



SOLAR Aftermath

RULEBOOK SUPPLEMENT

VERSION 2.0

This document serves as the designation of SOLAR: Aftermath's official rules source and is a supplement to the SOLAR Mississippi Chapter Rulebook Version 3.0 2014 Edition. This document will be periodically updated as new rulings are made. All addendums listed here override any other listed rules in the core rulebook and are considered final.

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REMOVED OR MODIFIED CONTENT FROM CORE

Page 2 – Pricing structure is outdated. Playing and sleeping in camp bed and without bed costs have increased by \$5 to \$40 and \$35 respectively. Half events are still \$20.

Page 7 – Item Bonding is not an adopted mechanic and is not necessary when checking in.

Page 8 – A full table of pull rewards may be found on our Facebook page and Discord. Saturday “Reset” no longer takes place out of play though you are still required to take a ten-minute rest to reset your skills. Production is requested from the MyLarp platform or directly from our Head of Tags.

Page 12 – **In addition to the stated Rules of Conduct, SOLAR Aftermath is an 18+ game and may not be attended by those underage.** The world of Aftermath can touch on topics that may be sensitive or frightening to those underage and we do not allow participation by those who are not of appropriate age. Additionally, physical contact may only be performed by obtaining explicit permission at the moment the contact is requested and at no other time.

Pages 16 – 34 – These pages are non-applicable to the SOLAR Aftermath campaign as the universe of Aftermath has no tie to the universe of Cerroneth and are separate stories.

Pages 35 – 58 – The Fendari, Wild Elf, and Gypsy races have been removed from the game entirely and are not considered canonical races within Aftermath. The Fey races have been removed from player selection entirely. The Drae, Gnome, Shadow Dwarf, and Stone Elf races have been reclassified as Limited races. See the [Races of Aftermath](#) section of this supplement for more details on racial changes.

Page 69 – The Sorcerer class has been removed from the game entirely.

Page 71 – Skills may be unlearned by purchasing a gob store respond or by a build reconfiguration (clarified in the [Character Development](#) section). Teaching and learning skills may be done in MyLarp and with the Between Game Points system (clarified in the [BGP](#) section of this supplement). Skills no longer require gold fees of any kind apart from any negotiated between the teacher and the student.

Page 73 – Up to five lives may be purchased per year with a maximum life count of ten.

Page 86 – Spell book costs and creation has been updated. See the [Spell Books](#) section of this supplement for more details.

Page 87 – The Scholar and Templar classes may learn up to two specialty columns, but only one specialty per realm. All other classes may only possess one specialty column.

Page 88 – 89 – Specialty restrictions are removed for the Aftermath campaign. The rules of revocation of a specialty column during an event (e.g. how spells are retained mid reset) still function as explained.

Pages 91 – 97 – Several spells have been added specifically for the Aftermath campaign. See the [Magic](#) section of this supplement for more details.

Page 109 – Item Bonding is removed from the game and is not required.

Page 111 – Foci have been updated for the Aftermath campaign. See the [Infuse Focus](#) skill for more details.

Page 116 – 117 – Potions and Scrolls have been removed from the Aftermath campaign.

Page 136 – Searching has been modified for the Aftermath campaign. Searching requires a three count “Searching 1, Searching 2, Searching 3” when used.

Page 143 – The Experience Point to money conversion in the Aftermath campaign is instead one copper to one EP, with ten copper equaling one silver.

Page 145 – Roleplay and Spotlight nominations should be submitted to MGMT.Aftermath@gmail.com. Character Histories and Event Summaries should be submitted to Plot.Aftermath@gmail.com.

149 – The Monastery does not exist in the Aftermath campaign. There is an additional way to respend your character called Build Reconfiguration and is done via the Gob Store. When respending in this way, the character in question loses 10% of their build and may change their class and reassign their build to any abilities that are not restricted. See the [Character Respends](#) section for more details.

Page 154 – In addition to this method of weapon construction, the Aftermath campaign also accepts latex and plastidip weapons approved on a case by case basis by Head of Security or Management.

