elemental Shield

Level 8 – Caster Only **E**

Type: Protection **Item: Y**
Duration: 5 Game Days **Scroll: Y**

The Elemental Shield spell protects the caster from the next spell of fire/ice/lightning in nature. The player must say "Flash – 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 Spell Defenses)

Empower

Level 1 **G C E**

Type: Enchantment **Item: Y**
Duration: 5 Game Days **Scroll: Y**

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 swing, this spell adds two (2) points of damage to the character's attack for one blow. The player must add the two points and call the appropriate damage while swinging his weapon.

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, 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 **G C E**

Type: Enchantment

Item: Y

Duration: 5 Game Days

Scroll: Y

The Enchanted Blade spell is cast on a person and allows the target to add two (2) points of damage to three consecutive swings. 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.

Fire/Cold/Lightning Shield

Level 5 **E**

Type: Protection

Item: Y

Duration: 5 Game Days

Scroll: Y

The Fire/Cold/Lightning Shield Spell protects the recipient from the next chosen elemental-based attack. The player must say "Flash – 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 **G E**

Type: Elemental and Fire

Item: Y

Duration: Instant

Scroll: Y

The Flame Bolt spell allows the caster to shoot a magical bolt of flame at a target, which will do 16 points of magical damage. Due to its magical origin, it will not set anything on fire.

Force Armor

Level 7 - Caster Only **C**

Type: Protection

Item: Y

Duration: 5 Game Days

Scroll: Y

Grants the caster fifteen (15) points of armor.

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.

Force Shield

Level 8 – Caster Only **C**

Type: Protection **Item: Y**

Duration: 5 Game Days **Scroll: Y**

This spell protects the caster from the next confining based attack. 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.

Honesty

Level 3 **G C E**

Type: Mind Affecting **Item: Y**

Duration: 1 Hour **Scroll: Y**

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 **G E**

Type: Elemental and Ice **Item: Y**

Duration: Instant **Scroll: Y**

The Ice Bolt spell allows the caster to shoot a magical bolt of ice at a target, which will do 12 points of magical damage.

Ice Storm

Level 7 **G E**

Type: Elemental and Ice **Item: Y**

Duration: Instant **Scroll: Y**

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 28 points of magical damage.

Imprison

Level 8 **C**

Type: Confining **Item: Y**

Duration: Combat **Scroll: Y**

The Imprison spell allows the caster to surround the target with a form-fitting wall of force. This wall of force may be lowered by the caster, 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. The caster may also killing blow creatures with the Imprison itself, even those requiring magic to hit them.

It takes 10 seconds, superhuman strength of +10 or greater to break an Imprison, and doing so causes the target 25 points of damage.

Lightning Bolt

Level 2 **G E**
Type: Elemental and Lightning **Item: Y**
Duration: Instant **Scroll: Y**

The Lightning Bolt spell allows the caster to shoot a magical bolt of lightning at a target, which will do eight (8) points of magical damage. It will not, however, spark a fire.

Lightning Storm

Level 6 **G E**
Type: Elemental and Lightning **Item: Y**
Duration: Instant **Scroll: Y**

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 24 points of magical damage. It will not, however, spark a fire.

Mage Armor

Level 5 **G C E**
Type: Protection **Item: Y**
Duration: 5 Game Days **Scroll: Y**

A Mage Armor will protect the non-desecrated wearer from a Death (E,9), Doom (C,9), or Imbue Death (N,9) spell, Critical Slay, or Fatal Blow. And will protect the desecrated wearer from a Doom (C,9), Imbue Death (N,9), or Life (E,9) spells, Critical Slay or Fatal Blow. However, the character will have only one Body Point left, and the Mage Armor will no longer be active. A Mage Armor will also prevent a character from being knocked unconscious as the result of a Waylay, an Endowed or Empowered Waylay, or a Magical Waylay. The Waylay will still do the appropriate body damage to the victim. And the Mage Armor will be expended.

An Endowed Magical Waylay will waylay through any protection short of toughness or threshold. This will also expend the Mage Armor spell.

Magic Missile

Level 1 **G**
Type: Elemental **Item: Y**
Duration: Instant **Scroll: Y**

The Magic Missile spell allows the caster to shoot a magical missile at a target, which will do four (4) points of magical damage.

Major Spell Shield

Level 8 **G C E**
Type: Protection **Item: Y**
Duration: 5 Game Days **Scroll: Y**

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.

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 **G C**

Type: Mind Affecting

Item: Y

Duration: Instant

Scroll: Y

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 **G C E**

Type: Protection

Item: Y

Duration: 5 Game Days

Scroll: Y

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 **G C E**

Type: Protection

Item: Y

Duration: 5 Game Days

Scroll: Y

The Reflect Magic spell protects the recipient from the next spell of 6th level or below cast upon him by reflecting the spell back at the caster. If the level of that next spell is 6th level or below, the player must say "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.

If that next spell is greater than 6th level, it will act as if there were no Reflect and will dissipate the Reflect Magic spell.

Repulse

Level 2 **G C**

Type: Repelling

Item: Y

Duration: Concentration

Scroll: Y

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. The caster may not participate in combat or cast another spell while the Repulse spell is active.

Undead and elementals are unaffected by this spell.

Shackle

Level 9 **C**

Type: Enchantment

Item: Y

Duration: Combat

Scroll: Y

Binds the target to this plane in a corporeal state, the target may not phase, rift, teleport, jump into shadows, etc. Only means of escaping is to leave the combat area. This spell does not affect gaseous, Mist or Shadowform.

Shatter

Level 3 **G C E**

Type: Destruction **Item: Y**

Duration: Instant **Scroll: Y**

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. 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.

This spell will not affect any enchanted, gilded, adamantine, or mithral item.

Shatter Armor

Level 5 **G C**

Type: Destruction **Item: Y**

Duration: Instant **Scroll: Y**

The Shatter Armor spell will shatter the target's armor, rendering it completely useless. The target's Armor Points will be reduced to zero. This spell also causes 40 points of damage to skeletal undead or creatures made of metal.

This spell will not affect any magically enchanted, gilded, or mithral armor. The Armor of the Dead (E,7), Mage Armor (C,5), Spirit Armor (E,7), Shield (C,1), and Armor (C,2) spells will protect the armor from being destroyed but will be used up in the process.

Shield

Level 1 **G C E**

Type: Protection **Item: Y**

Duration: 5 Game Days **Scroll: Y**

The Shield spell endows the recipient with four (4) extra Armor Points. These additional points are the first Armor Points lost to damage. The shield spell can be combined and worn with Armor of the Dead (E,7), or Spirit Armor (E,7) spells. It may not be combined with Armor (C,2), Barkskin (D,7), Bone Armor (N,7), or Force Armor (C,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 **G C E**

Type: Silencing **Item: Y**

Duration: 10 Minutes **Scroll: Y**

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 affects (i.e. "Flash", "Reflect", etc.).

Slow

Level 4 **C**

Type: Enchantment **Item: Y**

Duration: Combat **Scroll: Y**

The target of this spell is reduced to half speed, making him unable to run or use the Dodge skill. This spell has no affect on targets that are already at half speed.

Snare

Level 4 **G C**

Type: Confining **Item: Y**

Duration: Combat **Scroll: Y**

The Snare 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 or run and may leave the area.

It takes 4 seconds, superhuman strength of +4 or greater to break a Snare, and doing so causes the target 6 points of damage.

Stasis

Level 7 – Caster Only **C**

Type: Enchantment **Item: N**

Duration: 10 Minutes **Scroll: N**

This spell locks the caster into a stasis, making him impervious to all outside events. While in Stasis, the character may **ONLY** cast spells upon himself and is not affected by anything save Disjunction (G,8), which returns the caster to normal form. He is completely immobile and cannot be moved by any other force.

A character in stasis may not interact with his surroundings in any way. He may hear but not speak. To represent stasis, the player must remain motionless with arms crossed over his head. It is readily apparent that he is in stasis.

Storm Blade

Level 8 – Caster Only **E**

Type: Enchantment **Item: Y**

Duration: 5 Game Days **Scroll: Y**

The Storm Blade spell allows the caster to add eight (8) points of elemental-based damage for 3 consecutive swings. This spell may be saved until the character wishes to use it or until the spell expires. When calling damage while using this, the character should call "cold, flaming, lightning" (e.g. "10-cold!")

Trance

Level 5 **G C E**

Type: Mind Affecting **Item: Y**

Duration: 10 Minutes **Scroll: Y**

The Trance spell causes the target to fall into a deep trance. He may only be awakened by shaking for 10 seconds, by dispelling the spell, or by allowing it to run its course.

This spell does not affect mindless beings such as undead, constructs, or golems.

Trap

Level 3 **G C**

Type: Confining **Item: Y**

Duration: Combat **Scroll: Y**

The Trap 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 2 seconds, 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 **G C E**

Type: Protection

Item: Y

Duration: Combat

Scroll: Y

By scribing a line in the ground no more than ten (10) feet wide and saying the verbal, this spell creates a translucent wall as wide as the line drawn with a height of (8) feet. The wall may be raised and lowered by the caster at will if within arms reach. Only air and the spirits of dead characters may move through the barrier. Once the caster leaves the combat area the wall is dispelled.

Ward

Level 9 **G C E**

Type: Protection

Item: Y

Duration: 1 Event

Scroll: N

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. Only air and the spirits of dead characters may move through the barrier.

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 Logistics at Check-in. It is generally made of two pieces of wood designed to fit together. There are also some for sale. 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.

Web

Level 6 **G C**

Type: Confining

Item: Y

Duration: Combat

Scroll: Y

The Web spell allows the caster to immobilize his target from the neck down. The target may still turn his head and talk. While trapped, the target may be given a Killing Blow (see Killing Blow in the Living and Dying section). The caster may also killing blow creatures with the Imprison itself, even those requiring magic to hit them. The web may not be cut. Any damage done to the web will be applied to the victim instead.

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

G C E

Type: Protection

Item: Y

Duration: 1 Event

Scroll: N

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 be cast on a moveable 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. Only air and the spirits of dead characters may move through the barrier.

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 Logistics at Check-in. It is generally made of two pieces of wood designed to fit together. There are also some for sale. 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.

Celestial Spell Reference Chart

Spell Name	Level	Spell Verbal	Damage	Specialist			Type	Duration
				Generalist	Confinist	Elementalist		
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	1 hour
Delayed Empower	2	I call upon Celestial arts to empower you with a delayed empower.		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.	32	X		X	Elemental	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".	20 pts "<element>"			X	Elemental	Instant
Elemental Blade	4	I call upon elemental cold/fire/lightning to enchant your blade with ice/fire/lightning.	+4 <element> for 3 swings			X	Enchantment	5 Game Days
Elemental Blast	9	I call forth an elemental blast of "element".	50 pts "<element>"			X	Elemental	Instant
Elemental Burst	3	I summon forth a burst from the plane of <element>.	3x "5 <element>"			X	Elemental	Instant
Elemental Dart	1	I smite you with an elemental dart of "element".	4 pts			X	Elemental	Instant
Elemental Fury	9	I summon forth a fury from the plane of <element>.	3x "20 <element>"			X	Elemental	Instant
Elemental Maelstrom	6	I summon forth a maelstrom from the plane of <element>.	3x "10 <element>"			X	Elemental	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.	first swing +2 damage	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.	16	X		X	Elemental	Instant
Force Armor	7	I stike upon the eldritch anvil to forge an armor of force to protect me.			X		Protection	5 Game Days
Force Shield	7	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	X	Mind Affecting	1 Hour

Celestial Spell Reference Chart

Spell Name	Level	Spell Verbal	Damage	Generalist			Type	Duration
				Generalist	Combatist	Elementalist		
Ice Bolt	3	I strike you with an ice bolt.	12	X		X	Elemental	Instant
Ice Storm	7	From the north I call an ice storm forth.	28	X		X	Elemental	Instant
Imprison	8	I imprison you with eldritch force.			X		Confining	Combat
Lightning Bolt	2	I summon forth a lightning bolt.	8	X		X	Elemental	Instant
Lightning Storm	6	I call down a storm of thunder and lightning.	24	X		X	Elemental	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.	4	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	Hand Held Up
Shackle	9	I bind you to this plane with shackles of force.			X		Enchantment	Combat
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		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	Combat
Snare	4	With mystic force I snare your arms.		X	X		Confining	Combat
Stasis	7	I dam the flow of time to lock into stasis			X		Enchantment	10 Minutes
Storm Blade	8	I forge your blade with a storm of "element".	+8 <element> for 3 swings			X	Enchantment	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	Combat
Wall of Force	7	I build a wall of force barring all entry.		X	X	X	Protection	Concentration
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	Combat
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 (e.g. Purify Blood (E,5) and Poison (E,5)). 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: To the far right of the black bar are 4 letters that are a quick reference for what school of magic can cast that spell. "G" stands for Earth Generalist, "D" stands for Druid, "H" stands for Healer, and "N" stands for Necromancer.

Annihilate Undead

Level 9 **H**

Type: Undead Destruction

Item: Y

Duration: Instant

Potion: N

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 (E,9) spell.

This spell will do 75 points of damage to a Greater Undead, even if it is protected by an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7).

This spell will not affect living beings, although if a killing blow desecrated target is hit with it, the body will be turned to dust. He must immediately go resurrect.

Armor of the Dead

Level 7 **G D N**

Type: Chaos and Protection

Item: Y

Duration: 5 Game Days

Potion: Y

An Armor of the Dead will protect the non-desecrated wearer from a Death (E,9), Doom (C,9), or Imbue Death (N,9) spell, Critical Slay, or Fatal Blow. And will protect the desecrated wearer from a Doom (C,9), Imbue Death (N,9), or Life (E,9) spells or a Critical Slay. However, the character will have only one Body Point left, and the Armor of the Dead will no longer be active. An Armor of the Dead will also prevent a character from being knocked unconscious as the result of a Waylay, an Endowed or Empowered Waylay, or a Magical Waylay. The Waylay will still do the appropriate body damage to the victim.

An Armor of the Dead spell may be cast upon a dead body to negate the effects of the first Life (E,9) or Revive (H,9) spell.

Reversible: Spirit Armor (G,D)

Barkskin

Level 7 - Caster only **D**

Type: Protection

Item: Y

Duration: 5 Game Days

Potion: N

Grants the caster fifteen (15) points of armor.

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.

Bind

Level 5

G D H

Type: Confining

Item: Y

Duration: Combat

Potion: N

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 targets feet, he may still walk, run, and may leave the area.

It takes 4 seconds, superhuman strength of +4 or greater to break a Bind, and doing so causes the target 6 points of body damage.

Reversible: Unbind (G, D)

Bless

Level 1

G D H

Type: Enchantment

Item: Y

Duration: 5 Game Days

Potion: Y

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.

Reversible: Corrupt (G, D)

Bone Armor

Level 7 - Caster Only

N

Type: Protection

Item: Y

Duration: 5 Game Days

Potion: N

Grants the caster fifteen (15) points of armor.

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.

Cause Critical Wounds

Level 6

G D N

Type: Chaos

Item: Y

Duration: Instant

Potion: Y

This spell will heal (16) points of body to those that are desecrated, or restore a desecrated unconscious character to consciousness. The Cause Critical Wounds spell also allows the caster to bypass a target's armor and do sixteen (16) points of damage to those targets that are healed by normal means. This spell will cure 32 Body Points of damage to an undead creature.

Reversible: Cure Critical Wounds (G, D)

Cause Disease

Level 3

G D N

Type: Chaos and Metabolic

Item: Y

Duration: 1 Hour

Potion: Y

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 Cure Disease (E,3), Remedy (E,7), or Renew (E,8) spell. Or will cure a desecrated target of any disease he has been inflicted with. While diseased, a character can fight but does so at -2 damage and cannot run or use the Dodge skill. **Reversible: Cure Disease (G, D)**

Cause Light Wounds

Level 1 **G D N**

Type: Chaos **Item: Y**

Duration: Instant **Potion: Y**

The Cause Light Wounds spell allows the caster to bypass the target's armor and do two (2) points of damage directly to the body, or will heal (2) points of body to those that are cured by chaos. This spell will heal four (4) Body Points of an undead creature.

Reversible: Cure Light Wounds (G, D)

Cause Serious Wounds

Level 4 **G D N**

Type: Chaos **Item: Y**

Duration: Instant **Potion: Y**

The Cause Serious Wounds spell allows the caster to bypass the target's armor and do eight (8) points of damage directly to the body, or will heal (8) points of body to those that are cured by chaos. This spell will heal sixteen (16) Body Points of an undead creature.

Reversible: Cure Serious Wounds (G, D)

Cause Wounds

2nd Level **G D N**

Type: Chaos **Item: Y**

Duration: Instant **Potion: Y**

The Cause Wounds spell allows the caster to bypass the target's armor and do four (4) points of damage directly to the body, or will heal (4) points of body to those that are cured by chaos. This spell will heal eight (8) Body Points of an undead creature.

Reversible: Cure Wounds (G, D)

Circle of Protection

9th Level **G H N**

Type: Protection **Item: Y**

Duration: Other (1 hour) **Potion: N**

The Circle of Protection spell creates an 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.

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 ("circle down") 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.

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 hour is up.

Cleanse Blood

Level 5 **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: Y**

The Cleanse Blood spell will remove any foreign substance in the targets blood, this includes the Poison (E,5) spell, poisons, alcohol, etc.

Cleanse Disease

Level 3 **H**

Type: Healing **Item: Y**

Duration: 10 Minutes **Potion: Y**

Will cure a target of any disease he has been inflicted with.

Control Undead

4th Level **N**

Type: Necromancy **Item: Y**

Duration: 1 Hour **Potion: Y**

The Control Undead spell will allow the caster to control all uncontrolled, Lesser Undead within ten (10) feet of him. The caster may give each undead which he controls one 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.

Any Lesser Undead which are not within ten (10) feet of the caster are unaffected by the spell. 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 within the area of affect will be unaffected.

Corrupt

1st Level **G D N**

Type: Enchantment **Item: Y**

Duration: 5 Game Days **Potion: Y**

The Corrupt spell endows the desecrated 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.

Reversible: Bless (G, D)

Create Skeletal Warrior (Create Ghoul now in PLAY)

9th Level **N**

Type: Necromancy **Item: Y**

Duration: 1 Hour **Potion: N**

The Create Skeletal Warrior spell allows the caster to turn a non-undead, non-desecrated creature that has received a Killing Blow, into a skeleton. The skeleton thus created will have 50 Body Points and whatever armor is left on the corpse. And take half damage from edged

weapons. Unlike create undead, the Skeleton can be healed even when it reaches zero Body Points.