Page 159 – The web address for the Aftermath campaign is <http://www.solaraftermath.com>. The Aftermath campaign utilizes a Between Game system as a means of interacting with the world between events. See the [BGP](#) System section of this supplement for more details.

Page 173 – A character may purchase up to two points of Enhanced Strength without incurring the restrictions listed. Strength gained from your race counts towards this two-point limit. This is clarified in the [Skills](#) section.

Page 179 – For the Aftermath campaign, any character may pick up a wield a one-handed melee weapon or smaller and call base damage with it. A character may only use one weapon at a time in this manner.

Page 183 – The Gypsy Curse skill has been removed from the Aftermath campaign.

Page 189 – 191 – The Create Potion, Create Scroll, Master Potion Maker, and Master Scroll Maker are removed from the Aftermath campaign.

Page 190 – No skill in the Aftermath campaign requires a gold cost. This is true of every skill beyond this page that references a gold cost.

Page 192 – Silver and Gold weapons may not be produced by the Armorsmith skill in the Aftermath Campaign. See [Armorsmith Crafting](#) for more details.

Page 194 – The Disarm Trap skill has been removed from the Aftermath campaign. Any character may attempt to disarm a trap they can physically locate.

Page 208 – 211 – Upon reaching a four column of spells, spell slots must be purchased in columnar format and may not be purchased in a pyramidal format for the Aftermath campaign.

Page 235 – The Ward spell has been removed from the Aftermath campaign.

Page 289 – The Love Poison #9 Antidote has been removed from the Aftermath campaign.

Page 291 – The Berserk gas recipe must be found in play in order to be created.

Page 295 – The Love poison and Love Poison #9 have been removed from the Aftermath campaign.

Page 298 - 300 – These laws do not apply to the Aftermath campaign.



THE WORLD OF AFTERMATH



RACES OF AFTERMATH

Characters of Aftermath are limited to the following list of races. Races marked in bold are exclusive to the Aftermath campaign.

- Human
- Mountain Dwarf
- Hobling
- Surface Elf
- Aquatic Elf (R)
- Half-Orc (R)
- Half-Ogre (R)
- Sarr (R)
- Wilder (R)
- **Straad (R)**
- **Lizardkin (R)**
- **Goblin (R)**
- Stone Elf (L)
- Drae (L)
- Shadow Dwarf (L)
- Gnome (L)
- **Leyonus (L)**

The following races are removed from play entirely.

- Gypsy
- Wild Elf
- Sylvan Fey
- Unseelie Fey
- Bright Faeries
- Dark Faeries
- Fendari

RESTRICTED (R)

Races marked by (R) are considered restricted races. Restricted races generally have an intensive make-up or costuming requirement. Players wishing to play a restricted race must submit photos of their makeup before playing the character. These races are otherwise always available for character selection. Makeup photos may be submitted to mgmt.aftermath@gmail.com.

LIMITED (L)

Races marked by (L) follow the same guidelines as Restricted races but are also considerably rarer as a species within the world of Aftermath. Limited races have brief windows of availability for character selection and will require far more dedication to their roleplay. Periodically, available Limited races will be announced and may be claimed on a first come, first serve basis by following the same process as Restricted races. Once the makeup for the race is approved, Plot and Management will go over the race's lore with you to ensure you understand the race's culture and background as well as go over your backstory. This does not limit your character to a predefined background, but merely allows you to have a full understanding of the race.

RACIAL MODIFICATIONS FOR AFTERMATH

GYPSY

The Gypsy race and its associated abilities are removed from play. The culture around the Gypsy race has been shifted to be a standard human race.

HOBLINGS

As the Evaluate Item and Disarm Trap skills are removed from the game, Hobblings no longer gain these skills for free. Instead, Hobblings gain the Thrown Weapon weapon skill for free and may purchase Craftsman skills at half cost.