Once created, the caster controls the skeleton completely and is able to give it multiple commands for one hour.

The skeleton has none of the skills or memories the victim had in life. It may only wield a weapon and call +2 damage for that weapon.

The victim who has been created into a skeleton cannot be restored to life by any means.

Create Undead

7th Level	N
Type: Necromancy	Item: Y
Duration: 1 Hour	Potion: N

The Create Undead spell allows the caster to turn a non-undead, non-desecrated creature that has received a Killing Blow, 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.

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 has none of the skills or memories the victim had in life. It may only wield a weapon and call base damage for that weapon.

The victim who has been created into a zombie cannot be restored to life by any means.

Cure Critical Wounds

Level 6	G D
Type: Curing	Item: Y
Duration: Instant	Potion: Y

This spell will heal sixteen (16) points of body, or this spell can restore an unconscious character to consciousness. The Cure Critical Wounds spell also allows the caster to bypass a target's armor and do sixteen (16) points of damage to those targets that are normally cured by chaos. This spell will cause thirty-two (32) Body Points of damage to an undead creature.

Reversible: Cause Critical Wounds (G, D)

Cure Disease

Level 3	G D
Type: Curing	Item: Y
Duration: 10 Minutes	Potion: Y

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. The disease may be cured by a Cause Disease (E,3), Remedy (E,7) or Waste (E,8) spell.

While diseased, a character can fight but does so at -2 damage and can cast spells but cannot run or use the Dodge skill.

Reversible: Cause Disease (G, D)

Cure Light Wounds

Level 1 **G D**

Type: Curing

Item: Y

Duration: Instant

Potion: Y

This spell will heal two (2) points of body to those that are not desecrated, or this spell can restore an unconscious character to consciousness, but will have no affect on a dead character. The Cure Light Wounds spell also allows the caster to bypass a desecrated target's armor and do two (2) points of damage directly to the victim's body.

This spell will cause four (4) Body Points of damage to an undead creature.

Reversible: Cause Light Wounds (G, D)

Cure Serious Wounds

Level 4 **G D**

Type: Curing

Item: Y

Duration: Instant

Potion: Y

This spell will heal eight (8) points of body to those that are not desecrated, or this spell can restore an unconscious character to consciousness, but will have no affect on a dead character. The Cure Serious Wounds spell also allows the caster to bypass a desecrated target's armor and do eight (8) points of damage directly to the victim's body.

This spell will cause sixteen (16) Body Points of damage to an undead creature.

Reversible: Cause Serious Wounds (G, D)

Cure Wounds

Level 2 **G D**

Type: Curing

Item: Y

Duration: Instant

Potion: Y

This spell will heal four (4) points of body to those that are not desecrated, or this spell can restore an unconscious character to consciousness, but will have no affect on a dead character. The Cure Wounds spell also allows the caster to bypass a desecrated target's armor and do four (4) points of damage directly to the victim's body.

This spell will cause eight (8) Body Points of damage to an undead creature.

Reversible: Cause Wounds (G, D)

Curse

Level 8 **G D H N**

Type: Cursing

Item: Y

Duration: 10 Minutes

Potion: N

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.

The Remove Curse (E,8) spell or a Resurrection is the only way to rid a character of this spell.

Reversible: Remove Curse (G, D, H, N)

Death

Level 9

G D

Type: Death

Item: Y

Duration: Instant

Potion: N

The Death spell causes a living character's spirit to leave his body. This spell bypasses any armor and dispels all active spells on the victim. Or this spell can bring back to life a killing blow desecrated target. A Life (E,9) and Revive (H,9) spells are the only ways to save a character that has been slain by a Death spell.

If the victim is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then he will not die but will be left with one (1) body point. All active spells will be dispelled.

Reversible: Life (G, D)

Decay

Level 4

N

Type: Necromancy

Item: N

Duration: Instant

Potion: N

This spell will lower the dissipate count to two minutes. (See Living and Dying Section) Has no affect if the target is already past two minutes on his dissipate count.

Defend

Level 8

G D H N

Type: Protection

Item: Y

Duration: 5 Game Days

Potion: Y

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 the tag must be pulled.

However, if the level of that spell is 1st or 2nd, the Defend will "flash" the spell but will not be dissipated.

Destroy

Level 3

G D H N

Type: Destruction

Item: Y

Duration: Instant

Potion: N

The Destroy spell allows the caster to shatter an item and render it completely useless. It may be cast on any weapon, shield, or any item up to "shield" size. 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. This spell will not affect any magically enchanted, gilded, adamantine, or mithral items.

Destroy Armor

Level 6

G D H N

Type: Destruction

Item: Y

Duration: Instant

Potion: N

The Destroy Armor spell will shatter the target's armor, rendering it completely useless. The target's Armor Points will be reduced to zero. This spell also causes 40 points of damage to skeletal undead or creatures made of metal.

This spell will not affect any magically enchanted, gilded, or mithral armor. The Armor of the Dead (E,7), Mage Armor (C,5), Spirit Armor (E,7), Shield (C,1) and Armor (C,2) spells will protect the armor from being destroyed but will be used up in the process.

Destroy Undead

Level 7 **H N**

Type: Undead Destruction

Item: Y

Duration: Instant

Potion: N

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 (E,9) spell. If the Lesser Undead is wearing an Armor of the Dead (E,7), 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.

This spell will do 50 points of damage to a Greater Undead, even if it is protected by an Armor of the Dead, Mage Armor, Rune of Resistance, or Spirit Armor.

This spell will not affect living beings, although if a killing blow desecrated target is hit with it, the body is turned to dust. He must immediately go resurrect.

Reversible: Create Undead (N)

Disrupt Enchantment

Level 6 **G D H N**

Type: Dispelling

Item: Y

Duration: Instant

Potion: N

The Disrupt Enchantments spell will dispel any spell of 6th level or lower, save a Reflect Magic (C,6) or Return Magic (E,6) spell. All spells within the area of affect that can be dispelled, are dispelled. The area of affect for this spell is a door-sized area. Therefore, it may be cast on a wall, door, pile of items, etc.

Spell shields of 6th level and higher (Defend (E,8), Major Spell Shield (C,8), Reflect Magic, and Return Magic) will protect all other spells on the target from being dispelled and will act as they would toward any other spell. Spell shields of 5th level or lower (Minor Spell Shield (C,4), Or 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

Allows the caster to identify himself to all undead lesser and greater that they are 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 they are under the effects of the spell.

Endow

Level 2 **G D H N**

Type: Enchantment

Item: Y

Duration: 5 Game Days

Potion: Y

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 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 swing, this spell adds two (2) points of damage to the character's attack, for one blow. The player must add the two points and call the appropriate damage while swinging his weapon.

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).

Entangle

Level 3 **D**

Type: Confining **Item: Y**

Duration: Combat **Potion: N**

Causes the victim to be immobilized from the neck down, and rooted to the spot where entangled. The Entangle spell may be "snapped" with any endow/empower spell.

Creatures with superhuman strength of +2 or greater can snap an Entangle and take no damage from doing so.

Fear

Level 3 **G D H N**

Type: Mind Affecting **Item: Y**

Duration: 1 Minute **Potion: N**

The Fear spell causes the target to be afraid of the caster. The victim must flee the area and avoid the caster completely for one (1) minute, or until the caster is slain by a being other than the victim. As you are running from the combat area you can attack and defend yourself from any other attacker, or cast spells and drink potions to remove the fear effect.

Reversible: Remove Fear (G, D, H, N)

Friendship

Level 7 **G D H**

Type: Mind Affecting **Item: Y**

Duration: Other (1 hour) **Potion: N**

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 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 a Charm or Friendship is not affected by a Friendship spell.

Fumble

Level 1 **G D H N**

Type: Disarming **Item: Y**

Duration: 5 seconds **Potion: N**

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 item to be fumbled must be stated by the caster. Saying, "I command you to fumble your weapon," is not sufficient.

Greater Bless

Level 3	G D H
Type: Enchantment	Item: Y
Duration: 5 Game Days	Potion: Y

The Greater Bless spell endows the recipient with eight (8) extra Body Points, but cannot be used to revive an unconscious person. These Body Points are the first Body Points lost to damage. **Reversible: Greater Corrupt (G, D)**

Greater Control Undead

Level 7	N
Type: Necromancy	Item: Y
Duration: 1 Hour	Potion: N

The Greater Control Undead spell will allow the caster to control all uncontrolled, Lesser Undead within ten (10) feet of him. The caster may give each undead which he controls multiple commands (i.e., "Guard Me", "Kill Yourself", "Run That Way", etc.). Any Lesser Undead which are not within ten (10) feet of the caster are unaffected by the spell. 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 within the area of affect will be unaffected.

Greater Corrupt

Level 3	G D N
Type: Enchantment	Item: Y
Duration: 5 Game Days	Potion: Y

The Greater Corrupt spell endows the desecrated recipient with eight (8) extra Body Points, but cannot be used to revive an unconscious person. These Body Points are the first Body Points lost to damage.

Reversible: Greater Bless (G, D)

Greater Endow

Level 4	G D H N
Type: Enchantment	Item: Y
Duration: 5 Game Days	Potion: Y

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 swing, this spell adds four (4) points of damage to the character's attack for one blow. The player must add the four points and call the appropriate damage while swinging his weapon. 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), 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 6th **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: N**

Will heal thirty-two (32) points of body to any target that is not undead, or this spell can restore an unconscious character to consciousness.

This spell will cause thirty-two (32) Body Points of damage to an undead creature.

Heal Light Wounds

Level 1st **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: N**

Will heal four (4) points of body to any target that is not undead, or this spell can restore an unconscious character to consciousness, but will have no affect on a assassinated or dead character.

This spell will cause four (4) Body Points of damage to an undead creature.

Heal Mortal Wounds

Level 8th **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: N**

Will heal forty-eight (48) points of body points to any target that is not undead, or this spell can restore an unconscious character to consciousness, but will have no affect on a dead character.

This spell will cause forty-eight (48) Body Points of damage to an undead creature.

Heal Serious Wounds

Level 4th **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: N**

Will heal sixteen (16) points of body to any target that is not undead, or this spell can restore an unconscious character to consciousness, but will have no affect on a assassinated or dead character.

This spell will cause sixteen (16) Body Points of damage to an undead creature.

Heal Wounds

Level 2nd **H**

Type: Healing **Item: Y**

Duration: Instant **Potion: N**

Will heal eight (8) points of body to any target that is not undead, or this spell can restore an unconscious character to consciousness, but will have no affect on a assassinated or dead character.

This spell will cause eight (8) Body Points of damage to an undead creature.

Healing Hands

Level 3rd - Caster Only

H

Type: Enchantment

Item: Y

Duration: 10 Minutes

Potion: N

The Healing Hands spell allows the caster 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 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 has been killing blown. (see living and dying section)

Imbue Death

Level 9

N

Type: Death

Item: Y

Duration: Instant

Potion: N

The Imbue Death spell causes a living targets spirit (those healed by chaos or not) to leave his body, unless protected. This spell bypasses any armor and dispels all active spells on the victim. By using the Death Spell Incantation this spell can bring back to life a killing blown target that is normally healed by chaos. A Life (E,9), or Revive (H,9) spells are the only way to save a character that has been slain by an Imbue Death spell.

If the victim is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then he will not die but will be left with one (1) body point. All active spells will be dispelled.

Inflict Critical Wounds

Level 6

N

Type: Necromancy

Item: Y

Duration: Instant

Potion: N

The Inflict Critical Wounds spell allows the caster to bypass the target's armor and do sixteen (16) points of damage directly to the body, or heal those that are Necromantic Tainted. This spell will heal thirty-two (32) Body Points of an undead creature.

Inflict Disease

Level 3

N

Type: Necromancy and Metabolic

Item: Y

Duration: 1 Hour

Potion: N

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 Cure Disease (E,3), Remedy (E,7), or Renew (E,8) spell. Or will cure a Necromantic Tainted target of any disease he has been inflicted with.

While diseased, a character can fight but does so at -2 damage and can cast spells but cannot run.

Inflict Light Wounds

Level 1

N

Type: Necromancy

Item: Y

Duration: Instant

Potion: N

The Inflict Light Wounds spell allows the caster to bypass the target's armor and do two (2) points of damage directly to the body, or heal those that are Necromantic Tainted. This spell will heal four (4) Body Points of an undead creature.

Inflict Mortal Wounds

Level 8	N
Type: Necromancy	Item: Y
Duration: Instant	Potion: N

The Inflict Mortal Wounds spell allows the caster to bypass the target's armor and do twenty (24) points of damage directly to the body, or heal those that are Necromantic Tainted. This spell will heal forty-eight (48) Body Points of an undead creature.

Inflict Poison

Level 5	N
Type: Metabolic and Necromancy	Item: Y
Duration: Other (until the victim dies)	Potion: N

The Inflict Poison spell will contaminate the blood of the victim. The victim loses a Body Point every minute until dead.

While poisoned, the inflicted target will be unable to fight, cast spells, or run. He must slowly crawl wherever he wishes to go. 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 Purify Blood (E,5), Remedy (E,7) or Renew (E,8) spell.

Inflict Serious Wounds

Level 4	N
Type: Necromancy	Item: Y
Duration: Instant	Potion: N

The Inflict Serious Wounds spell allows the caster to bypass the target's armor and do eight (8) points of damage directly to the body, or heal those that are Necromantic Tainted. This spell will heal sixteen (16) Body Points of an undead creature.

Inflict Wounds

2nd Level	N
Type: Necromancy	Item: Y
Duration: Instant	Potion: N

The Inflict Wounds spell allows the caster to bypass the target's armor and do four (4) points of damage directly to the body, or heal those that are Necromantic Tainted. This spell will heal eight (8) Body Points of an undead creature.

Lie

3rd Level	G D H N
Type: Mind Affecting	Item: Y
Duration: 1 Hour	Potion: Y

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 (C,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 (G, D, H, N)

Life

Level 9 **G D**

Type: Life

Item: Y

Duration: Instant

Potion: N

The Life spell causes the spirit of a target that is normally healed by chaos to leave his body. This spell bypasses any armor and dispels all active spells on the victim. Or this spell can bring back to life a target that is at the dead status, if not normally healed by chaos.

If the intended victim is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then he will not die but will be left with one (1) body point. All active spells will be dispelled.

This spell will kill lesser undead unless it is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then it will not die but will be left with one (1) body point. This spell will also cause 50 points of damage to Greater Undead.

Reversible: Death (G, D)

Light

Level 1 **G D H N**

Type: Enchantment

Item: Y

Duration: 1 Spell Reset

Potion: N

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 **G D H**

Type: Enchantment

Item: N

Duration: 10 minutes

Potion: N

The Mistform spell transforms the caster into cloud of mist which is not affected by anything save Dispel Greater Magic (C,6), Disrupt Enchantments (E,6), or Disjunction (C,8) spells, all of which return the caster to his normal form. An Imprison (Con,8) spell will also effectively capture the character in a Mistform. Radius attacks (i.e. Traps) have full effect against characters in Mistform.

A character in Mistform can be seen by other characters, though they may not interact with each other.

While in Mistform, the player must have his arms across his chest. He may walk, but not run, and may hear but not speak. He may not affect the physical world in any way.

Reversible: Shadowform (G, D)

Mute

Level 5 **G D H N**

Type: Silencing

Item: Y

Duration: 10 minutes

Potion: Y

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 affects (i.e. "Flash", "Reflect", etc.).

Paralyze

Level 8 **G D H N**

Type: Metabolic

Item: Y

Duration: Combat

Potion: N

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. A Disjunction (C,8), Remedy (E,7) or Unparalyze (E,8) spells will release the victim from his paralysis.

Reversible: Unparalyze (G, D, H, N)

Pin

Level 2 **G D H N**

Type: Confining

Item: Y

Duration: Combat

Potion: N

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 2 seconds, superhuman strength of +2 or greater to break a Pin, and doing so causes the target 3 points of damage.

Poison

Level 5 **G D N**

Type: Metabolic and Chaos

Item: Y

Duration: Other (until the victim dies)

Potion: Y

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 targets blood that is normally healed by chaos. This includes the Purify Blood (E,5) spell, poisons, alcohol, etc.

While poisoned, the inflicted target will be unable to fight, cast spells, or run. He must slowly crawl wherever he wishes to go. 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 Disjunction (C,8), Purify Blood (E,5), Remedy (E,7) or Renew (E,8) spell.

Reversible: Purify Blood (G, D)

Preserve

4th Level **H N**

Type: Enchantment

Item: N

Duration: Special

Potion: N

Resets the targets dissipate count to 5 minutes. (see living and dying) Can only be cast once per time the target reaches the Dead Status.

Proscribe Creature

Level 9 **G D H N**

Type: Protection

Item: N

Duration: 1 Event

Potion: N

The Proscribe Creature spell allows the caster to prohibit one specific type of creature (i.e., Lesser Undead, Drae, Ogres, 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 spell packs 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 "Indian-style" 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 **G D**

Type: Metabolic and Curing

Item: Y

Duration: Instant

Potion: Y

The Purify Blood spell will remove any foreign substance in the targets blood, this includes the Poison (E,5) spell, poisons, alcohol, etc. but will contaminate the blood of the victim that is normally healed by chaos. The inflicted victim loses a Body Point every minute until dead.

While poisoned, the target will be unable to fight, cast spells, or run. He must slowly crawl wherever he wishes to go. The target may not be given a Killing Blow until subdued.

The points lost by the inflicted victim due to this spell may not be restored until the target has received a Poison (E,5), Remedy (E,7) or Waste (E,8) spell.

Reversible: Poison (G, D)

Remedy

Level 7 **G H**

Type: Healing

Item: Y

Duration: Instant

Potion: N

The Remedy spell removes all mind affecting and metabolic effects from the target. It works on all living creatures regardless of how they are normally healed or cured.

Remove Curse

Level 8 **G D H N**

Type: Dispelling

Item: Y

Duration: Instant

Potion: N

The Remove Curse spell negates the effects of the Curse (E,8) or Weakness (E,4) spells. However, it will not restore any Hit Points lost due to the Curse 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.

Reversible: Curse (G, D, H, N)

Remove Fear

Level 3 **G D H N**

Type: Dispelling

Item: Y

Duration: Instant

Potion: N

The Remove Fear spell negates the effects of the Fear (E,3) spell.