AQUATIC ELVES

The Sea Elf race has been modified into the Aquatic Elf race for the Aftermath campaign. With this, Aquatic Elves may also hail from rivers, swamps, and lakes in addition to seas and oceans. This modifies the Aquatic Elf makeup requirement. The make-up of a freshwater elf is required to have hues of blue and green whereas a saltwater elf is required to have hues of blue and grey. Additionally, Aquatic Elves start with the skill Speak with Animals (Aquatic Animals) for free.

STONE ELVES

The Stone Elf race make up requirements have been modified for the Aftermath campaign. Stone elves are required to have grey skin with white or black angular lines.

TWO-HANDED WEAPON RESTRICTIONS LIFTED

All races may purchase and use two-handed weapons without restriction. Races that have previously listed Two-Handed weapons as a restriction instead must pay double build cost for the skill.

AFTERMATH EXCLUSIVE RACES

STRAAD (R)

Straad are a subrace of humans that have endured and grown immune to the effects of the blight through exposure. This advantage has come at a tremendous cost however, as all Straad carry with them some form of physical or mental malady. The average life span of a Straad is much less that of a normal human as most Straad succumb to their illness before their time. The Straad are as versatile as their human counterparts and can find themselves in all walks of life. The other races may regard them as lesser, but within Straad culture only the strong have a right to anything.

MAKE-UP AND COSTUMING REQUIREMENTS

All Straad carry a mild form of albinism and so all exposed skin is required to be pale. Additionally, they must have darkened shadows beneath their eyes as well as grey or black lines on all exposed skin as representing the tainted blood flowing through their veins. Straad are encouraged to choose a physical or mental struggle that aids in defining their character. Representations of these struggles must be done respectfully and if turned into parody, the character's race will be pulled.

INHERENT ADVANTAGES

The tainted nature of the Straad has given them a resistance to traditional healing magics and allows them to buy the Resist Healing/Curing skill, purchasable once every five levels (3 maximum). Should the Straad be a Dark Knight or Necromancer, the character may go over this limit using the specialty school method in addition to their racial resists. Because of their harsh upbringing, Straad may also purchase the Resist Emotion skill. All Straad are naturally immune to the Blight.

INHERENT DISADVANTAGES

Due to their deformities, Straad suffer -1 Starting Body and -5 Maximum Body. Because of their exposure to blight, all Straad are permanently Desecrated. See "Desecration" on page 89 of the core rulebook for more information. The desecration running through their veins prevents the Straad from casting Curing or Healing magics and because of such, they may never specialize as a Healer. This additionally causes all Straad to have some level of mental instability and unpredictability.

LIZARDKIN (R)

Lizardkin are a variety of scaled humanoids native to the deserts and swamps of Radeves. This proud and hardy race are one of the few who carry an immunity to the Blight. Lizardkin are a highly superstitious people who revere the stars above as harbingers of fate. Their culture is tribal in nature and their people as whole tend to avoid cold climates as they are highly vulnerable to the temperature.

MAKE-UP AND COSTUMING REQUIREMENTS

Lizardkin are required to have visible patches of colored scales on their skin and face. They may optionally have ridges and a scaled tail.

INHERENT ADVANTAGES

Because of their hardy nature, Lizardkin receive +2 Starting Body Points and +5 to Maximum Body Points. This resilience also affords them immunity to natural diseases and the Blight. This resilience does not confer to magical disease, however. Due to their superstitious nature, all Lizardkin begin play with the Astrology (Astrology) skill for free.

INHERENT DISADVANTAGES

Lizardkin are highly vulnerable to the cold. While in cold environments or after taking body damage from an ice or cold based effect, the Lizardkin will be unable to run or use the "Dodge" skill as well as suffer a -4 penalty to strength or damage for ten minutes. This effect cannot be ended early by healing magics or effects and must run its course to be end.

GOBLIN (R)

Goblins were once a race enslaved by the larger goblinoid races but have since gained their freedom and reestablished themselves as masters of trade and treasure. Goblins are known for their greed and hordes. In goblin culture, he who has most is king. To steal from a goblin is a mistake only ever made once.