Reversible: Fear (G, D, H, N)

Renew

Level 8 **G D**

Type: Curing **Item: Y**

Duration: Instant **Potion: Y**

The Renew spell allows the caster to cure a non-desecrated target of anything, save death, as well as healing up to twenty-four (24) points of damage. The Renew spell also allows the caster to bypass a desecrated target's armor and do twenty-four (24) points of damage directly to the victim's body or cause forty-eight (48) points of damage to an undead creature.

Reversible: Waste (G, D)

Repel Being

Level 3 **G D H N**

Type: Repelling **Item: Y**

Duration: Concentration **Potion: Y**

The Repel Being spell causes the target to remain at least ten (10) feet away from the caster. The caster must hit the intended target with a spell packet then hold up a hand with the palm toward the target. The caster may not participate in combat or cast another spell while the Repel Being spell is active.

Undead and elementals are unaffected by this spell.

Repel Undead

Level 2 **G H**

Type: Repelling **Item: Y**

Duration: Concentration **Potion: Y**

The Repel Undead spell will cause all Lesser Undead within ten (10) feet of the caster 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. The caster may not participate in combat or cast another spell while the Repel Undead spell is active.

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.

Restore Limb

Level 7 **G D N**

Type: Metabolic **Item: Y**

Duration: Instant **Potion: Y**

The Restore Limb spell reverses the effects of the Wither Limb (E,7) and Age Limb (C,7) spells. This spell will also reattach a severed limb.

Reversible: Wither Limb (G, D, N)

Return Magic

Level 6 **G D H N**

Type: Protection **Item: Y**

Duration: 5 Game Days **Potion: Y**

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 cast spell is 6th level or below, the player must say "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.

If the cast spell is greater than 6th level, it will act normally and will dissipate the Return Magic spell.

Revive

Level 9 **H**

Type: Life Item: Y

Duration: Instant Potion: N

This spell will bring back to life anyone that has been killing blown or is at the dead status. (See living and dying section). This spell will kill lesser undead unless it is wearing an Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7), then it will not die but will be left with one (1) body point. This spell will also cause 50 points of damage to Greater Undead.

Shadowform

Level 6 - Caster Only **G D N**

Type: Enchantment and Chaos Item: N

Duration: 10 minutes Potion: N

The Shadowform spell transforms the caster into a shadowy form which is not affected by anything save Dispel Greater Magic (C,6), Disrupt Enchantments (E,6), or Disjunction (C,8) spells, all of which return the caster to his normal form. An Imprison (Con,8) spell will also effectively capture the character in Shadowform. Radius attacks (i.e. Traps) have full effect against characters in Shadowform.

A character in Shadowform can be seen by other characters, though they may not interact with each other.

While in Shadowform, the player must have both 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.

Reversible: Mistform (G, D)

Sleep

Level 5 **G D H**

Type: Mind Affecting Item: Y

Duration: 10 minutes Potion: N

The Sleep spell causes the target to fall into a deep sleep. He may only be awakened by shaking for 10 seconds, by dispelling the spell, or by allowing it run its course.

This spell does not affect mindless beings such as undead, or constructs.

Soul Drain

Level 3 - Caster Only **N**

Type: Enchantment and Necromancy Item: Y

Duration: 10 minutes Potion: N

Allows the caster to drain body points, at the rate of one body per second, from a willing or incapacitated target and heal himself. The caster cannot drain more body points than he is down from his total.

This only works on creatures and characters that have body tags that may be transferred to the Necromancer draining the body points from them.

Speak with Animals

Level 2 **D**

Type: Enchantment Item: Y

Duration: 10 minutes Potion: N

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 **G D H N**

Type: Protection Item: Y

Duration: 5 Game Days Potion: Y

Once this spell is cast upon the recipient, the next spell cast upon him or her up to 4th level, will not have any effect. The spell is superseded by every other defensive spell.

Spirit Armor

Level 7 **G D H**

Type: Protection Item: Y

Duration: 5 Game Days Potion: Y

A Spirit Armor will protect the non-desecrated wearer from a Death (E,9), Doom (C,9), or Imbue Death (N,9) spell, Critical Slay or Fatal Blow. And will protect the desecrated wearer from a Doom (C,9), Imbue Death (N,9), or Life (E,9) spells, Critical Slay or Fatal Blow. However, the character will have only one Body Point left, and the Spirit Armor will no longer be active. A Spirit Armor will also prevent a character from being knocked unconscious as the result of a Waylay, an Endowed or Empowered Waylay, or a Magical Waylay. The Waylay will still do the appropriate body damage to the victim and then expend the Spirit Armor.

An Endowed Magical Waylay will waylay through any protection short of toughness or threshold. This will also expend the Spirit Armor spell.

Spirit of the Ent

Level 9 - Caster Only **D**

Type: Protection Item: Y

Duration: 1 Hour Potion: N

Allows the caster to enter a tree, enchanting it, protecting it and himself from harm. The caster can do nothing other than watch while melded. The caster must remain in contact with the tree if he wishes to see or hear anything while melded.

Toxin Shield

Level 4 **G D H N**

Type: Protection Item: Y

Duration: 5 Game Days Potion: Y

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 Poison (E,5) or Inflict Poison (N,5) spells. (see Spell Defenses) Nor does it protect them from ingested poisons.

Truth

Level 3 **G D H N**

Type: Mind Affecting Item: Y

Duration: 1 Hour Potion: Y

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 (G, D, H, N)

Turn Undead

Level 4 **H**

Type: Repelling

Item: Y

Duration: 10 minutes

Potion: Y

The Turn Undead spell will cause all Lesser Undead within ten (10) feet of the caster to leave the area of combat immediately and not return for ten (10) minutes. Any Lesser Undead which are not within ten (10) feet of the caster are unaffected by the spell. Greater Undead will not be turned away but will show some discomfort at remaining in the area.

Any Undead (Lesser or Greater) will be unaffected if it is wearing a spell shield. However, the spell shield will be blown. The spell shields of living beings within the area of affect will be unaffected.

Unbind

Level 5 **G D H**

Type: Dispelling

Item: Y

Duration: Instant

Potion: Y

The Unbind spell will free a character from any form of binding, be it a Bind (E,5), Entangle (E,3), Pin (E,2), Snare (C,4), Trap (C,3) or Web (C,6) spell, a physical web (i.e. from a giant spider), handcuffs, rope, etc. However, this spell will not free someone from an Imprison (C,8) spell.

Reversible: Bind (G, D,H)

Unparalyze

Level 8 **G D H N**

Type: Metabolic

Item: Y

Duration: Instant

Potion: Y

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 (G, D, H, N)

Wall of Thorns

Level 4 **D**

Type: Enchantment

Item: Y

Duration: Combat

Potion: N

Allows the caster to create a wall of thorns 10' high and up to 10' wide. It has a toughness of 5 and has 100 body, and can be raised and lowered by the caster. It disappears once the caster leaves the combat area.

Waste

Level 8 **G D N**

Type: Chaos

Item: Y

Duration: Instant

Potion: Y

The Waste spell allows the caster to cure a target that is healed by chaos of anything, save death, as well as healing up to twenty-four (24) points of damage. The Waste spell also allows the caster to bypass a target's armor, those that are healed by normal means, and do twenty-four (24) points of damage directly to the victim's body. This spell will also heal forty-eight (48) points of damage to an undead creature.

Reversible: Renew (G, D)

Weakness

Level 4 **G D H N**

Type: Cursing **Item: Y**

Duration: Combat **Potion: N**

The Weakness spell reduces the strength of the target. It causes the target to call four (4) points less damage in combat, regardless of whether he has Weapon Proficiencies or enhanced strength.

Wither Limb

Level 7 **G D N**

Type: Metabolic **Item: Y**

Duration: 1 Event **Potion: Y**

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.

Reversible: Restore Limb (G, D, N)

Zone of Death

Level 6 **N**

Type: Protection and Chaos **Item: Y**

Duration: Other (1 Hour) **Potion: N**

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 before the 30 minutes is up.

Zone of Life

Level 6 **H**

Type: Protection and Life **Item: Y**

Duration: Other (1 Hour) **Potion: N**

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 before the 30 minutes is up.

Earth Spell Reference Chart

Spell Name	Level	Spell Verbal	Body					Type	Duration
				Generalist	Druid	Healer	Necromancer		
Annihilate Undead	9	I call upon the powers of Law to annihilate this undead.	75 to greater			X		Undead Destruction	Instant
Armor of the Dead	7	I call upon chaos to grant you the armor of the dead.		X	X		X	Protection/ Chaos	5 Game Days
Bark Skin	7	May the spirit of the woods grant you a barkskin to protect you	15 Armor		X			Protection	5 Game Days
Bind	5	With mystic thread, I bind you fast.		X	X	X		Confining	Combat
Bless	1	I call upon the forces of life to bless this spirit.	+4 Body	X	X	X		Enchantment	5 Game Days
Bone Armor	7	With the power of undeath I encase my body with the bones of the dead.	15 Armor				X	Protection	5 Game Days
Cause Critical Wounds	6	I call upon chaos itself to cause critical wounds.	16	X	X		X	Chaos	Instant
Cause Disease	3	I call upon the powers of chaos to cause disease.		X	X		X	Chaos	Instant
Cause Light Wounds	1	I call upon chaos to cause light wounds.	2	X	X		X	Chaos	Instant
Cause Serious Wounds	4	I call upon chaos to cause serious wounds.	8	X	X		X	Chaos	Instant
Cause Wounds	2	I call upon chaos to cause wounds.	4	X	X		X	Chaos	Instant
Circle of Protection	9	I cast a circle of protection about me; let none enter here.		X		X	X	Protection	1 hour
Cleanse Blood	5	With the essence of life, I cleanse your blood of poison.				X		Healing	Instant
Cleanse Disease	5	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 chaos, I control undead to do as I bid.					X	Necromancy	1 hour
Corrupt	3	I call upon the forces of chaos to corrupt this life force.	+4 Body	X	X		X	Enchantment	5 Game Days
Create Skeletal Warrior	9	By the powers of chaos I bind these bones to serve the will of darkness.					X	Necromancy	1 hour
Create Undead	7	By the power of chaos, I call you forth and create undead to walk the earth.					X	Necromancy	1 hour
Cure Critical Wounds	6	I call upon the Earth to cure critical wounds.	16	X	X			Curing	Instant
Cure Disease	3	I cure you of all invading disease.		X	X			Curing	Instant
Cure Light Wounds	1	I grant rest and warmth to cure light wounds.	2	X	X			Curing	Instant
Cure Serious Wounds	4	I call upon the powers of life to cure serious wounds.	8	X	X			Curing	Instant
Cure Wounds	2	I call upon the land to restore you and cure your wounds.	4	X	X			Curing	Instant
Curse	8	I curse you to die a painful death.		X	X	X	X	Cursing	1 Event
Death	9	I grant you the gift of death.	Dead unless protected	X	X			Death	Instant
Decay	4	I call upon the forces of necromancy to decay your body.					X	Necromancy	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 <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 greater			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

Earth Spell Reference Chart

Spell Name	Level	Spell Verbal	Body					Type	Duration
				Generalist	Druid	Healer	Necromancer		
Elude Undead	2	Servants of chaos be humbled by the darkness within me.					X	Necromancy	10 minutes
Endow	2	I endow you with ogre strength.		X	X	X	X	Enchantment	5 Game Days
Entangle	3	I call upon the forces of nature to entangle you.			X			Confining	Combat
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 <item>.		X	X	X	X	Disarming	5 Seconds
Greater Bless	3	I grant you the gift of a greater bless.	+8 Body	X	X	X		Enchantment	5 Game Days
Greater Control Undead	7	With necromantic might, I demand these undead follow my bidding.					X	Necromancy	1 hour
Greater Corrupt	3	I fortify your spirit with the corruption of chaos.	+8 Body	X	X		X	Enchantment	5 Game Days
Greater Endow	4	I call upon the Earth to endow you with its strength.		X	X	X	X	Enchantment	5 Game Days
Heal Critical Wounds	6	With the essence of life I heal your critical wounds.	32			X		Healing	Instant
Heal Light Wounds	1	With the essence of life I heal your light wounds.	4			X		Healing	Instant
Heal Mortal Wounds	8	With the essence of life I heal your mortal wounds.	48			X		Healing	Instant
Heal Serious Wounds	4	With the essence of life I heal your serious wounds.	16			X		Healing	Instant
Heal Wounds	2	With the essence of life I heal your wounds.	8			X		Healing	Instant
Healing Hands	3	May my hands heal with the power of life.				X		Enchantment	10 Minutes
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.	16				X	Necromancy	Instant
Inflict Disease	3	I call upon necromancy to inflict disease.					X	Necromancy	Instant
Inflict Light Wounds	1	I call upon necromancy to inflict light wounds.	2				X	Necromancy	Instant
Inflict Poison	5	I call upon necromancy to inflict your blood with poison.					X	Metabolic/ Necromancy	Instant or Until Death
Inflict Serious Wounds	4	I call upon necromancy to inflict serious wounds.	8				X	Necromancy	Instant
Inflict Wounds	2	I call upon necromancy to inflict wounds.	4				X	Necromancy	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	Enchantment	24 Hours
Mist Form	6	I call upon the forces of nature to shroud me in mist.		X	X	X		Enchantment	10 Minutes
Mute	5	I command you to be mute.		X	X	X	X	Silencing	Combat
Paralyze	8	I paralyze you that you may not move.		X	X	X	X	Metabolic	Combat
Pin	2	I pin you to the very Earth.		X	X	X	X	Confining	Combat
Poison	5	I call upon chaos, decay and rot to poison you.		X	X		X	Metabolic/ Chaos	Instant or Until Death

Earth Spell Reference Chart

Spell Name	Level	Spell Verbal	Body					Type	Duration
				Generalist	Druid	Healer	Necromancer		
Preserve	4	I call upon the earth to preserve your body.				X	X	Enchantment	Instant
Proscribe Creature	9	With the will of the Earth and the force of forbiddance, let all but <creature type> enter here.		X	X	X	X	Protection	1 Event
Purify Blood	5	I call upon the light to purify your blood and cleanse your body.		X	X			Metabolic/ Curing	Instant or Until Death
Remedy	7	I call upon the earth to remedy all that ails you.		X		X		Healing	Instant
Remove Curse	8	I bless you and remove this curse upon you.		X	X	X	X	Dispelling	1 Event
Remove Fear	3	I call upon the strength of the Earth to remove your fear.		X	X	X	X	Dispelling	Instant
Renew	8	I call upon the forces of life to renew this ailing spirit.	24	X	X			Curing	Instant
Repel Being	3	I repel this being; come not near me.		X	X	X	X	Repelling	Hand Held Up
Repel Undead	2	I repel these undead; come not near me.		X		X		Repelling	Hand Held Up
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	Instant
Revive	9	With the power of life I revive your spirit.				X		Life	Instant
Sanctuary	9	With life as my guide I protect myself from that which would harm me.				X		Enchantment	10 Minutes
Shadow Form	6	I call upon chaos to shroud my form in shadow.		X	X		X	Enchantment/ Chaos	10 Minutes
Sleep	5	I envelop you in mists of sleep.		X	X	X		Mind Affecting	10 Minutes
Soul Drain	3	With the power of necromancy, I drain the soul of the living.	special				X	Enchantment/ Necromancy	10 Minutes
Speak with Animals	2	I call upon the forces of nature to speak with animals.			X			Enchantment	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		Protection	5 Game Days
Spirit of the Ent	9	I appeal to the spirit of the ent to embrace and protect me.			X			Protection	1 hour
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	Combat
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	Metabolic	Instant
Wall of Thorns	4	I raise a wall of thorns, impeding all passage	100 body - toughness 5		X			Enchantment	Concentration
Waste	8	I call upon the forces of chaos to waste this spirit.	24	X	X		X	Chaos	Instant
Weakness	4	I curse you with weakness.		X	X	X	X	Cursing	Combat
Wither Limb	7	I wither your <limb> with age.		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/ Chaos	30 Minutes
Zone of Life	6	I inscribe a zone of life about me let no undead enter here.				X		Protection/ Life	30 Minutes

WEARING ACTIVE SPELLS

Defensive Spells

Certain spells will protect a character from both magical and non-magical attack. Once cast, a spell defense remains "active" on the recipient until it is used in protecting the character, 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 (C,5) but will be unsuccessful in stopping the spell. The only exceptions to this are Major Spell Shield (C,8) and Defend (E,8) (see the spell descriptions).

If a character is hit by a spell that uses up one of his 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), they should use the spells shields name to identify the spell shields 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 an Armor of the Dead (E,7), Mage Armor (C,5) or Spirit Armor (E,7) is "Armor of the Dead", "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 specific type of magical attack (e.g. confining, metabolic). You can have a maximum of two cloaks active at a time, and they must be chosen during check-in and spell reset. Once selected, only those two cloaks may be used until the next spell reset.

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 (Con,7).

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), Minor 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 effect your body before you can resist it with racial or class resists.

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).

Delayed Empower (C,2), Elemental Strike (EL,8), Empower (C,1), Enchanted Blade (C,4), Endow (E,2), Flame/Lightning/Chill Blade (EL,4), Greater Endow (E,4).

FORMAL MAGIC

Formal Magic is a special type of magic that is called ritual or formal magic. It can be obtained when you have at least one 9th level Battle Magic spell. Formal Magic has a build cost associated with each level of Formal that you purchase, depending on your class.

Formal Magic requires a scroll and components, as well as a Formal Magic Area or a Circle of Power or Protection, under almost all circumstances. There is typically a gold piece cost that must be paid to purchase components and scrolls for all formal rituals. 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, protect people and their possessions, and a variety of other uses.

USING FORMAL MAGIC

Getting Started

You must first find a teacher...this is an in-game process. Your teacher must notify Logistics (typically via e-mail) stating that they are teaching you this skill. (Formal Magic level 1 for example) After you have spent the build cost 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. Many times before an Event starts for the weekend, the PLOT committee will sell trivial scrolls and components out of game, in and around the Tavern. This may vary based on the make up 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.

Beginning the Ritual

When you begin the ritual, you need to note the time out-of-play, and notify the Formal Marshal on duty. Many times the notification is done before the actual ritual is begun. You would simply say to Formal Marshal Tom, "I am heading down to my cabin to begin casting Ritual X", the Formal Marshal would note the time, and try their best to come to the location where you are casting the Ritual when the Ritual is due to be completed. It is important to always notify an official of the game, when casting a ritual. A Plot Marshal will suffice if no Formal Marshals are on duty.