MAKE-UP AND COSTUMING REQUIREMENTS

Goblins are required to have all exposed skin be colored green. Additionally, all Goblins are required to have a large, pointy nose. Goblins tend to dress gaudily to show off their wealth and by implication, their power.

INHERENT ADVANTAGES

Goblins may purchase the Waylay, Herbal Lore, and Poison Lore skills at half cost. Because of their underhanded nature, they begin play with the Pick Locks skill for free. Goblins deal +2 damage with Small Weapons.

INHERENT DISADVANTAGES

Because of their small size, Goblins suffer -2 Starting Body Points and -5 to Maximum Body Points. Additionally, this causes them to have a hard time wielding large weapons and they must pay double Build cost for the 2-Handed Blunt, 2-Handed Sword, Polearm and 2-Handed Mastery skills.

LEYONUS (L)

The Leyonus are a mysterious humanoid race who have strong ties to the elements. Every Leyonus has connection to a specific element and those of matching elements tend to flock together. Those not of the Leyonus's kin, however, may find them quite difficult to interact with. Leyonus are a xenophobic kind and have little interest interacting with those not of their tribe.

When creating a Leyonus, you must first pick either Fire, Ice/Water, Lightning/Air, or Stone. Once chosen, this may never be changed.

MAKE-UP AND COSTUMING REQUIREMENTS

Leyonus are required to have facial tattoos depicting the color and nature of their element. Fire Leyonus must use warm shades of orange and red. Ice/Water Leyonus must use cool shades of blue. Lightning/Air Leyonus must use bright shades of yellow and white. Stone Leyonus must use earthy tones such as browns and greens.

Leyonus must also have a pair of stubby, crystalline horns matching the color of their element.

INHERENT ADVANTAGES

Due to their magical nature, all Leyonus begin play with the Read Magic skill for free. Additionally, Leyonus may begin play specialized into Elementalists column. They may also purchase a Resist keyed to their element. This resist is specific to whichever element was chosen by the Leyonus (e.g. A Fire Leyonus can purchase three Resist Fire). One resist may be purchased every five levels to a maximum of three resists. Because of their strong affinity for their element, Leyonus take half damage from their element.

INHERENT DISADVANTAGES

Because of their natural instincts, Leyonus have difficulty conjuring earth magics. As a result, they pay double cost for the First Aid and Healing Arts skills. Leyonus may never specialize an Earth column in any way. A Leyonus may never cast magic opposite of their element. For example, an Ice/Water Leyonus may never cast the Flamebolt spell or cast the Elemental Burst spell naming Fire. Additionally, Leyonus take double the amount of damage they normally would from their opposite element.

CLASSES

KNIGHT AND DARK KNIGHT

The Knight and Dark Knight subclasses are modified for the Aftermath campaign. Both subclasses are no longer required to reach full Knight or Dark Knight status before being allowed to purchase skills other than racial resists, Lores, or Craftsmen skills. Additionally, all new Healer and Necromancer spells added to the Aftermath Campaign are added to the Path of Healing and Path of Necromancy spell lists. Knights and Dark Knights may submit their own Knightly Code of Conduct for approval from Management. All custom Codes of Conduct must include the following restrictions in one form or another:

KNIGHT

- A Knight may not lie or be intentionally deceitful.
- A Knight may not perform sneak attacks, surprise attacks, or ranged attacks.
- A Knight must respect all other Knights.
- A Knight may not be cowardly but may also not be foolishly suicidal.
- A Knight must protect the weak.

DARK KNIGHT

- A Dark Knight may not lie.
- A Dark Knight may not perform sneak attacks, surprise attacks, or ranged attacks.
- A Dark Knight must respect all other Knights and must shun those who fail to live up to their own ideals.
- A Dark Knight may not be cowardly but may also not be foolishly suicidal.
- A Dark Knight must accumulate power and eliminate weakness.

RANGER

The Ranger subclass is modified for the Aftermath campaign. The subclass is no longer required to reach full Ranger status before being allowed to purchase skills other than racial resists, Lores, or Craftsmen skills.

SORCERER

The Sorcerer class has been removed from the Aftermath campaign.

SPECIALTY COLUMNS

The Druid and Healer specialty columns no longer have the restrictions regarding Undead and Necromancers.

JOBS

The Aftermath campaign has a system for increased specialization outside of your class called Career Path. Using the Career Path system, characters may take on Jobs that offer increased specialization for those who dedicate themselves to a specific direction. Jobs distributed by plot and management. Please see the Career Path System supplement on our website or Facebook page for more information on Jobs.

AFTERMATH'S GAME SYSTEM

LIFE FORCE

Aftermath characters may never obtain more than 10 lives at any one point in time. Additionally, characters may purchase no more than 5 lives per year via the gob store.

COMBAT

ENDING COMBAT

A combat officially ends when a character has taken no offensive or defensive actions in direct engagement with opponent(s) for at least 10 seconds. The spirit of the rule is that if opponents are continuing to attempt to engage you, you are still in combat.

SEARCHING

Searching in Aftermath has been modified. Searching now requires a three count "Searching 1, searching 2, searching 3..." If requested to describe your search by a player character, you are only required to perform this count once.

UNTRAINED MARTIAL SKILLS

Any character may pick up any one-handed or small weapon and defend themselves with it. When a weapon is used in this way, it may only call base damage. Two-handed weapons, shields, and missile weapons cannot be used in this fashion. Only one weapon may be wielded if untrained. Florentine and two-weapon wielding are not permitted when untrained. Untrained characters may still activate spell strikes and other magical enchantments of a one-handed or small weapon provided they have knowledge of it and it is not already expended.

THRESHOLD

The Threshold mechanic is removed from the game. Any and all game materials (e.g. monster abilities, NPC descriptions, and items cards/tags/scrolls) that provide a statement concerning a threshold value are retroactively rewritten to be understood as a statement concerning toughness. If the material already provides a toughness statement, the greater of the two values (toughness or threshold) becomes the new toughness.

NEW TAGLINE AND EFFECT – STUN

Any attack paired with this tagline will disorient the target for three (3) seconds, causing them to move at half speed and preventing them from attacking or defending themselves. The target may not be given a Killing Blow until subdued. This effect may be blocked by a weapon or shield, unless packet delivered. The Stun effect may be caused by a powerful concussive blow or an underhanded trick such as sand to the eyes. While under this effect, the victim will behave as if dazed or recovering. Undead, Elementals, and Constructs are unaffected by the Stun effect.

EXPANDED ITEMS AND SPELL STRIKES

Expanded items and spell strikes are changed to be "per event" instead of per reset. Logistics will specially annotate expanded spells and spell strike spells on the player's spell cards and provide tags for those spells which require them.

PRODUCTION LABS AND FORGES

Production Labs and Forges must be physically represented and may be purchased through the gob store as well as obtained in play. Production Labs may only increase the effectiveness of the first twenty points of production. Forges may increase the effectiveness of Armorsmithing or allow for the production or improvement of weapons and armor.

MODERN LARP BOFFERS

Aftermath accepts the use of Plastidip and Latex boffers so long as they are approved by the Head of Security or Management.



CHARACTER DEVELOPMENT

EXPERIENCE POINTS

The Aftermath campaign has modified the Experience Point (EP) value. Aftermath recognizes one copper piece as one experience points for the purposes of logistics. Ten copper pieces are equivalent to one silver piece. Ten silver pieces are equivalent to one gold piece. While one copper may equal one EP for logistical purposes, the actual value of an EP when trading amongst characters will vary from person to person.

CHARACTER RESPENDS

NEW PLAYER RESPEND

A character may be respend if this is the player's first, second, or third event. After the third event, the player may not respend their character again unless using the methods listed below. Responds in this fashion may alter any characteristic of the character including skills, name, origin, race, and class.

BUILD RECONFIGURATION

A player may sacrifice 10% of their build on the character they wish to respend in order to reconfigure their build. This allows a character to change classes and reallocate their build as they wish. This does not allow a character to change races, purchase restricted skills, or pick up new crafts or lores that the character did not already possess.