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 pull your Alterations. This is where the Formal Marshal comes in. He will note the time and ritual on a

Formal Log, and go over the Alterations with you. (See below for a description of an Alteration.) The Alterations of each Ritual will be listed on each Scroll. You will be asked to pull marbles or some other colored object/coin to determine whether or not your ritual succeeds or fails. 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"

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

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 skill no less than one level below 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 apprentice moves the alterations. Also, an apprentice can cause a ritual to fail automatically. This also will be known to the Master. You may only have 1 assistant per ritual. If you use an Assistant Caster to affect a formal ritual, you cannot also use a Familiar.

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 as well, 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 alteration and 1 failure in a ritual.

Master Caster's Proficiency

Successes ↔ # Alterations

$(\text{Caster's level of Formal Ability} - \text{Ritual level}) * \frac{1}{2} = \# \text{ of shifts from Successes to Alterations at the caster's choice (rounded up)}$. For example, a Caster with level 6 formal casting a level 1 ritual can change $([6-1]*\frac{1}{2}=2.5 \rightarrow 3)$ up to three successes to alterations, or any combination there of, as long as that meets the minimum of 1 success 1 alteration and 1 failure in the ritual.

Permanence

Successes → # Alterations

REQUIRED SHIFT

The more formal points/levels in an item will cause it to be harder to be successfully cast. The following list will apply to points/levels NOT counting the permanence.

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 5 levels of formal cast in the item.

Calculating "The Pull" Ratio

Base Pull

First, the ratio of Success/Failure/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?"

Typically during a Formal Ritual that is not negatively impacting another player, you can do other things for the game, such as Monster, help PLOT, sit quietly in your cabin and read or listen to music, etc. 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 or stay in your cabin and role-play casting the ritual.

"What happens if I talk during the casting of a Ritual?"

The ritual will fail if it is negatively impacting another player/npc. If you are casting a ritual that does not require you to actively participate in it, then you may talk with your cabin mates, etc. See: *What can be done during a Ritual.*

"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 Marshall, 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 insure consistency and fairness in the Game.

"Can I cast Rituals during Spell Reset?"

No. If you are beginning an hour long Ritual at 4:30 and Reset is at 5:00, then the remaining 30 minutes will have to be continued once the in game signal is given again.

"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. You must also conform to these guidelines:

You cannot talk. Any in game conversation will cause the Ritual to fail, and all components will be lost.

Any abrupt movement, such as being startled or falling out of a chair can cause the ritual to fail. This would be judged by the Formal or Plot marshal present. 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 infra-vision in *SOLAR*. If the Marshal asks you to read the Scroll, you must be able to out of game, to prove there is sufficient light to cast the 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 mouth words, or write things down. (unless called for in the Ritual)

Finally, if all parties involved agree, then the requirements above can be waived, and the ritual time must pass, then the Alterations can be pulled.

MAGICAL PRODUCTION

Potions and Scrolls are another way of casting spells. They have the same affects as the spell by the same name. Potions and Scrolls allow a person to cast a spell, which he may not have learned yet, or to augment his Spell Pyramid.

POTIONS

Potions are ingested to gain their affects. 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 and holding the potion tag to his 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).

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 each reset by a character with the Create Potion skill. For each level of this skill, the character may produce 1 level of potions. That is, a character with Create Potion level 4 may produce a Turn Undead (E,4) potion, two Endow (E,2) potions, or any other combination of levels. Potion Labs double this amount, and may be purchased in play.

SCROLLS

Scrolls can only be read by someone with Read Magic. 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 spell slot, may cast any level spell from scrolls of 9th level and below.

To cast a spell from a scroll, the caster must be able to read it (i.e., it cannot be dark). The caster must then incant the verbal written on the scroll and throw a spell packet. Once cast, the scroll disappears (out-of-play, the scroll must be torn in half and disposed of properly, NOT on the ground.)

Scrolls may be created each reset by a character with the Create Scroll skill. For each level of this skill, the character may produce 1 level of scrolls. That is, a character with Create Scrolls level 4 may produce a Flame Bolt (C,4) scroll, two Armor (C,2) scrolls, or any other combination of levels. Scroll Libraries double this amount, and may be purchased in play.

CASTING MAGIC FROM ITEMS

There are magical items in *SOLAR* which enable characters (in a limited fashion) to cast spells, even if they do not have any magical skills. These items may be found on modules, vanquished foes, or created by a caster via Formal Magic.

Magical Items – Usage and Activation

All characters may activate Generalist Celestial and Earth magical items enabling them to cast spells of 4th level and below, however in order to activate items above 4th level they must meet certain requirements. The requirements to activate a magical spell from an item is that the character must possess a spell slot of a minimum of 4 levels below the spell he wishes to cast from an item, for example -- to cast a Life (E,9) spell, a character would need to possess a 5th level Earth Generalist or Druid spell slot; while to cast an Elemental Blast (C,9), a character must possess a 5th level Elementalist spell slot. Restrictions are also enforced for the subclasses, for although a specialist may be able to cast 1st-4th spells from magical items of a generalist nature, unless he possesses a secondary column of generalist nature he/she may not

cast spells above 4th level from a generalist's spell selection. For example, a Confinist with four 9th level spells still cannot use a magical item to cast a Dragon's Breath (C,8), unless he possesses a 4th level Celestial Generalist or Elementalist spell slot in his secondary or tertiary columns.

The Activation Procedure

To activate a magical item, the character must be wearing the magical item in an 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 (E,9) spell from a magical item one would say "I grant you the gift of Life!", delivering a packet or touch-casting just as one would with any normal spell.

There are several types of magical items that grant magical spells to characters, the most common of which are typically called "One-Shots" or enchanted items, which are spells that are stored in a 6-12 inch rod or focus and have the specially prepared one-shot tags attached to it. To activate a one-shot from a focus, a caster must have his 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 (E,9) spell from a one-shot a character must have his hand on his 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 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 blowing his spell shield. This is a rule that is similar in manner to casters casting on themselves, under their own spell shields. For example, it is possible to have a Defend (E,8) and have your Toxin Shield (E,5) blown, it would then be possible for a caster to activate an item to recast that Toxin Shield (E,5) on himself without blowing his 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 his own spell shields, just as if he were casting the spells from memory.

POISON PRODUCTION

CREATING & USING POISONS

Poison Lore is a prerequisite for identifying, making, and/or using poisons. Poison makers must have Level 1 poison making to use ingested poisons, and 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 skill rank. A poison lab will double the Production Points, up to 40 points.

Example: Alho Rengate has 5 levels of poison making and a lab. $5 \times 2 = 10$

A poison maker may only use one lab, for a maximum total of 40 points per character, per day. Production points may be spent at Check In and Spell Reset. Production points may not be traded or held over to the next day or next event.

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

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

Unless otherwise stated in the poison description, a Purify Blood (E,5), or Remedy (E,7), will cure the effects of most poisons.

POISON DESCRIPTIONS

Berserk

Type: Gas/Ingested

Duration: 10 min.

Causes victim to attack the nearest person, creature, friend or foe, within sight to the best of his ability for ten minutes. Once subdued, the berserk goes away.

Cause -2 Damage

Type: Gas/Ingested

Duration: Instant

Causes two (2) Body Points of damage.

Cause -4 Damage

Type: Gas/Ingested

Duration: Instant

Causes four (4) Body Points of damage.

Cause -12 Damage

Type: Ingested

Duration: Instant

Causes 12 Body Points of damage.

Charm

Type: Gas/Ingested

Duration: Instant

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 spell will be broken immediately.

A character already under the Effects of a Charm (C,6 or monster Affect) is not affected by a Charm poison.

The charm effect lasts 10 minutes.

Death

Type: Gas/Ingested

Duration: Instant

Death Poison contaminates the blood of the victim. The victim will die in one minute unless Purify Blood (E,5), Remedy (E,7), Renew (E,8), or proper antidote is administered. Painful death, play it up.

While poisoned with a Death Poison, a character will be unable to fight, cast spells, or run. He must slowly crawl wherever he wishes to go. The character may not be given a Killing Blow until subdued.

Forget-It-Well

Type: Ingested

Duration: Instant

Causes victim to forget one event from the past and remember a 1-10 word phrase in its place (Plot marshal must be notified as soon as possible to record the phrase). This can only be cured if done so within the first 2 hours. After that time and up to one year it can only be removed with a Cleanse Ritual. After one year has passed it is permanent and cannot be removed by any means. Cannot be self-administered. The *Identify* formal ritual will not detect this effect.

The player must keep the Forget-It-Well tag on his Skill ring.

Forget-Me-Not

Type: Ingested

Duration: Instant

Causes the victim to lose memory of the last fifteen minutes. A 1-10 word phrase, told to the victim, will be remembered instead (plot marshal must be notified immediately to record the phrase). This can only be cured if done so within the first 2 hours. After that time and up to one year it can only be removed with a Cleanse Ritual. After one year has passed it is permanent and cannot be removed by any means. Cannot be self-administered. The *Identify* formal ritual will not detect this effect.

The player must keep the Forget-Me-Not tag on his skill ring.

Hallucinoid

Type: Ingested

Duration: Instant

Causes victim to hallucinate for ten minutes. 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.

Instant Death

Type: Ingested

Duration: Instant

Kills living target instantly, as if struck by a killing blow.

Love

Type: Ingested

Duration: Instant

Causes the victim to fall deeply in love with the next person of the appropriate sex until the next new moon. May be cured by Purify Blood (E,5), Remedy (E,7), Renew (E,8), Charm Break (skill), Resurrection or the proper antidote. This effect does NOT require you to act in a way that makes you uncomfortable.

Love Poison #9

Type: Ingested

Duration: Instant

Same as Love (above), but may only be cured by Love Antidote #9, or if the character is Resurrected.

Nausea

Type: Gas

Duration: Instant

Causes the victim to be sick and weak enough to be unable to run, and call -2 damage in combat.

Paralysis

Type: Gas/Ingested

Duration: Instant

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. Only an Unparalyze (E,8), Purify Blood (E,5), Remedy (E,7), Renew (E,8) spell, or the proper antidote will release the victim from his paralysis. Victim is paralyzed for ten minutes.

Sleep

Type: Gas/Ingested

Duration: Instant

Causes the target to fall into a deep sleep. He may only be awakened by shaking for 10 seconds, casting a Purify Blood (E,5), Remedy (E,7), or Renew (E,8), administering the proper antidote, or by allowing it to run its course, which will wear off in ten minutes.

Slow Poison

Type: Ingested

Duration: Instant

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..

Cure spells or potions will not cure this damage until a Purify Blood (E,5), Remedy (E,7), or Renew (E,8) spells or proper antidote is administered.

ALCHEMY PRODUCTION

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 gasses. Production points are the number of points an alchemist can spend each day. An alchemist has production points equal to his skill rank. An alchemy lab will double the production points, up to 40 points.

Example: Black J. Armond has 5 skill levels of alchemy and a lab. $5 \times 2 = 10$

An alchemist may only use one lab, for a maximum total of 40 points per character, per day. Production points may be spent at Registration and Spell Reset. Production points may not be traded or held over to the next day or next event.

Alchemical Solution	Type	Cost	
		Production Points	Silver
10 Acid	Gas	4	2
20 Acid	Gas	9	5
30 Acid	Gas	20	10
Alchemical Solvent	Solvent	4	2
Antidote	Ingested	5	3
Antidote Gas	Gas	10	5
Cure + 12 Damage	Solvent	7	3
Cure + 2 Damage	Elixir	2	1
Cure + 2 Damage	Gas	4	2
Light	Solvent	1	1
Love Poison #9 Antidote	Elixir	7	3
Oil of Slipperiness	Solvent	5	3
Paste of Stickiness	Solvent	5	3
Vorpal Coating + 1	Solvent	8	4
Vorpal Coating + 2	Solvent	15	7
Vorpal Coating + 3	Solvent	20	10

Elixirs must be ingested, solvents must be applied, and gasses are thrown. See Throwing Gasses after Poison Descriptions for information on constructing the gas packs and using them in combat.

ALCHEMICAL SOLUTION DESCRIPTIONS

10 Acid

Type: Gas

Duration: Instant

Causes ten (10) points of damage, armor and/or body, upon contact when vial is broken. Vial must be thrown at intended target. This damage can be blocked by shields.

20 Acid

Type: Gas

Duration: Instant

Causes twenty (20) points of damage, armor and/or body, upon contact when vial is broken. Vial must be thrown at intended target. This damage can be blocked by shields.

30 Acid

Type: Gas

Duration: Instant

Causes thirty (30) points of damage, armor and/or body, upon contact when vial is broken. Vial must be thrown at intended target. This damage can be blocked by shields.

Alchemical Solvent

Type: Solvent

Duration: Instant

Negates an Oil if Slipperiness or Paste of Stickiness.

Antidote Gas

Type: Gas

Duration: Instant

Neutralizes the effects of any gas poison that has not become permanent.

Cure +2 Damage Elixir or Gas

Type: Gas/Ingested

Duration: Instant

Restores two (2) Body Points.

Cure +12 Damage - Elixir

Type: Ingested

Duration: Instant

Restores twelve (12) Body Points.

Ingested Antidote

Type: Ingested

Duration: Instant

Neutralizes the effects of any gas poison that has not become permanent.

Light

Type: Solvent

Duration: 12 Hours

Produces light when vial is broken over object to be lit. Does not affect creatures otherwise harmed by Light (E,1) spells. Lasts until daybreak. A light elixir cannot be applied to weapons.

Love Poison #9 Antidote

Type: Ingested

Duration: Instant

Negates Effects of Love Poison #9.

Oil of Slipperiness

Type: Solvent

Duration: Instant

When applied to an item, it cannot be picked up for one hour. When applied to an area, no one may enter the affected area without slipping. Makes one vial, about one ounce, which will cover a 12-inch by 12-inch area.

Paste of Stickiness

Type: Solvent

Duration: 1 Hour

Acts as a glue for one hour. Can also be used to paste objects to someone so they cannot be removed for an hour. Makes one vial, about one ounce, which will cover a 12-inch by 12-inch area.

If a player pastes a weapon to his hand, and that weapon is shattered (e.g. Shatter (C,3) spell), he cannot wield a weapon with that hand until paste wears off or is removed by the Alchemical Solvent or an Unbind (E,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.

Vorpal Coating + 1

Type: Solvent

Duration: Until used

Applied to any weapon, causes additional one (1) point of damage for 3 swings upon initial contact with armor or body. Solvent is applied to the weapon blade, and tag should be taped to the weapon. Vorpal Coatings may not be stacked with other alchemical solutions.

Vorpal Coating + 2

Type: Solvent

Duration: Until used

Applied to any weapon, causes additional two (2) points of damage for 3 swings upon initial contact with armor or body. Solvent is applied to the weapon blade, and tag should be taped to the weapon. Vorpal Coatings may not be stacked with other alchemical solutions.

Vorpal Coating + 3

Type: Solvent

Duration: Until used

Applied to any weapon, causes additional three (3) points of damage for 3 swings upon initial contact with armor or body. Solvent is applied to the weapon blade, and tag should be taped to the weapon. Vorpal Coatings may not be stacked with other alchemical solutions.

TRAP PRODUCTION

CREATING & USING TRAPS

Any character that has the *Create Traps: Level 1* skill can build and set a trap. To build a trap the player must first have a phys-rep of the appropriate size and function including a “trigger” for the trap. Triggers can be any audio device (such as buzzers, snaps, mouse traps, balloons, etc.) or visual device (such as lights, electric sparklers, brightly colored streamers, etc). No fireworks of ANY kind may be used for triggers.

Traps are built using the *Production Point System*. For each level of Create Trap that is bought, the character has one (1) *Production Point* to spend on building traps each check-in and Reset. The number of production points used to create a trap determines its cost in silver and the amount of damage it does. The cost is one (1) silver per one (1) Production Point, and the damage per Production Point varies by trap type.

Trap Labs double the production points for one person each reset. They are purchased in play.

At reset, you spend production points to build your traps and receive your Trap Cards. The Trap Card lists what type of trap it is, how much damage it does, and any special effects the trap may have. Traps can only be used in areas where Marshal Notes are posted or on Modules (with prior approval of the Module Marshal). The trap card must be placed in the Marshal Notes folder or be attached to the trap phys-rep.

Traps may hurt characters, but not players. Unsafe traps are prohibited.

Setting Traps

Traps can be set as fast as the player can set it. If the character setting the trap takes any damage while setting the trap, then the trap is triggered and he/she will also take the full damage of the trap.

Once set, a trap can only be moved after it is disarmed.

Also, traps may not be set within five (5) feet of each other, measured from the center of each trap. Traps within five (5) feet of each other will fail to have any effect when triggered. However, the radius effect of the traps may overlap to cause a target to take damage from multiple traps at the same time.

Disarming Traps

If a character without the Disarm Traps skill attempts to disarm a trap, it will trigger it immediately. Characters attempting to disarm that have the Disarm Trap skill must actually *physically* disarm the trap - having the skill does not guarantee success!

The trap may be disarmed in any manner that does not cause permanent damage to the trap phys-rep. Permanent damage is any damage that the Rogue Marshal cannot repair quickly. Once a trap is disarmed, it may be moved and used again by anyone with Create Trap level 1 skill, however, the new owner must make his/her own trap phys-rep, the old phys rep is belongs to the trap's original owner.

TRAP DESCRIPTIONS

Acid Trap

Min Damage: 20

Damage per Production Point: 4

Max Damage: 120

Description: Acid traps spray a myriad of toxic acids that affects everyone within 5 feet of the trap. This corrosive cloud not only eats the flesh from their victim but also destroys any of their most fragile possessions.

Acid Traps use some sort of audio or visual device to announce the trap has been activated. The phys-rep for the trap must be at least one-half a cubic foot in volume (12"x 12"x 6").

Once triggered, an Acid Trap deals full damage to everyone within a five (5) foot radius of the center of the trap. Any alchemy, poisons, potions, or scrolls on the affected characters are automatically destroyed. Once triggered or misfired, the trap is destroyed and may not be reset.

Explosive Trap

Min Damage: 20

Damage per Production Point: 2

Max Damage: 80

Description: Explosive traps contain volatile materials bundled with lethal shrapnel. When triggered, the trap explodes violently, ripping through its victims and destroying most of their non-magical possessions.

Explosive Traps use some sort of audio or visual device to announce the trap has been activated. The phys-rep for the trap must be at least one (1) cubic foot in volume: (12"x 12"x 12").

Once triggered, an Explosive Trap deals full damage to everyone within a five (5) foot radius of the center of the trap. Any item which can be shattered (as per the spell Shatter (C,3) is destroyed. This includes, but is not limited to, weapons, shields, silver, potions, scrolls, poisons, formal components, etc. Once triggered or misfired, the trap is destroyed and may not be reset.