GOB STORE

A player may purchase a character respend from the [Gob Store](#). This allows a character to change classes and reallocate their build as they wish. This does not allow a character to change races, purchase restricted skills, or pick up new crafts or lores that the character did not already possess. The first respend purchased in a calendar year is 500 gob. Any further responds on the same character within the same year are increased to 1000 gob.

CHARACTER HALF-OUT

If a player wishes to abandon his or her character, that player may transfer fifty percent of the character's build into a new level 3.5 character. The player must turn in all in-play items the abandoned character possesses to Management. Those items are considered removed from the game permanently. Players may only use this respend between events. It may not be used during an event. This character becomes property of SOLAR Aftermath and may never be played independently again if this option is taken.

BETWEEN GAME POINTS

Aftermath utilizes a Between Game Points system for character interactions with the world between events. Each month, characters who have attended the most recent event will receive an amount of points equal to the number of full weeks between events. Each point represents the amount of actions that can reasonably be taken within a week. Example of these actions include but are not limited to learning or teaching a Craft or Lore, exploring outside of the city walls, or working for a guild or NPC to earn a wage. BGPs must be submitted no later than ten days before the event. Submissions for BGPs may be sent to Plot.Aftermath@gmail.com.

SKILLS

Many skills have been added, removed, or modified for the Aftermath campaign.

REMOVED SKILLS

The following skills are no longer available for purchase and have been removed from the Aftermath campaign:

- Create Scroll
- Create Potion
- Master Scroll-Maker
- Master Potion-Maker
- Evaluate Item
- Disarm Trap
- Gypsy Curse

MODIFICATIONS

SKILL GOLD COST REMOVAL

Skills no longer require any logistical gold cost to learn. Any skill that references a gold cost to learn is considered a restricted skill for the purposes of character responds. Characters may still demand a price to teach a skill, but it is no longer a logistical requirement.

HEALING ARTS CLARIFICATION

The Healing Arts skill has received an important clarification outlined in the Rules call section.

SPELL SLOT PURCHASE METHOD

Once a four wide spell column has been reached, spells must be purchased in a columnar format outlined on page 210 of the core rulebook. The pyramidal format may no longer be used once a four wide has been reached.

ENHANCED STRENGTH

The Enhanced Strength skill may be purchased up to two times before restrictions take effect. Strength gained from racial advantages counts towards these two purchases. Additionally, Herbal Lore and Poison Lore are no longer restricted when purchasing this skill. Alchemy and Poison production are still prohibited if purchasing more than two points of this skill.

CRITICAL SLAYS

Critical Slays may now be purchased for every two points of Enhanced Strength purchased. Critical Slays obtained in this method may be used with any weapon the character possesses the appropriate weapon skill for, with the exception of Crossbows. Strength gained from racial advantages counts towards this progression.

NATURE'S STRIKE

The Nature's Strike skill now instead enables a Ranger to call innate magical damage with claws or weapons made from a natural material (wood, bone, stone, and derivatives.) For all intents and purposes, these weapons are rendered indestructible as long as they are in the Ranger's hands.

ARMORSMITHING, CREATE ALCHEMY, CREATE POISON

The twenty-level limit of the Armorsmith, Alchemy, and Create Poison skills have been removed. You may now purchase as many levels of these skills as you would like. In the case of Alchemy and Create Poison, Production Labs will only increase the effectiveness of the first twenty levels purchased.

For example, James the Rogue has thirty levels of Create Poison and a standard production lab. The production lab will double the first twenty levels to forty and he will then add the remaining ten levels to that total, giving a total amount of production of fifty points.

ARMORSMITH CRAFTING

The core rulebook lists several materials that the armorsmith may craft weapons and shields out of utilizing uses of the Armorsmith ability. Silver and gold weapons and shields may not be crafted in this way. Any weapons or shields created in this way are considered low quality and may not be enchanted or enhanced with crafting recipes.

JEWELCRAFT

The core rulebook lists several materials that the jewelcrafter may create jewelry. Silver and gold jewelry may not be crafted in this way. Any jewelry created in this way is considered low quality and may not be enchanted or enhanced with crafting recipes. Some crafting recipes require the Jewelcraft skill.

The Jewelcraft skill may be used to socket and unsocket gems. This takes five minutes and does not consume a usage of the skill.

MASTER ALCHEMIST

This skill now allows Vorpel Coatings, Oil of Slipperiness, and Paste of Stickiness to be applied in only fifteen seconds. Master Alchemist may also be purchased once for every twenty levels of Alchemy the character possesses. Each additional purchase of the Master Alchemist skill allows the alchemist to apply one additional Vorpel Coating to their weapon. Only one coating may be used per combat, but in this way a Master Alchemist with three levels of the skill could apply three Vorpel Coating and get into three combats before reapplying.

The Master Alchemist skill is also required to purchase Transmutation and some recipes may require uses of the skill.

MASTER POISONER

This skill may now be purchased once for every twenty levels of Create Poison that a character possesses. Each additional purchase of Master Poisoner will grant an additional daily production of Blade Venom. The Master Poisoner skill is required to purchase Transmutation and some recipes may require uses of the skill.

MASTER ARMORSMITH

This skill may now be purchased once for every ten levels of Armorsmith that a character possesses. Every purchases of Master Armorsmith will increase the rate at which armor can be repaired by five points per minute. The first purchase will increase it to ten per minute, the second to fifteen per minute, and so on. Items that decrease the time it takes to repair armor will not decrease the amount of armor repaired.

Additionally, some crafting recipes may require a use of the Master Armorsmith skill. When utilizing armor recipes that do not require the use of the Master Armorsmith skill, the smith may

expend a use of the Master Armorsmith skill to shift the result of the recipe down one alteration after the pull is made.

MASTER WEAPONSMITH

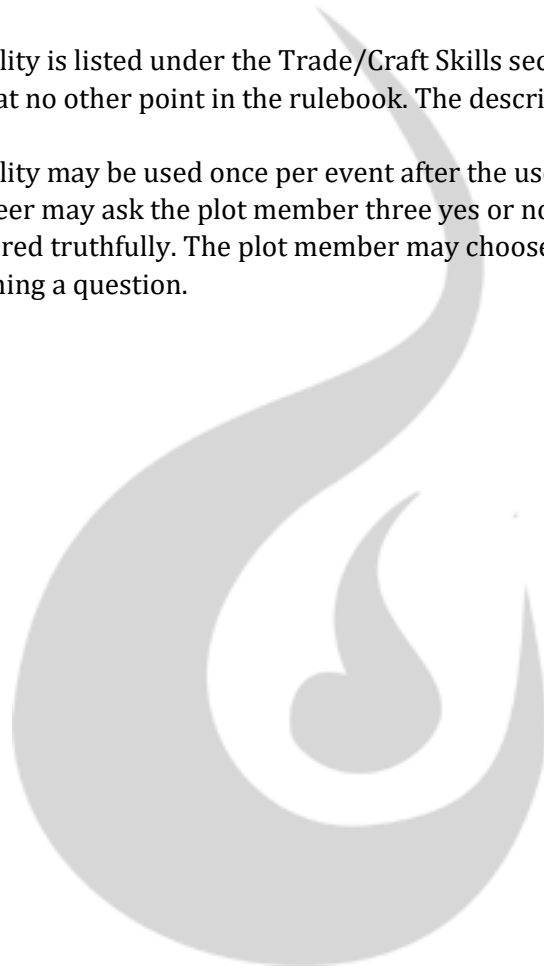
This skill may now be purchased once for every ten levels of Armorsmith that a character possesses.

Some crafting recipes may require a use of the Master Weaponsmith skill. When utilizing weapon recipes that do not require the use of the Master Weaponsmith skill, the smith may expend a use of the Master Weaponsmith skill to shift the result of the recipe down one alteration after the pull is made.