Fire Trap

Min Damage: 20

Damage per Production Point: 4

Max Damage: 120

Description: Fire Traps erupt in a giant fireball, engulfing the victim in an inferno that both melts flesh and consumes their fragile possessions as well.

Fire Traps use some sort of audio or visual device to announce the trap has been activated. The phys-rep for the trap must be at least one-half a cubic foot in volume.

(12"x 12"x 6")

Once triggered, a Fire Trap deals full damage to everyone within a five (5) foot radius of the center of the trap. Any alchemy, poisons, potions, or scrolls on the affected characters are automatically destroyed. Once triggered or misfired, the trap is destroyed and may not be reset.

The Fire Shield (E,5) or Elemental Shield (E,8) spells will protect against all damage done by a Fire Trap.

Gas Trap

Damage: Special (Per poison used)

The Production Point cost for a Gas Trap is equal to Production Point cost for the gas being placed in the trap. The vial holding the gas must be placed in the trap when it is set. Ingested poisons may not be placed in a gas trap, only gasses. When the trap is triggered, it has a 5' radius of affect and may not be reset. Double Production Points may be used to increase the radius affect to 8' radius.

Massive Mechanical

Min Damage: 20

Damage per Production Point: 4

Max Damage: 120

Cost is 4 silver per production point

A large crushing-type object, such as a boulder falling from above, a swinging sword, etc, must represent a Massive Mechanical Trap.

A Massive Mechanical Trap may not have an area of affect larger than eight (8) feet in *diameter*. Massive Mechanical Traps may be reset by anyone possessing the Set Traps skill after they are used.

A Massive Mechanical Slay trap cost 40 production points and 25 gold to create.

Mechanical Traps

Min Damage: 10

Damage per Production Point: 2

Max Damage: 80

Cost is 2 silver per production

Mechanical Traps use some sort of firing device that launches or swings a foam projectile at their victim. These projectiles should fall under the minimum and maximum sizes for small weapons and contain no PVC. These projectiles may be blocked by a shield and/or batted away by a weapon. Mechanical Traps may be reset by anyone possessing the Set Traps skill after they are used.

A Mechanical Slay trap costs 20 production points and 10 gold to create.

MONSTERS

SPECIAL ATTACKS BY MONSTERS

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

Claws may not be used to block damage. Any damage dealt to a monster's claw affects the monster. Taglines, unless otherwise noted, have a duration of ten (10) minutes.

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

Body

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

The body tagline is considered a “magical” attack for the purpose of immunities.

Curse

This attack, once it penetrates armor points, affects the target with the curse spell. Attacks with this tagline can be blocked by physical means (weapons and shields).

The body tagline is considered a “magical” attack for the purpose of immunities.

Disease

This attack, once it penetrates armor points, affects the target with a non-contagious disease. The target can fight but calls two (2) points less damage in combat, regardless of whether they may have Weapon Proficiencies or enhanced strength. Additionally, the target can cast spells but cannot run or use the Dodge or Dodge-Block skill. This disease can be cured as any normal disease. This attack will affect any living individual, regardless of whether or not they are healed by chaos.

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

Drain Life

This attack, once it penetrates armor points, drains the majority of life energy from the target, leaving only enough for him/her to crawl. The victim may not fight or cast spells. As per the Drain Life (C,7) spell, the target may not be the recipient of a Killing Blow unless they are first subdued and the use of a Remedy (E,7), or Renew/Waste (E,8) spell will restore the missing life force to the victim.

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 (E,3) spell, this effect may be broken with any endow or empower spell or someone else using an edged weapon may cut the target free. Any natural strength bonus of two (2) or higher will break Entangle effects.

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, Fatal Blow Parry, Shield Parry, Dodge and Dodge-Block skills may NOT be utilized to avoid these strikes.

Nausea

This ability makes the target sick, and unable to do anything but retch and crawl. It must penetrate the target's armor points if delivered via a claw or weapon. If used as a packet attack, it will affect the victim unless they are wearing a "Toxin Shield" (E,5) or are resistant to poison effects. 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 healed by chaos.

Paralyze

This attack, once it penetrates armor points, completely immobilizes the target. They may not move any part of their body, although others may, and may be the recipient of a Killing Blow. As per the Paralyze (E,8) spell, a Remedy (E,7) or Unparalyze (E,8) spells will release the target from the paralysis. Victims of paralyzation are aware of their surroundings and can hear and feel pain, but may not react to it.

Poison

This attack, once it penetrates armor points, contaminates the blood of the victim. While poisoned, the inflicted target will be unable to fight, cast spells, or run. They must slowly crawl wherever they wish to go. 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 healed by chaos.

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).

Weakness

This attack, once it penetrates armor points, reduces the target's strength. The target calls four (4) points less damage in combat, regardless of whether they have Weapon Proficiencies or enhanced strength.

MONSTER ABILITY DESCRIPTIONS

Breaking Confining Spells

This is the breaking of the spell/ability that mimics the indicated spell on the monster, usually by brute strength. It requires a certain strength bonus, a count (Breaking One...Breaking Two... etc.) and a loss of body points for the monster. This can **ONLY** be done by a monster if that monster is affected, and multiple creatures jointly combining their strength will **NOT** have a cumulative effect. Unless stated in a monster's description, the following rules apply:

To Break:	Requires:
Physical Web/Entangle	Endow or +2 Strength, no count, 0 Body loss (Say "BREAK" or "ENDOW BREAK")
Pins/Traps	+2 Strength, 3 Count, loss of 3 Body
Binds/Snares	+4 Strength, 4 Count, loss of 6 Body
Webs	+6 Strength, 6 Count, loss of 12 Body
Imprisons	+10 Strength, 10 Count, loss of 25 Body
Stone Web	+12 Strength, 24 Count, loss of 25 Body

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 loss. The monster just says 'SNAP' and continues on its path. This required strength is 2 times plus 1 the amount normally needed to break the confining magic (i.e., +5 strength to 'SNAP' a Trap). Certain monsters may have the ability to 'SNAP' confining at a greater rate than their strength indicates – if so, this will be notated in the monster's description.

Gaze

Some creatures may make special attacks with a piercing gaze. This packet delivered attack ignores protective barriers such as *Circle of Power/Protection*, *Ward* or *Wall of Force* **DO** protect those inside from the gaze's effect.

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, insofar as weapons of that type are not effective against them.

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 Vampiric Dominate

A natural power that closely imitates the effects of the *Charm* (C,6) and *Friendship* (E,7) spells; constant eye contact must be maintained between monster and victim for 10 seconds for the power to take effect. The ability has a duration of ten (10) minutes.

While Influenced, the victim will do whatever the creature desires and is only interested in protecting and serving the creature, even to the point of defending it from attacks by friends. The victim will not 'out and out' attack friends, but will defend the creature if the player senses danger to it. Either the creature must die or the time limit must expire for the effects to wear off. *Disrupt Enchantment*, *Dispel Greater Magic* and *Disjunction* will also remove the effect from an individual, as will the Charm Break ability of Sylvan fey.

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 be seen and become attackable. It cannot be seen or sensed until the count is over.

While doing the phasing in count, the monster holds his weapons over his head and slowly brings them down to usable location by his side. To 'Phase Out', a slow three count of 'Phasing out 1, Phasing out 2, Phasing out 3' 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 their weapons back in position as required. A 'Phased Out' creature can sense other creatures, but does not know who they are unless the monster has encountered them before and "recognizes" them. The ability to 'Meld' works the exact same way, but is generally used for going into and out of the solid elements, while the 'Phase' ability is generally used for air and other 'Planes'. The Shackle (C,9) spell will trap a phasing or melding creature on the current plane of existence for 1 hour, 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 or her phasing through the object. A "phased" creature may NOT phase through a raised Wall of Force (C, 8), Circle of Power (C, 9), Circle of Protection (E, 9), or Ward (C, 9).

Physical Bind

'Physical Bind' is a physical confining attack similar to Entangle, though stronger and it is not magical. This effect acts just like the *Bind* (E,5) or *Snare* (C,4) spells. Generally a packet attack, it requires a +4 Strength bonus to break, taking a 4 count to break it and causing 4 points of damage to the victim.

Physical Web

'Physical Web' is a physical confining attack, which creates a physical web around the victim, immobilizing them. Generally a packet attack, it takes a +2 natural Strength bonus to break, or 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.

Resistance

Certain creatures are resistant to certain attack types. When they are 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 damage type once, however some creatures are able to resist the damage type more often. However, they are not immune to the damage type and should their resistances be used up, then they are affected by the attack as normal.

Standard Lesser Undead Package

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

- Healed normal by Chaos Magic
- Harmed double by Curing magic
- Immunity to Doom, Mind Effecting (Charm, Friendship, Sleep, Trance) and Metabolic (Life Drain/Poison, Age/Wither Limb, Paralyze)
- Effected by Elude Undead, Repel Undead, Control Undead, Turn Undead, Zone of Life and Greater Control Undead
- Destroyed into a pile of dust by Destroy Undead spell unless it has a Armor of the Dead, Spirit Armor or Mage Armor
- Destroyed utterly by Annihilate Undead spell regardless of whether it has a spell shield or not

Stone Web

The strongest of the natural physical-confining attacks, Stone Web is a generally a packet attack and acts like the *Imprison* (C,8) spell except for the fact that the victim is stuck to the ground. It is a physical, not magical attack as well and requires a longer count to break. While trapped within a Stone Web, the victim cannot be affected by spells or physical damage. The duration for a Stone Web is 10 minutes.

Tidal Wave

When this ability is used, 'Tidal Wave!' is uttered anyone within a 20-foot radius of the creature backs up 20 feet and lies down on the ground and also takes 5 points of Body damage.

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 not penetrate and cause 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 2 is immune to attacks that deal one or two points of damage, but if hit for 3 or more 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 3 is hit by an attack dealing 5 points of damage will take 2 (5 minus 3) points of damage.

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, play is resumed.

Some monsters have the ability to cause certain affects with their attacks and will call the appropriate damage (i.e., "4 Life Drain!"). In order for the character to be affected by this, he must take body damage from the creature. Armor will take the amount of damage called but will protect the wearer from the Affect.

For example, Sven Rigard has 10 body 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 and 10 body. The next blow the spectre lands will take away 2 armor, but also 3 body. This means the spectre's special Life Drain attack has affected Sven and he can now no longer fight. Left unaided, the spectre could choose to subdue Sven (beat him to 0 body) and kill him or just leave him there until the effects of the Life Drain wear off.

Left untreated, all special monster effects last for ten minutes. 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 shall only last 10 minutes.

STEALING AND SEARCHING

Stealing a Weapon

When a player has his weapon checked for safety, he will be given a weapon tag along with the weapon safety tag (provided it is deemed safe), both of which should be placed on your tag ring (provided by *SOLAR*). A weapon must have a weapon tag in order to be used. A marshal may ask to see a weapon tag at any time and may take the weapon if the tag carried by the player on his tag ring.

When a character wishes to steal a weapon, he must take the phys-rep and make his getaway. Once the character has successfully escaped with the weapon, the player should put on his white headband and return the phys- rep to the owner and then receive the weapon tag. The victim will not be able to use his weapon until he purchases a new one from the Armorsmiths.

The thief may sell the weapon to the Armorsmiths or another player. The actual phys-rep for the weapon or item is returned to the original owner. The new possessor of the item should make his own exact copy phys-rep for the item by the next event if he wants to use it.

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, "I search you," at which time the player who was incapacitated must give up all of his in-play items which include: 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, which he has in his front right pocket. The attacker then names another location. This causes the search to take the 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 boot, the victim had better have it in a secret compartment in his 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.

Searching a Cabin

In order to search a cabin, a Rogue marshal must be present. Anyone entering a cabin for ANY REASON without a Rogue Marshal will be removed from site and asked not return to *SOLAR*. 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, spell and poison books, which they are taking have an alphanumeric code on them. Items coded thus 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 your real money, wallets, purses or anything of value in a secure area. 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 it 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. For the lands are thick with rogues.

Certain places in town will hold money and valuables — for a price. Also, the Tavern and Armorsmiths allow characters to put money on account. This gets it out of the character's pocket and insures that he will have food or armor repair when it is needed. Remember if you are going to turn in silver for build conversion, it's a good idea to drop your money off to the Ep box instead of carrying around a large pouch full of coin. The Ep box will always be located in the tavern through out the entire event.

Traps may be placed on cabins or chests to safeguard them (see the Traps section), as well as 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.

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.

Locks

Anyone wishing to put a lock on a box, chest, or door must use a *SOLAR* approved lock. These locks are simple and can be picked using a set of thieves' tools. For a player to have a lock he has bought approved for use, he should contact a Rogue marshal to have the lock inspected.

Players must have the Pick Locks skill before they may even attempt to pick a lock. Any items stolen by a player who has picked a lock without the skill (or with a key stolen outside of game rules) will be returned to the victim, and the player will be subject to disciplinary action.

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 position based on his knowledge of and contributions to the game. A marshal will have the appropriate tag on his skill ring. If someone claims to be a marshal and does not have his tag on his 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 character is not there.

Anyone caught impersonating a marshal will be subject to immediate disciplinary action, as will any marshal who attempts to marshal 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 or actually arguing. However a marshal should not interfere with arguments among characters.

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 he needs 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 be at the Armorsmiths during 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 friends.

Full Marshal

A Full Marshal has passed all tests for all marshals, save Plot Marshal, and may be called upon at any time to rule on an issue.

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, usually Adventurers' Guild modules that have no affect on the plot line. A Module Marshal has the last word on anything, which occurs during a module. 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.

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 with him at all times. He can be relied upon to answer any rules question and should back it up with the Rule Book.

Rogue Marshal

A Rogue Marshal is required for a cabin raid and mixing a poison into another liquid (e.g. a pitcher of water in the tavern). A Rogue Marshal has the last word on any Rogue skills.

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-combative 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.



Character Creation at *SOLAR*



- The first thing a player must decide about his 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? or both, perhaps?
- Now that the character has a personality and a class to match, the player must choose a race for his character, below is a list of the races available.
- 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 which gives you a total of 30 build points to spend.

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 for 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 one of the specialty classes. Furthermore you must reach 7th level prior to any character conversation. 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. Warriors have no limit to the armor he may wear nor to the damage he may wield in combat, which is appealing to many. His maximum of 75 points of body is the largest amount available to any class. The downside of the Warrior however is the cost of magic is incredibly expensive, making it so few Warriors ever purchase magical skills or spells.

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 with, relying on life and law. The trade off that the Knight experiences is that he is limited to +8 proficiency and 3 critical slays, 65 maximum body points, and restricted to wearing no more than 75 points of armor. The spell-like abilities and spells a Knight learns from his Knight Master enable him to better fight undead and heal his comrades, but the moment a Knight breaks his code much of this can be taken away from him.

Special abilities are gained at even levels and can be purchased once and in the following order. Lay on Hands (Free), 2nd level Repel Undead (1 BP), 4th level Cure Disease (1 BP), 6th level Turn Undead (2 BP), 8th level Purify Blood (3 BP), 10th level Bravery (Free), Zone of Life (3 BP), 12th level Renew (4BP), 14th level Destroy Undead (5 BP), 16th level Life (5 BP)

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 trade off that the Dark Knight experiences is that he is limited to +8 proficiency and 3 critical slays, 65 maximum body points, and restricted to wearing no more than 75 points of armor. The spell-like abilities and spells a Dark Knight learns from his Knight Master enables him to better fight the living, but as a Knight, the moment his code is broken much of this can be taken from him.

Special abilities are gained at even levels and can be purchased once and in the following order. Lay on Hands (Free), 2nd level Elude Undead (1 BP), 4th level Cause Disease (1 BP), 6th level Control Undead (2 BP), 8th level Poison (3 BP), 10th level Bravery (Free), Zone of Death (3 BP), 12th level Waste (4BP), 14th level Create Undead (5 BP), 16th level Death (5 BP)

Rangers (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 +8 proficiency and 3 critical slays, 60 maximum body points, and restricted to wearing no more than 50 points of armor; however his spell-like abilities and spells more than make up for restrictive combat abilities. Like the Knight, the Ranger also has an extreme dislike for undeath and its agents and seeks to destroy it where it is found.

Special abilities are gained at even levels and can be purchased once in the following order. 2nd level Speak with Animals (1 BP), 4th level Entangle (1 BP), 6th level Wall of Thorns (2 BP), 8th level Mistform (3 BP), 10th level Animal Empathy and immunity to natural confining (Free), 12th level Barkskin (4 BP), 14th level Spirit of the Ent (5 BP)

SCHOLARS

Scholars, called such due to the time they spend pouring over books and ancient tomes. The Scholar relies typically on his magical ability to see him through situations but versatility is available to him, as he can purchase production skills quite easily as well master formal magics easier than any other class. Together with Sorcerers they are the weakest of all the classes, with a maximum of 30 body points and are restricted to wearing no more than 10 points of armor, he will want to use his magics from a distance to avoid being felled early in combat.

Sorcerer (R)

Sorcerers are similar to Scholars in the respect that they too have a mastery of magics, learning their primary columns as quickly as a Scholar but being able to expand to a second column and third column at an increased rate to that of a Scholar. The Sorcerer, with the incredible ease at which he learns battle magic makes the trade off in that he has a difficult time learning formal magics, cannot learn any weapon skill other than small weapon or staff, and is limited in his other skill selections 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 he must approach combat with caution, avoiding blows at all costs.

TEMPLAR

The Templar is a warrior mage and is perfect for those that wish to both fight and cast equally as well. Though they are slower to progress in either combat ability or 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 50 maximum body points and is only restricted to wearing 25 armor points.

ROGUES

Rogues are considered to be the jack-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, Poisons, and Traps 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 along with accurately placed backstabs. Though not as tough in a fight physically as a Warrior, they are limited to a maximum of 50 body points and restricted to wearing 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.

CLASS HIT POINT MAXIMUMS

The maximum totals of armor 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	3 x level	65
Rangers	50	3 x level	60
Templar	25	2 x level	50
Rogue	20	2 x level	50
Scholar/Sorcerer	10	1 x level	30

* May be modified by race or "fortify" skill

RACES

Characters both strange and unusual replace the mundane in the mystical realm of *SOLAR*. Behind all the plots, stories, and wars of Tyrra are the creative players who make it all happen. This section introduces you to the myriad races and species that co-exist in the Sutherlands, Shadowmoor, and the otherworldly Realms. 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

Experience is often required to play certain more complex races; therefore, several of our races are restricted to those Players with greater role-playing skill. On the other hand, it is not unusual for a new Player to demonstrate the capability to play a Restricted Race. In that instance, an exception can be made. (*SOLAR* loves to reward deserving Players!) The Restricted Races below are noted by placing [R] next to their name. ENJOY!

THE HUMANS OF TYRRA

Humans like you and I are the most common race on Tyrra. 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 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*.

The Gypsies (R)

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.

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.

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. 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.

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.

The Shadow Dwarf

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. BOTH Male and female Players are required to wear a beard of at least six inches in length.

Inherent Advantages

Because of a natural toughness, Shadow Dwarves get +2 *Starting Body Points* and +5 to *Maximum Body Points*. Dwarven tradition has led to breakthroughs in stone and metalworking and study of *Rune Magic*. This allows Shadow Dwarves to purchase the following skills at half *Build Cost*, rounded up: *Armorsmith*, and *Rune Lore*. Exposure to the poisonous fumes from the underworld, coupled with natural resilience, allows a Shadow Dwarf to purchase the *Resist Disease* and *Resist Toxin* skills. The *Crossbow* skill is a staple of childhood education, so Shadow Dwarves deal +2 damage with crossbows (increasing base damage to '8 Normal').

Inherent Disadvantages

Because of their small stature, Shadow Dwarves are unable to use the *Two-Handed Blunt*, *Two-Handed Sword*, or *Two-Handed Mastery* skills. Stubbornness prevents efficient learning of *Celestial Magic*; therefore, the *Read Magic* skill is purchased at double *Build Cost*. Hearty constitution prevents weakness during daylight hours. However, the casting of a *Light Spell* (Earth, 1st Level) momentarily blinds Shadow Dwarves. This effect lasts for at least 10 seconds.

The Mountain Dwarf

These stocky and sturdy cousins of the Shadow Dwarves are believed to have arisen from the very rock of the 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 beard of at least six inches.

Inherent Advantages

Because of a natural toughness, Dwarves get +2 *Starting Body Points* and +5 to *Maximum Body Points*. Dwarven tradition has led to breakthroughs in stone and metalworking and study of *Rune Magic*. This allows Dwarves to purchase the following skills at half *Build Cost*, rounded up: *Armorsmith*, and *Rune Lore*. Natural resilience permits a Mountain Dwarf to purchase the *Resist Disease* skill. The *Crossbow* skill is a staple of their childhood education, so Mountain Dwarves deal +2 damage with crossbows (increasing base damage to '8 Normal').

Inherent Disadvantages

Because of their small stature, Dwarves are unable to purchase the *Two-Handed Blunt*, *Two-Handed Edged*, or *Two-Handed Mastery* skills. Stubbornness prevents efficient learning of *Celestial Magic*; therefore, the *Read Magic* skill costs double *Build Cost*.

THE “LITTLE” PEOPLE

Distantly related to the Dwarven Races, the Hobblings and Gnomes are strange little fellows. Hobblings are well accepted amongst most races and make loyal friends and competent adventurers. Gnomes are the creators of *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 Hobblings

The clever and spirited Hobblings 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 his Hobbling victim slips a dagger between his ribs, or renders him to dust with an *Elemental Blast*! As a long-lived race, it is not uncommon for a Hobbling to live up to 130 years; but whatever their ages, Hobblings will always partake of trade, business, and adventure.

Make-Up Requirements

Hobblings have fur on the backs of their hands and the tops of their feet. Since this fur is the only distinguishing feature of Hobblings, 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.

Inherent Advantages

Hobblings’ relation to Dwarves allows them to purchase the *Resist Disease* skill. Dexterous hands give the Hobbling an advantage when dealing with locks and traps; as such, they start with the *Disarm Traps* and *Pick Locks* skills at no *Build Cost*. Hobblings deal +2 damage with thrown weapon (increasing base damage to ‘3 normal’).

Inherent Disadvantages

Because of their small size, Hobblings suffer a -2 *Starting Body Points* and -5 to *Maximum Body Points*. Additionally, their size prevents them from becoming a *Warrior* or any *Fighter Subclasses*, and from purchasing any of the following skills: *Two-Handed Blunt*, *Two-Handed Edged*, *Two-Handed Mastery*, and *Polearm*.

The Gnomes (R)

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 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 their trademark “pointed hat”. This is a tradition that is as deeply rooted as the stone they inhabit.

Inherent Advantages

Gnomes are the creators of *Rune Magic*; as a result, they have a proclivity for learning its ways. Gnomes may purchase the *Rune Lore* skill at half *Build Cost*, rounded up. Additionally, Gnomes are skilled jewelers and merchants, and may purchase the *Evaluate Item* skill for -1 *Build Point*. Because of the sulfurous fumes and poisonous creatures that can be found in the underworld, Gnomes have a natural tolerance for toxic substances and may purchase the *Resist Toxin* skill.

Inherent Disadvantages

Because of their small stature, Gnomes suffer a -2 *Starting Body Points* and -5 to *Maximum Body Points*. Gnomes are frail and somewhat weak. As a result, these little fellows cannot purchase the following weapon skills: *Two-Handed Blunt*, *Two-Handed Edged*, *Two-Handed Mastery*, and *Polearm*. 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 are blinded for 10 seconds if a *Light Spell* (1st level Earth) is cast at them. This effect will last for 10 seconds.

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 childhood education, so Surface Elves deal $+2$ damage with bows (increasing base damage to ‘8 Normal’).

Inherent Disadvantages

Frail physique prevents the Surface Elf from purchasing the *Two-Handed Blunt*, *Two-Handed Sword*, or *Two Handed Mastery* skills. A second side effect of their lithe build they suffer a -1 *Starting Body Points* and -5 to *Maximum Body Points*.

The Drae

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 underworld 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.

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. *Resist Emotion* is also available to them due to the harsh way they are treated at childhood. The *Crossbow* skill is a staple of childhood combat training, so Drae deal +2 damage with crossbows (increasing base damage to ‘8 Normal’).

Inherent Disadvantages

Size and physique prevent the Drae from purchasing the *Two-Handed Blunt*, *Two-Handed Sword*, or *Two-Handed Mastery* skills. While not as frail as the Surface Elf, Drae have a natural physical weakness. Drae suffer a -5 to *Maximum Body Points*, and -2 *Body Points* disadvantage while adventuring in the daylight hours. Similarly, the *Light Spell* (Earth, 1st Level) causes a Drae to be blinded for 10 seconds. This effect will last for 10 seconds.

The Stone Elf [R]

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.

Inherent Advantages

Like all Elves, Stone Elves can purchase the *Resist Sleep*. This breed of Elf has developed the peculiar ability to “see” into the minds of others and sooth the trauma of sorrow and anguish. This skill, *Sooth 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*, so Stone Elves deal +2 damage with bows (increasing base damage to ‘8 Normal’).

Inherent Disadvantages

Having a typical Elven physique, the Stone Elf suffer a -1 *Starting Body Points* and -5 to *Maximum Body Points*. For the same reason, they cannot learn the *Two-Handed Blunt*, *Two-Handed Sword*, or *Two-Handed Mastery* skills. 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)

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”. Masters of their own brand 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.

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 can purchase *Craftsman* skills at *-1 Build Point*. and start with *Animal Empathy* Skill. They also can communicate with their totem animal as per the *Speak with Animals* Spell (E,2). The *Bow* skill is essential to their lifestyle, so Wild Elves deal +2 damage with bows (increasing base damage to ‘8 Normal’).

Inherent Disadvantages

Due to their rugged upbringing Wild Elves do not suffer any body penalties. Wild Elf characters cannot purchase the *Two-Handed Blunt*, *Two-Handed Sword*, or *Two-Handed Mastery* skills because of their small physique. Because of an intrinsic sense of honor, it is extremely rare for a Wild Elf to learn, or wish to learn, most *Rogue* skills. Hence, they must pay double *Build Cost* for the following skills: *Waylay*, *Backstab*, *Assassinate/Dodge*, *Dodge Block*, *Poison Lore*, *Poison Making*, *Create Traps*, and any skills directly related to them. Wild Elves can never be a *Necromancer* or cast *Necromantic* or *Chaos* spells, and won’t knowingly consort with *Necromancers* or *Undead*.

The Sea Elf (R)

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.

Inherent Advantages

Sea Elves can purchase the *Resist Sleep* and *Resist Charm* skills like other Elves. They are different in that they can purchase the *Resist Toxin* skill; the poisons and venoms found in the depths of the ocean can be held accountable for this ability. Sea Elves are trained from childhood to wield the Trident and Spear. This early exposure allows them to purchase the *One-Handed Edged* skill at half *Build Cost*. If the Sea Elf purchases this skill, he or she can only use a Trident or Spear.

Inherent Disadvantages

As a small race, Sea Elves are prohibited from buying *Two-Handed Blunt*, *Two-Handed Sword*, and *Two-Handed Mastery* skills. Purchase of the *One-Handed Edged* skill is required (except for the Sorcerer class) to start a new Sea Elf character. Sea Elves also suffer a -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 discount on any missile related skill.

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 the Sutherlands. 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 crossbreed 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 Race Marshall for tips on making your horns. Sylvan Fey are not required to wear pointed ears, but may elect to do so if they wish.

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 purchase *Craft* skills for -1 *Build Point*. Foresters from birth, Sylvan Fey start with the *Woodland Lore* skill and are skilled archers, so Sylvan Fey deal +2 damage with bows (increasing base damage to '8 Normal').

Inherent Disadvantages

Due to their frail nature, Sylvan Fey suffer a -1 *Starting Body Points* and -5 to *Maximum Body Points*. Their small size also limits the choice of combat arms. *Two-Handed Edged*, *Two-Handed Blunt*, and *Two-Handed Mastery* skills are unavailable to this race. 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)

This malignant breed of Fey is the result of an ancient, secretive conflict between the Sylvan Elves and the dreaded Formori. Racked 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 truly 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 Race Marshall 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.

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 *Craft* skills for *-1 Build Point*. Unseeley have over the years become immune to the effects of *Truth/Honest* or *Lie* Spells.

Inherent Disadvantages

Due to their frail nature, Unseeley Fey suffer a *-1 Starting Body Points* and *-5 to Maximum Body Points*. Their size also limits the choice of combat arms. *Two-Handed Edged*, *Two-Handed Blunt*, and *Two-Handed Mastery* are unavailable to this race. 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* or become *Rangers*. Additionally, because of their Chaotic taint, Unseeley cannot be *Healers*. 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)

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 Player 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. Consult a Race Marshall for guidance on how to obtain or make your own wings.

Inherent Advantages

As inherently magical creatures, Faeries have many advantages. Faeries start with *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 Spell* (Celestial, 6th Level), *Friendship Spell* (Earth, 7th Level), *Dominate*, *Super Charm*, *Vampyrical Charm*, and the *Alchemical Formulas*, *Love* and *Love #9*. If you ever have a question about an effect, ask your Marshall. Faeries may purchase the *Resist Sleep* skill at a discount of *-1 Build Point* for each time it is bought. These little ones have the ability to “float” a few inches from the ground. This ability grants them a few immunities, namely: immunity to the *Trap Spell* (Celestial, 3rd Level) and *Pin Spell* (Earth, 2nd Level). During hours of darkness, a Faerie must wear a light stick on their lower back or bottom to receive this ability. Once again, consult a Rules Marshall for any clarifications.

Inherent Disadvantages

The meekness of these tiny creatures leads them to suffer a *-2 Starting Body Points* and *-10 to Maximum Body Points*. That same weakness prevents them from being a *Warrior* or any of the *Fighter Subclasses*. Small size precludes Faeries from purchasing the following skills: *Two Handed Edged*, *Two Handed Blunt*, *Polearm*, and *Two Handed Mastery*. Iron and other metals cause Faeries great pain, and as such, they cannot wield metal weapons or wear metal armor. A Faerie cannot be a *Necromancer* and has an *aversion* to casting *Chaos Magic*.

The Dark Faeries (R)

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?

Make-Up and Costuming Requirements

Within the guidelines established by the fantasy genre, a Dark Faerie Player 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 Race Marshall 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.

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*. Consult a *Rules* or *Race Marshall* for more clarification on this ability.

Inherent Disadvantages

Dark Faeries have the same disadvantages as Faeries, with the only difference lying in their Chaos tainted nature. Dark Faeries cannot be *Healers*. In addition, Dark Faeries have an *aversion* to *Healing Magic*.

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 Clanthia and elsewhere. Will you be an outcast from an Orcish tribe, 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

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!) See a Race Marshall for 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.

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. The Orcish constitution also gives them *+5 Starting Body Points* and *+10 to Maximum Body Points*.

Inherent Disadvantages

Many consider Half Orcs to be a stupid race. While there are no doubt less intelligent members of any 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 live past fifty human years.

The Half Ogre

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 related 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!) See a Race Marshall 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.

Inherent Advantages

Ogres are very strong and pass that attribute onto their half-blooded kin through a *+1 Strength Bonus*. This bonus allows the character to deal an additional point of damage in combat. The Half Ogre constitution also gives them *+5 Starting Body Points* and *+10 to Maximum Body Points*.

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. Half Ogres are a relatively short lived race and usually don't live past fifty human years.

THE BESTIAL RACES

Under this category fall creatures even stranger than those we have already mentioned. 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 the Head Race Marshall. 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

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. Whatever *Class* you decide to be, a Sarr can help bring you to the next level of Role-playing. Sarr are not extremely long-lived, reaching a typical old age of about sixty human years.

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 his or her Race Marshall to avoid confusion.

Inherent Advantages

Because of their bestial nature, Sarr get +2 *Starting Body Points* and +10 to *Maximum Body Points* and start with a +1 strength bonus. Sarr have a cultural love for combat and especially 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* or *Two Handed Sword* skills for half cost. Sarr scholars pay full price for *Two Handed Sword*. Sarr have very acute senses, most especially the sense of smell. If a Sarr smells or "sniffs" an object or person for 10 seconds he or she can detect the presence of *Poisons* or *Diseases*. Due to this they can purchase *Poison Lore* skill at half cost.

Inherent Disadvantages

Sarr have a disdain for *Missile Weapons* or *Blunt Weapons*, and cite their use as cowardly. A Sarr cannot purchase any missile related skills or blunt weapon skills. Sarr believe that *Edged Weapons* are superior to all others. Sarr have an inherent dislike for Elves, and typically will not involve themselves in Elven matters. It is, however, a surmountable flaw and doesn't mean that Sarr cannot overcome it.

The Wilder Races

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, 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 cats Sarr are based on, and avian creatures, the sky is the limit as far as your choices of animal are concerned.

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 a Race Marshall prior to playing, so as to avoid any complications.

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, a Wilder can detect the presence of *Disease* or *Poisons* if they “sniff” the affected item/person for 10 seconds. Due to this they can purchase *Herbal Lore* and half cost.

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)

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, it is speculated they can endure for thousands of years powered by the magic they manipulate. What is the Fendari agenda?

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 Race Marshall 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.

Inherent Advantages

Fendari are durable creatures and they add +1 *Starting Body Points* and +5 *Maximum Body Points* bonus to their normal total. Because of their Otherworldly origins, Fendari have been exposed to the powerful elemental forces of their hidden home. As a result, Fendari may purchase the skill *Resist Elemental Magic*. If the character is not an Elementalist this skill may only be purchased once every five levels. 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 classes: Knight, Dark Knight, Ranger, Necromancer, Healer or Druid. Because of their strong affinity for the elements, Fendari cannot be Confinists.

RACE MAKE-UP AND COSTUME REQUIREMENTS

While exciting and fun, 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, believe that suspending one's disbelief is the key. In other words, our main goal is to make it all seem **REAL**! Naturally, a Player's costuming, make-up, and appearance are primary contributors to the success of the game's facade. It is understood that many factors affect a Player's costuming, with considerations like budget and time often being 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, and we have a safeguard against those naughty Players: the Race Marshall. A Race Marshall is a Player who has been assigned a specific race to represent. The many jobs of this individual include supplying answers and information about your race, adjudicating any misunderstandings, and monitoring all characters of their assigned race. If a Player is found to be improperly playing a race, that Player will be warned, and *can* lose her/his right to play that race. Reversion to human and loss of *Build Points* can result! Make sure you play the race to the limit.

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 it right, do it well, and make it fun!

RACIAL MAKE-UP AND COSTUME REQUIREMENTS

Race	Ears	Misc	Skin	Hair	Costume
Dark Faeries	Optional	Wings	Black Lines		
Drae	Yes		Black	White or Silver	
Faeries	Optional	Wings			
Fendari	Yes	Horns	Red		
Gnomes			Grey		Pointy Hat
Gypsies		Accent			Colorful, Festive Clothing
Half Ogre		Tusks	Brown or Yellow		
Half Orc		Tusks	Green		
Hobblings				Fur on Feet and Hands	
Humans					
Mountain Dwarf				Min. 6" Beard	
Sarr			Special		
Scavengers			Special		Tails
Sea Elf	Yes		Blue		Aquatic
Shadow Dwarf			Black	White with Min. 6" Beard	
Stone Elf	Yes		White with Black Lines		
Surface Elf	Yes				
Sylvan Fey	Optional	Horns			
Unseeley	Optional	Horns	Black Lines		
Wild Elf	Yes		War Paint		American Indian
Wilders			Special		Tails

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.

SKILLS

The *SOLAR* Skill System

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 Living and Dying section).

In order to learn a new skill, a character must find someone who already knows the skill, and, who is willing to teach it to him.

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 repossessed.

Once the price has been agreed upon, the student and teacher should proceed to the logistics area during on-site Update. The teacher will inform Logistics which skill he is teaching the student.

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.

Skill Tags

Each player in *SOLAR* wears a Skill Ring that holds the player's Skill Tags. When a player purchases a skill for his character, he will be given a blue Permanent Skill Tag with the name of the skill on it. This skill tag shows that the character has learned the skill.

Permanent Skill Tags are required for a character to receive his daily Renewable Skill Tags, which allow the character to use that skill. All Renewable Skill Tags must have the date stamped on the back of them and are then placed on the skill ring with the Permanent Skill Tags. At the next Check-in or Spell-reset, all remaining Renewable Skill Tags must be thrown away. Anyone found using Renewable Skill Tags from a previous day will be subject to immediate disciplinary action.

For example, if a player purchases his first Critical Slay, he will be given a blue Permanent Skill Tag which has "Critical Slay #1" written on it. At Check-in and Spell-reset, the player must return to the Logistics area and get a Renewable Skill Tag, which has "Critical Slay" printed on it. After the player has used his Critical Slay, he must remove the Renewable Skill Tag from his skill ring and tear it in half to show that it has been used. Players should not throw Renewable Skill Tags (or any other tags or trash, for that matter) on the ground. The Renewable Skill Tags should be placed in a trashcan, or, if none can be found, in the player's pocket.

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	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
1 Handed Blunt	3	3	3	3	4	5	8	-	None
1 Handed Edged	5	5	5	5	5	7	10	-	None
2 Handed Blunt	6	6	6	6	12	12	30	-	None
2 Handed Sword	8	8	8	8	15	15	40	-	None
Bow	5	-	5	5	10	10	20	-	None
Crossbow	5	-	5	5	10	10	20	-	None
Florentine	6	6	6	6	6	8	12	-	Weapon Skill(s)
Missile Mastery	10	10	10	10	15	15	25	-	None
Polearm	8	8	8	8	10	10	20	-	None
Shield	5	5	5	5	10	7	15	-	None
Small Weapon	2	2	2	2	2	2	2	2	None
Staff	4	4	4	4	4	4	4	4	None
Thrown Weapon	4	-	4	4	4	4	4	-	None
Two Weapons	2	2	2	2	4	4	4	-	Florentine
Weapons Master - 1 Handed	10	10	10	10	15	15	20	-	None
Weapons Master - 2 Handed	12	12	12	12	20	20	50	-	None

COMBAT SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Weapon Proficiency +1	15	15	15	15	20	15	40	-	Weapon Skill
Weapon Proficiency +2	15	15	15	15	25	20	45	-	+1 Proficiency
Weapon Proficiency +3	15	15	15	15	25	20	50	-	+2 Proficiency
Critical Slay	10	10	10	10	15	15	20	-	+2 Proficiency
Fatal Blow	15	-	-	-	-	-	-	-	3rd Critical Slay
Fortify	3	3	3	3	3	3	3	3	None
Iron Grasp	3	-	-	-	-	-	-	-	+2 Proficiency
Shield Parry	10	10	10	10	15	15	20	-	Critical Slay
Shield Fatal Parry	15	-	-	-	-	-	-	-	3rd Shield Parry
Wear Extra Armor	-	1	2	2	4	4	8	-	None

STEALTH SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Waylay	10	-	10	10	6	12	12	-	Weapon Skill
Backstab	15	-	15	15	10	20	20	-	Waylay
Assassinate/Dodge	15	-	15	15	10	20	20	-	Backstab +3

ACADEMIC SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Astrologer	3	3	3	3	3	3	3	3	Read and Write
First Aid	5	2	2	5	5	2	2	2	None
Healing Arts	4	2	2	4	4	2	2	2	First Aid
Herbal Lore	4	4	4	4	4	4	4	-	Read and Write
Lore Skills (other)	2	2	2	2	2	2	2	2	None
Poison Lore	4	-	4	4	4	4	4	-	Read and Write
Read and Write	6	3	3	3	4	3	3	3	None
Read Magic	8	8	8	8	6	4	4	4	Read and Write
Rune Lore	-	-	-	4	-	-	-	-	Read and Write
Rune Mastery	-	-	-	5	-	-	-	-	Rune 4 Column

TRADE/CRAFT SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Armorsmith Level 1-20	2	2	2	2	2	2	2	-	None
Craftsman (all)	2	2	2	2	2	2	2	2	None
Disarm Trap	9	-	9	9	3	9	6	-	None
Evaluate Item	6	6	6	6	3	6	6	-	None
Pick Locks	9	-	9	9	3	9	9	-	None

PRODUCTION SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Alchemy Level 1-20	6	6	6	6	3	5	3	-	Herbal Lore
Create Poison Level 1-20	6	-	6	6	3	5	4	-	Poison Lore
Create Potion Level 1-20	6	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
Create Traps Level 1-20	6	-	6	6	3	5	4	-	Disarm Trap

GYPSY CURSE ABILITIES									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Gypsy Curse 1	1	1	1	1	1	1	1	1	Gypsy
Gypsy Curse 2	1	1	1	1	1	1	1	1	Gypsy Curse 1
Gypsy Curse 3	2	2	2	2	2	2	2	2	Gypsy Curse 2
Gypsy Curse 4	2	2	2	2	2	2	2	2	Gypsy Curse 3
Gypsy Curse 5	3	3	3	3	3	3	3	3	Gypsy Curse 4
Gypsy Curse 6	3	3	3	3	3	3	3	3	Gypsy Curse 5
Gypsy Curse 7	4	4	4	4	4	4	4	4	Gypsy Curse 6
Gypsy Curse 8	4	4	4	4	4	4	4	4	Gypsy Curse 7

MAGIC SKILLS									
Skill Name	Warrior	Knight/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Primary Level 1 Spell Slot	3	2	2	2	2	1	1	1	< school specific >
Primary Level 2 Spell Slot	3	2	2	2	2	1	1	1	Primary Level 1 Spell Slot
Primary Level 3 Spell Slot	6	3	3	3	3	2	2	2	Primary Level 2 Spell Slot
Primary Level 4 Spell Slot	6	4	4	4	4	3	2	2	Primary Level 3 Spell Slot
Primary Level 5 Spell Slot	9	4	4	4	4	3	3	3	Primary Level 4 Spell Slot
Primary Level 6 Spell Slot	9	5	5	5	5	4	3	3	Primary Level 5 Spell Slot
Primary Level 7 Spell Slot	12	6	6	6	6	5	4	4	Primary Level 6 Spell Slot
Primary Level 8 Spell Slot	12	6	6	6	6	5	4	4	Primary Level 7 Spell Slot
Primary Level 9 Spell Slot	15	7	7	7	7	6	5	5	Primary Level 8 Spell Slot
Secondary Level 1 Spell Slot	6	6	6	4	4	2	2	2	< school specific >
Secondary Level 2 Spell Slot	6	6	6	4	4	2	2	2	Secondary Level 1 Spell Slot
Secondary Level 3 Spell Slot	12	12	12	6	6	4	4	3	Secondary Level 2 Spell Slot
Secondary Level 4 Spell Slot	12	12	12	8	8	6	4	3	Secondary Level 3 Spell Slot
Secondary Level 5 Spell Slot	18	18	18	8	8	6	6	4	Secondary Level 4 Spell Slot
Secondary Level 6 Spell Slot	18	18	18	10	10	8	6	4	Secondary Level 5 Spell Slot
Secondary Level 7 Spell Slot	24	24	24	12	12	10	8	5	Secondary Level 6 Spell Slot
Secondary Level 8 Spell Slot	24	24	24	12	12	10	8	5	Secondary Level 7 Spell Slot
Secondary Level 9 Spell Slot	30	30	30	14	14	12	10	6	Secondary Level 8 Spell Slot
Tertiary Spell Slots	Primary x3	x3 Warrior Primary	x3 Warrior Primary	Primary x3	Primary x3	Primary x3	Primary x3	Primary +2	< school specific >
Quaternary Spell Slots	Primary x4	Warrior Primary x4	Warrior Primary x4	Primary x4	Primary x4	Primary x4	Primary x4	Primary +3	< school specific >

FORMAL MAGIC SKILLS									
Skill Name	Warrior	Knights/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Formal Level 1	6	6	6	6	6	2	2	4	Level 9 Spell Slot
Formal Level 2	6	6	6	6	6	2	2	4	Formal Level 1
Formal Level 3	12	12	12	12	12	4	4	8	Formal Level 2
Formal Level 4	12	12	12	12	12	6	4	8	Formal Level 3
Formal Level 5	18	18	18	18	18	6	6	12	Formal Level 4
Formal Level 6	18	18	18	18	18	8	6	12	Formal Level 5
Formal Level 7	24	24	24	24	24	10	8	16	Formal Level 6
Formal Level 8	24	24	24	24	24	10	8	16	Formal Level 7
Formal Level 9	30	30	30	30	30	12	10	20	Formal Level 8
Secondary Formal Levels	x2 <i>Primary</i>	-	-	x2 <i>Primary</i>	x2 <i>Primary</i>	x2 <i>Primary</i>	x2 <i>Primary</i>	x2 <i>Primary</i>	Level 9 Spell Slot
Alteration Mastery	-	-	-	-	-	12	8	8	Formal level 9
Binding Mastery	-	-	-	-	-	12	8	8	Formal level 9
Construct Mastery	-	-	-	-	-	12	8	8	Formal level 9
Enchantment Mastery	-	-	-	-	-	20	15	15	Formal level 9
Necromantic Mastery	-	-	-	-	-	12	8	8	Formal level 9
Summoning Mastery	-	-	-	-	-	12	8	8	Formal level 9

RESIST ABILITIES									
Skill Name	Warrior	Knights/Dark Knight	Ranger	Runesmith	Rogue	Templar	Scholar	Sorcerer	Prerequisites
Resist Charm	2	2	2	2	2	2	2	2	All Elves, Unseelie
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	Wilders, Dwarves, Hoblings
Resist Elemental	5	5	5	5	5	5	5	5	Elementalist, Fendari
Resist Emotion	4	4	4	4	4	4	4	4	Stone Elf, Drae
Resist Healing/Curing	5	5	5	5	5	5	5	5	Necromancer, Dark Knight
Resist Necromancy/Chaos	5	5	5	5	5	5	5	5	Healer, Knight
Resist Sleep	3	3	3	3	3	3	3	3	All Elves, All Faeries
Resist Toxin	5	5	5	5	5	5	5	5	Sea Elf, Shadow Dwarf, Gnome

WEAPON, COMBAT, & STEALTH SKILLS

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 a one-handed edged weapon, must be by surprise, and come from behind the victim. A successful Assassinate will put the victim at the *Dead* status. Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7) will not protect against an assassinate.

If a player suspects an assassination attempt from someone behind him, he can negate the assassination by saying, "I know you are back there," or by otherwise indicating he is aware of the assassin's presence.

An assassination attempt may not be negated by the Dodge skill (see Dodge, below), nor may it be parried by a Critical Parry (see Critical Parry, below).

Each player with this skill will be given his Assassinate Tags (one for each time purchased) at Check-In. Until a character has reached Master Assassin status (3 Assassinate), he must choose either an assassinate or a dodge when he receives his tag. Master Assassins do not have this restriction and can choose during the combat to use either an assassinate or dodge.

Backstab*

Prerequisite(s): Waylay

The Backstab skill adds 1 point to the character's base damage with a one-handed edged weapon for every time the skill is purchased, and it may be used with either hand. If a character knows the Two Weapons skill, he may add one (1) point of damage to each hand. This is an attack that is from behind the target, not just hitting them in the back with your weapon, although you must be standing behind your target it does not have to be from surprise.

Critical Slay*

Prerequisite(s): Weapon Proficiency + 2

The Critical Slay skill allows a character to immediately drop a character to **SLAIN** status 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, as well as with which weapon.

In order to use this skill, the attacker must announce he is using 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.

A Critical Slay will put the victim at **SLAIN** status, and he will die in one minute. A Critical Slay bypasses armor and, therefore, will not affect the victim's Armor Points.

However, if the victim has Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7) active on him when he is hit with a Critical Slay, then the victim is left with one Body Point. Also, an attempt to slay a character may be negated by the Critical Parry, Fatal Parry or Shield Parry skills (see below). Missile slays may only be parried with Shield Parry skills. The Dodge skill (see Assassinate) 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.

Critical Slay may be purchased after every two Weapon Proficiencies.

Each player with this skill will be given his Critical Slay Tag(s) (one for each time purchased) at Check-In and at each Spell-Reset. When the skill is used, the Critical Slay Tag should be torn off the skill ring.

Critical Parry

A character that knows the Critical Slay skill has the option of using it as a Critical Parry instead. If a opponent activates his Critical Slay by saying "Prepare to Die!", a player with an available Critical Slay may say "Critical Parry" to negate the slay, provided he is holding his weapon, and it is free. 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 Slay can place himself between the victim and the attacker, then he may negate the Slay 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 call "critical parry" in order to dodge the blow. Magical effects, e.g. spells, may not be parried. However a blow from a weapon, or an object, even if it is magical, may be parried, e.g. "30 Magic Boulder."

Dodge

Prerequisite(s): Backstab + 3

A character that knows the Assassinate skill has the option of using it as a Dodge instead. The Dodge skill will allow a character **ONCE** per combat to dodge any non-surprise, not area effect attack. (i.e. Waylay, Assassinate, 5' radius trap explosion, spell packet from behind, etc.).

If a player is hit with a spell or other packet attack, he may say "Dodge" to negate the attack, provided of course he has an available dodge. Using the Assassinate skill as a Dodge expends the Assassinate.

A character 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.

Dodge Block

Prerequisite(s): Dodge

The Dodge Block skill allows the character, if within arms reach of another to "Dodge Block" and take the intended attack upon his or herself instead of the victim they are saving. This is done by touching the intended target softly and speaking aloud "Dodge Block". The character using the Dodge Block cannot then use a Dodge Skill to evade the attack his or herself.

Fatal Blow*

Prerequisite(s): Warriors only + 8 Proficiency and 3rd Critical Slay

The Fatal Blow skill allows a character to immediately drop a character to **SLAIN** status with one blow, 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.

In order to use this skill, the attacker must announce he is using a Fatal Blow by stating, "Prepare to Die!". At this point his Fatal Blow is now "active" and the attacker has **10 seconds** to use the Fatal Blow. If the 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 "Slay, Fatal Blow!" and then hit the victim. If the attacker does not connect with a target within **10 seconds**, the Fatal Blow is expended.

A Fatal Blow will bring the victim to the **Slain** status, *regardless of magical protections he is wearing*. A Fatal Blow bypasses armor and, therefore, will not affect the victim's Armor Points.

A Fatal Blow also causes twice the amount of damage against creatures that normally take a reduced amount of damage from a critical slay.

An attempt to slay the warrior with a Fatal Blow may be negated by the Fatal Parry skill (see below listing). The Dodge skill (see Assassinate) also allows a character to dodge a Fatal Blow; however it does not negate the attack. The Fatal Blow remains active, and the defending character loses a Dodge. The Fatal Blow Skill cannot be "parried" by a Critical Parry, it can only be parried by a Fatal Parry. See Below.

Fatal Blows may be purchased in lieu of critical slays after obtaining three critical slays.

Each player with this skill will be given his Fatal Blow Tag(s) (one for each time purchased) at Check-In. When the skill is used, the Fatal Blow Tag should be torn off the skill ring.

Fatal Parry

A warrior who knows the Fatal Blow skill has the option of using it as a Fatal Parry instead. If a 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 Blow can place himself between the victim and the attacker, then he may negate the Critical Slay or Fatal Blow 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, e.g. spells, may not be parried. However a blow from a weapon, or an object, even if it is magical, may be parried, e.g. "30 Magic Boulder."

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.

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 or Sorcerers gain 1 body.

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 point, for every time the skill is purchased. The weapon and hand chosen for this skill must be 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.

Shield Parry/Shield Fatal Parry

Prerequisite(s): 1 Critical Slay and Shield Skill

This skill allows a character with a shield to have a critical parry skill that can be used with his shield only. (See critical parry above) They can purchase one Shield Parry Skill for every Critical Slay in a non-missile weapon they possess. After obtaining three Shield Parries character may then purchase Shield Fatal Parry. The Shield Fatal Parry allows the character to "parry" either the Critical Slay attack or the Fatal Blow attack thus taking no damage from the attack.

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.

Waylay

Prerequisite(s): Appropriate Weapon Skill

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 attacking him without the victim expecting the attack. The attack is performed with a tap on a shoulder blade, with the butt end of a Waylay-safe approved weapon (any small weapon which is properly padded), and saying "Waylay".

A character which, has been successfully waylaid, loses one Body Point and remains unconscious for 10 minutes. If the attacker uses an Endow (E,2) or Empower (C,1) spell in conjunction with the Waylay skill, the victim will lose 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) or a curative (a healing spell or potion) which exceeds the amount of damage inflicted by the waylay.

If a character is successfully waylaid, he will not know who his attacker was.

If a player suspects a waylay from someone behind him, he can negate the waylay by saying, "I know you are back there", or otherwise signifying he is aware of the attacker's presence. Victim will still take the damage from the blow if it is carried out, however.

Metal armor which covers the back of head and neck areas will negate a waylay, as will Armor of the Dead (E,7), Mage Armor (C,5), or Spirit Armor (E,7) spells. However, the damage inflicted by the waylay must be removed from either the metal armor or expends the Armor of the Dead, Mage Armor, or Spirit Armor.

An Endowed Magical Waylay is a special form of Waylay imparted through a Formal Magic Ritual. It will waylay through any protection short of toughness or threshold. This will also expend Armor of the Dead, Mage Armor, or Spirit Armor if the victim has one active.

Non-humanoid creatures that have no necks, (i.e. snake), or a creature whose head is too high off of the ground to reach, (i.e. giant), are impossible to waylay.

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. If a bow is used to block attacks or is struck for damage while being held, it is rendered useless until reset or is repaired - including magical or indestructible bows. Each proficiency in bow grants +2 damage instead of +1 damage. Arrows can be 'seen', but 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. It is the player's responsibility to provide and keep track of his own arrows. Spent arrows may only be picked up off the ground by the original owner (they cannot be stolen). It is best to uniquely mark your arrows to prevent accidental mix-ups.

Crossbow

The Crossbow skill allows a character to use a crossbow type device (not more than 15lb 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 reset or repaired - including magical or indestructible bows. Each proficiency in crossbow grants +2 damage instead of +1 damage. 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.

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. This skill includes a one-handed spear.

Polearm

The Polearm skill allows a character to use a polearm weapon. Polearms, by definition, require two hands to wield.

Small Weapon

The Small Weapon skill allows a character to wield any small weapon. A small weapon is defined as any weapon less 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. 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 Endow (E,2)/Empower (C,1) spell are required for a character to throw a boulder. Damage from a thrown boulder is three (3) points with an Endow/Empower and five (5) points with a Greater Endow (E,4).

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): None

Weapon mastery skills available are One-Handed Mastery, Two-Handed Mastery, and Missile Mastery. These skills allow a character to pick up any weapon that the character's race can use and 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 One and Two-handed Weapons Masteries, his proficiencies and slays extend to include both groups. Proficiencies and slays do not transfer to Missile Mastery, they 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. Templars may not purchase this more than five times, Rogues four times and scholars two times.

KNOWLEDGE AND TRADE SKILLS

Armorsmith*

Prerequisite(s): None

The Armorsmith skill allows a character to repair up to five 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.

This skill may be purchased no more than 20 times thus allowing a character to repair up to a total of 100 points of armor per day. This skill will repair all armor including cloth and leather armor. The Armorsmith skill once purchased up to level 5 will allow the character to repair one destroyed weapon per spell rest. Purchasing level 10 will allow the character to repair two weapons per spell reset.

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 the Plot Committee may provide information relating to modules or adventures with certain astrologers. This skill does not guarantee any special knowledge.

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.

No craft skill will ever give a character any extra in-game power nor do they provide any information. If a character takes the 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.

Examples of craftsman skills include architect, artist, baker, bard, brewer, builder, butcher, calligrapher, candle maker, carpenter, farmer, forester, historian, horse breeder, hunter, jeweler, masseuse, merchant, potter, rug maker, sage (specific field of study), sailor, scout, scribe, tactics, tailor, teacher, tracker, trader, and undertaker.

Disarm Trap

Prerequisite(s): None

The Disarm Trap skill allows a character to attempt to disarm a trap. The player must physically disarm the traps for this skill to work, but they may not even attempt a disarm without the skill. 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. 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. This list is out-of-play!

First Aid

Prerequisite(s): None

First Aid skill allows a character to bring a character that is unconscious or bleeding to death back to 1 body (see Death vs. Unconsciousness in the Living and Dying section). To use this skill, the character performing First Aid must be able to physically reach the unconscious or dying character for 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 10 seconds will allow the victim to start the one-minute count again thus keeping from reaching the dead status.

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, and conscious characters may resist this attempt.

This skill also allows a character to identify a potion after 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 10 seconds.

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. The player must physically pick the lock with a set of lock picks.

If a player has a set of lock picks, but has not purchased the skill, then he will not be allowed to attempt to pick the lock. See the Traps and Locks section for more information.

Poison Lore

Prerequisite(s): Read and Write

The Poison Lore skill allows a character to determine the presence of a poison this takes 10 seconds. Once it has been determined that a poison is present, this skill will allow the character to identify the poison after another 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 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)

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 spell book 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 Spell-Reset, at which time the character will study his spell book 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 spell book) 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, all four types of Earth Magic, and Rune Magic. Columnar Format for Celestial and Earth Formal Magic Spells.

Pyramidal Format (Celestial, 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.

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.

4th 0
3rd 00
2nd 000
1st 0000

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.

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 Formal)

When purchasing Spell Slots in this manner the character must have one and only one Spell slot of the immediate lower level than the level of the Spell Slot that he is purchasing.

The following is the progression for learning spells in the Columnar format.

3rd 0
2nd 0
1st 0

Celestial Formal Magic*

Prerequisite(s): 9th Level Celestial Spell Slot

See Formal Magic in the Magic section.

Earth Formal Magic*

Prerequisite(s): 9th Level Earth Spell Slot

See Formal Magic in the Magic section.

Formal Mastery Skills

Prerequisite(s): 9th level Formal Magic

Alteration Mastery

Alteration Mastery allows the formal magic caster to half the casting time of any Alteration Ritual he performs. Also allows them to invoke a one step shift with any Alteration Ritual he participates with.

Construct Mastery

Construct Mastery allows the formal magic caster to half the casting time of any Construct Creation Ritual he performs. Also allows them to invoke a one step shift with any Construct Ritual he participates

Enchantment Mastery

Enchantment Mastery allows the formal magic caster to half the casting time of any Enchantment Ritual he performs. Also allows them to invoke a one step shift with any Enchantment Ritual he participates

Necromantic Mastery

Necromantic Mastery allows the formal magic caster to half the casting time of any Necromantic Ritual he performs. Also allows them to invoke a one step shift with any Necromantic Ritual he participates

Summoning Mastery

Summoning Mastery allows the formal magic caster to half the casting time of any Summoning Ritual he performs. Also allows them to invoke a one step shift with any Summoning Ritual he participates

Note: The Formal Mastery skills do not add in addition to special scrolls or circles. The player cannot benefit from both. And must choose which he uses before casting the ritual.

Magic Spell Slot - Celestial*

Prerequisite(s): Read Magic

This skill allows the casting of Celestial spells from memory.

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 Skills section.

Magic Spell Slot - Rune*

Prerequisite(s): Rune Lore

This skill allows the character to learn to inscribe Runes from memory. See the section on Spell Slots at the beginning of the Skills section.

PRODUCTION SKILLS

Alchemy*

Prerequisite(s): Herbal Lore

The Alchemy skill allows a character to manufacture alchemical compounds. You get one production point per level of Alchemy that you have purchased. See the Alchemy section for the list of alchemical solutions and costs to make, as well as rules for creating and using them.

Create Poison*

Prerequisite(s): Poison Lore

The Create Poison skill allows the character to concoct solid, liquid, and gaseous poisons. You get one production point per level of Create Poison that you have purchased. See the Poison section for the list of poisons and the costs to make each, as well as rules for using them.

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 actually cast. You get one production point per level of Create Potion that you have purchased. The production point cost for potions is at the rate of 1 per level of the potion and a 1/2 silver 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.

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 scroll that duplicate the effects of spells that he can actually cast. You get one production point per level of Create Scroll that you have purchased. The production point cost for scrolls is at the rate of 1 per level of the scroll and a 1/2 silver 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.

Create Trap*

Prerequisite(s): Disarm Trap

The Create Trap skill allows a character to create and set traps. You get one production point per level of Create Traps that you have purchased. See the Traps section for the list of traps and costs to make each. This skill also allows a character to set any trap.

ABILITIES

Animal Empathy

Prerequisite(s): Druid or 10th Level Ranger

Animal Empathy is not a skill but an ability of a Druid class mage or a Ranger of 10th level and above. This makes all woodland creatures treat them 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

This ability allows the Knight or Dark Knight of 10th level and higher to be completely immune to the effects of Fear and Terror.

Iron Grasp

Prerequisite(s): + 2 Proficiency/Warrior Class only

The Iron Grasp skill allows the warrior to resist the effects of disarming and fumbling magics once per every time this skill is purchased.

Lay on Hands

Prerequisite(s): Dark Knights or Knights

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 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 has been killing blown. (see living and dying section)

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. 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.

- 1st Can not lie to any gypsy
- 2nd Stutter (does not affect spell casting)
- 3rd Fumble Fingers (does not effect combat)
- 4th Can not initiate an attack on any gypsy
- 5th Disease Can not run nor use the Dodge skill
- 6th Weakness as per spell
- 7th Curse as per spell
- 8th Charmed to all gypsies as per 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

Resist Charm*

Prerequisite(s): All Elven Races, Unseelie

The Resist Charm skill allows a character to resist any charm spell, potion, or poison as many times per day as he has purchased the skill. This also includes the Love Potions, Vampiric Charm, and the Earth spell Friendship (E,7).

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): Wood Elf

The Resist Charm/Charm Break skill allows a character to resist any charm spell, potion, or poison as many times per day as he has purchased the skill. This also includes the Love Potions, Vampiric Charm, and the Earth spell Friendship (E,7).

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 Confinist Mage 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, Bind (E,5), Entangle (D,3), Imprison (C,8), Physical Web, Pin (E,2), Snare (C,4) and Trap (C,3).

This skill can be purchased once when the Confinist learns his first 6th level confining spell slot, again when he learns his first 9th level confining spell slot, and finally when he achieved a 4 column of Confinist spells. It can be purchased a maximum of 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): Dwarves, Hobling, Wilders

The Resist Disease skill allows a character to resist any disease spell or effect, potion, poison, or monster effect as many times per day as he has purchased the skill.

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.

Resist Elemental *

Prerequisite(s): Elementalist or Fendari

The Resist Elemental skill allows an Elementalist Mage to resist any Elemental spell or effect, as many times per day as he has purchased the skill.

This skill can be purchased once when the Elementalist learns his first 6th level elemental spell slot, again when he learns his first 9th level elemental spell slot, and finally when he achieved a 4 column of elementalist spells. It can be purchased a maximum of 3 times. Fendari can purchase this skill at anytime but are restricted to a maximum of 3.

If a player with this skill is hit with one of the aforementioned spells or attacks, he should say "Resist" if he wishes to resist the spell.

Resist Emotion*

Prerequisite(s): Drae, 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, Charm, Love or Love 9. (poisons).

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 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 based spells, but does not include the Life (E,9) or Revive (H,9) spells.

This skill can be purchased once when the necromancer learns his first 6th level necromantic spell slot, again when he learns his first 9th level necromantic spell slot, and finally when he achieved a 4 column of necromantic spells. It can be purchased a maximum of 3 times.

Dark Knights may purchase one at 5th level, 10th and 15th level.

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 skill allows the character to resist any Necromantic or Chaos spell, as many times per day as he has purchased the skill. This includes all Necromantic based spells, but does not include Death (E,9), or Imbue Death (N,9) spells.

This skill can be purchased once when the healer learns his first 6th level healer spell slot, again when he learns his first 9th level healer spell slot, and finally when he achieved a 4 column of healer spells. It can be purchased a maximum of 3 times.

Knights may purchase one at 5th level, 10th and 15th level.

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): All Elven Races, All Faeries

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 Celestial spell Trance (C,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): Dark 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 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.



Character Development at *SOLAR*



GAINING NEW SKILLS

EXPERIENCE POINTS

In *SOLAR*, Experience Points (EPs — pronounced as "eeps") equate with money (one silver piece equals one Experience Point).

EPs may be obtained by a few different methods:

Monsters carry money with them to give to players after the player kills them. The amount of money found on an individual monster is based on its abilities and Hit 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 usually be given to you 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 gained by killing a PC is equal to the level of the PC. Thus if a player kills a 10th level character that player will receive 10 EPs. The attacker must turn in the Life Ticket of the slain character to gain those EPs. This ticket is considered Out-of-play and cannot, therefore, be stolen or seen. However, if the slain 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 those role-playing moments.

GOBLIN POINTS

Goblin Points is a term for "work points" and are given to players who help out the game by volunteering their time for *SOLAR*. Goblin Points may be converted to Build Points (max 3 build a month per player), buying extra lives for a character, the purchase of potions, or scrolls, etc.

A character may spend up to a maximum of 90 goblin points per month converting build for another player.

You can earn goblin points in a number of ways, some examples are: Monstering, Helping out in the tavern preparing meals for the weekend, helping *SOLAR* staff with the logistics tables for check-in and spell reset, monstering (which is always fun), helping *SOLAR* staff clean the site after the event is over, turning in spell packs (which are always needed), donating approved props or costuming to the plot committee.

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 3.0 with 30 Build Points (BPs). More BPs may be obtained by turning in Experience Points (EPs). The amount of EPs required for one BP is determined by a character's level. At third level, 7 EPs are required for 1 BP, while at tenth level, 56 EPs are required for 1 BP.

A character's level also determines the maximum amount of BPs a player may spend on that character each month. The Build Cap is the maximum number of BPs that may be converted

from EPs per month. A third level character may convert up to 9 BPs a month whereas a tenth level character can only convert up to 4 BPs per month.

The chart following the Build Blanket description lists, by level, the amount of BPs, required for each level, the EP to BP conversion, and the BP Cap.

BUILD BLANKET

If a player does not turn in any Experience Points for his character at an event, the player may still receive Build Points from his Build Blanket (see build/level chart below for blanket amount, it varies per level).

Level	Build Earned	Experience Points Needed per Build	Build Cap	Build Blanket
3	30-39	7	9	8
4	40-49	11	8	7
5	50-59	16	8	7
6	60-69	22	7	6
7	70-79	29	6	5
8	80-89	37	6	5
9	90-99	46	5	4
10	100-109	56	4	3
11	110-119	67	4	3
12	120-129	79	3	2
13	130-139	92	3	2
14	140-149	106	3	2
15	150-159	121	3	2
16	160-169	137	3	2
17	170-179	154	3	2
18	180-189	172	3	2
19	190-199	191	3	2
20	200-209	211	3	2
21	210-219	232	3	2
22	220-229	254	3	2
23	230-239	277	3	2
24	240-249	301	3	2
25	250-259	326	3	2

In order to obtain his Build Blanket, a player must turn in the following at the end of the event:

Paid Ticket - shows that the player has paid for the event

Signed Monster Chit - each player is required to monster for at least two hours during the event, or working 4 hours in the tavern or logistics. Once a player has worked his required hours, the appropriate marshal will sign the player's Work Chit

Life Ticket or Resurrection Tag - shows that player still has his life.

By turning in these items without any EPs, a player will receive his build blanket provided he plays for at least half of the event. If a player only gets enough EPs to match his build blanket, then it is better for that player to hold on to the money and take his Build Blanket.

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 character a few events before actually writing down the character's history. Still, one should have a relatively good idea of the character. 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 parents?

Does he have any siblings?

Was he raised by his natural parents?

Where was he raised?

What cultural background does he have?

Was he a member of any groups?

Who are his friends?

Who are his enemies?

How much does the character actually know about his 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 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 unopened.

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 broken 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	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 (Each Piece)	+10%
Torso Covered on One Side Only (Each Piece)	-50%

Layering Armor

Only fighter classes may layer armor. Any fighter may wear a maximum of 2 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 point of armor is granted for each articulated joint to a maximum of 4 points total. To count, joint articulation must be attached to the armor on either side.

Fake Armor Material

Fake leather is authorized, but 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 140.

MAKING YOUR OWN WEAPONS

As stated elsewhere, safety is the foremost concern of *SOLAR*. Because of this, weapons must be constructed to the exact specifications presented below. But 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 List

- ½" or ¾" PVC pipe (400 psi/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 rubber.
- Duct or Gaff tape
- PVC pipe-cutter or hack saw
- Knife, razor blade or scissors to cut foam
- Electrical tape for the cross piece, grip and pommel (Optional)

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 Southeast, 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 experimentation 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 (i.e., sword, dagger, etc.), as well as a good portion of the shaft of a pole arm.

All weapons must be fairly rigid so they do not whip when swung quickly. This is especially important with pole arms. When making pole arms, thicker PVC pipe should be used. The thickness of the PVC is denoted by the amount of pressure it can hold (P.S.I.) or by the "Schedule" of PVC. The higher the number, either P.S.I. 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 snugly 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, so 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	Blade Length		Overall Length		Damage
	Min	Max	Min	Max	
Dagger	8	17	12	24	1
Thrown Weapon	12	18	-	-	1
Shortsword	18	24	26	32	2
Longsword	25	36	34	44	2
Hammer, Mace	18	*	26	44	2
Axe	12	18	26	44	2
Staff	-	-	60	72	2
Javelin	-	-	36	36	2
Spear	8	8	48	66	2
Polearm	18	24	60	72	4
Two Handed Sword	40	48	50	62	5
Two Handed Blunt	18	*	48	62	5
Bow/Crossbow	-	-	-	-	6

*See Notes below

Specific Weapon Notes

Bows and crossbows may not have more than a 15 pound pull and the arrows/bolts must be made entirely of foam. For safety reasons, bows must be padded. If a bow is used to block attacks or is struck for damage, it is rendered useless until repaired. This includes magical or indestructible bows. Bows, not arrows, are enchanted with damage auras and/or spellstrikes.

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. Weights may be placed in the end. A thrusting tip is required.

Polearms must be made with 3/4" PVC and may be reinforced by placing a 1/2' piece of PVC inside to prevent whipping. They must be padded at least 20 inches below the head, which must itself be at least 18 inches long and increased in thickness with open cell foam.

Spears must be made with 3/4" PVC. They are one-handed thrusting weapons only and may not be thrown. The unpadded handgrip area may not start more than a foot from the butt of the weapon and must be between 12 and 18 inches long. A player who is hit with any part of the weapon other than the eight (8) inch head takes no damage. The spear is only allowable as a solitary weapon and may not be used with any other weapon combination, nor with a shield.

Staves must be made with 3/4" PVC and wielded with both hands in the middle three (3) feet. Foam padding is used on all areas except the middle section for the hands. The ends must also have padded thrusting tips at each end. Sweeping swings are not allowed. 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.

Thrown Weapons, Arrows and Crossbowbolts may only be made completely out of pipe and open cell foam, no PVC. Thrown weapons may be of any shape and size, but the longest dimension cannot exceed 18 inches; the minimum length is eight (8) inches. Thrown rocks must have at least a four (4) inch diameter.

Two Handed Swords 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. Think 'safety first.'

Weapon Coloring and Decoration

Weapons may be decorated in a number of ways, but there are certain colorings that denote special kinds of weapons made from specific materials. All weapons must conform to the following color restrictions:

Weapon	Color
Standard	Gray
Steel	Gray
Wood	Brown
Gold	Gold
Silver	Silver or gray
Mithral	White
Poison	Green
Flame	Red Approved Magic items ONLY
Cold	Blue Approved magic items ONLY
Adamantine	Black
Monster*	purple

* Monster weapons do not have to be purple, but all purple weapons are monster weapons. Monster weapons are not usable by players' characters.

Note that unless purchased in-game, a character cannot construct a weapon of any type of material other than the standard, normal, steel or wood. Weapons of these special types must also have the appropriate tag attached to them.

Specific Weapon Material Notes

Silver: calls "Silver" damage. Can be shattered.

Gold: calls "Gold" damage. Cannot be shattered.

Mithral: calls "Silver" or "Mithral" damage. Cannot be shattered.

Adamantine: calls "Silver" or "Adamantine" damage. Cannot be shattered.

Magic: Players do not have to call "Magic" damage with a magic sword if they do not wish to unless otherwise instructed by Plot.

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 length of a Longsword is 44". To allow for the 3-inch thrusting tip, 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 ½" 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 ½" 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, 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. Since this weapon is not used for waylaying, it does not need a thrusting tip on 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 approximate 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, no shield bashing. Shields are for defense only.
- Shields may not be used with two-handed weapons. And the longest weapon you can use while wielding a shield is 44 inches (max 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 welder's armpit to finger tip.
- Shields may be made of almost any material including 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.

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 located 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.

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.

GETTING INVOLVED

The world wide web

Our internet address is www.solarinc.org

Our web page is a convenience for *SOLAR* players and a fun way to stay involved with other characters between events, and 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 met from all over the Southeast. We can even provide you with e-mail address if needed.

Another favorite spot on our web page is the Nine-Winds Tavern. This sub-board is considered In-play and there is always something going on there. The Tavern has several portals that serve as gates to each of the baronies and other spots around the Sutherlands. Anyone 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. But be forewarned: many a character has shown up to the next event the prey of a blood hunt due to his 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 Infobahn. 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 are able to work their way 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, and at some campaigns, their admission cost can be waved. Can you say FREE event?

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 in Sutherland 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 something 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 off. 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.

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 (C) 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.