MASTER SEER

The Master Seer ability is listed under the Trade/Craft Skills section of the Core rulebook on page 168 but is referenced at no other point in the rulebook. The description of the ability is as follows:

The Master Seer ability may be used once per event after the use of an Astrology skill. After receiving the reading, the Seer may ask the plot member three yes or no questions related to the reading that must be answered truthfully. The plot member may choose to deny questions that are too specific without consuming a question.



NEW SKILLS

Skill Name	Warrior	Subclasses	Rogue	Scholar	Templar	Prerequisites
Infuse Focus	6	6	5	3	4	Level 1 Spell Slot
Craft Wand	6	6	5	2	3	Infuse Focus Level 1
Craft Rod	6	6	5	2	3	Craft Wand
Craft Staff	6	6	5	2	3	Craft Rod
Transmutation Level 1	6	6	4	5	6	Master Alchemist or Master Poisoner
Transmutation Level 2	6	6	4	5	6	Transmutation Level 1
Transmutation Level 3	12	12	5	6	8	Transmutation Level 2
Transmutation Level 4	12	12	6	7	10	Transmutation Level 3
Transmutation Level 5	18	18	6	7	10	Transmutation Level 4
Transmutation Level 6	18	18	7	8	12	Transmutation Level 5
Transmutation Level 7	24	24	8	9	14	Transmutation Level 6
Transmutation Level 8	24	24	8	9	14	Transmutation Level 7
Transmutation Level 9	30	30	9	10	16	Transmutation Level 8

CRAFT WAND

The Craft Wand skill allows a player to create a wand of such craftsmanship that it can be used as a magical focus. Wands store a maximum of 20 spell levels worth of Infusions. To cast a spell out of a wand, the caster must physically hold the wand, state "Activate!" and then cast the spell as normal. Wand phys-reps must be between 8 and 12 inches in length. Wand phys-reps may never be used to block or strike an opponent.

A character with this skill may only create one wand between events. Players must pay Head of Tags one copper to craft a wand and once paid, Tags will provide a card for the wand. If a player possesses Craft Rod or Craft Staff, he must choose which type of focus to create between events. Only one type of focus can be crafted between events.

CRAFT ROD

The Craft Rod skill allows a player to create a rod of such craftsmanship that it can be used as a magical focus. Rods store a maximum of 30 spell levels worth of Infusions. To cast a spell out of a rod, the caster must physically hold the rod, state "Activate!" and then cast the spell as normal. Rod phys-reps must be between 13 and 18 inches in length. Rod phys-reps may never be used to block or strike an opponent.

A character with this skill may only create one rod between events. Players must pay Head of Tags three copper to craft a rod and once paid, Tags will provide a card for the rod. If a player possesses Craft Wand or Craft Staff, he must choose which type of focus to create between events. Only one type of focus can be crafted between events.

CRAFT STAFF

The Craft Staff skill allows a player to create a staff of such craftsmanship that it can be used as a magical focus. Staves store a maximum of 40 spell levels worth of Infusions. To cast a spell out of a staff, the caster must physically hold the staff, state "Activate!" and then cast the spell as normal. If a player possesses the Staff weapon skill, he or she may wield his or her staff as a weapon. The stored spells must still be cast as normal and may not be delivered as a strike.

A character with this skill may only create one staff between events. Players must pay Head of Tags five copper to craft a staff and once paid, Tags will provide a card for the staff. If a player possesses Craft Wand or Craft Rod, he must choose which type of focus to create between events. Only one type of focus can be crafted between events.

INFUSE FOCUS

The Infuse Focus skill allows a caster to infuse a focus with spells between events. Each time this skill is purchased, the number of spell levels the character can infuse into a foci between events is increased by one. A character may purchase Infuse Focus up to twenty times. Characters may turn in a Vial of Quicksilver, a special substance found in-play, to logistics during check-in to double the amount of spell levels they can infuse for the event. Quicksilver does not allow a player to exceed the maximum spell levels a focus can naturally store. Infusions last one year. After one year, the infused spell dissipates, and the tag must be destroyed.

To infuse a focus with a spell, the caster must be able to cast the spell from memory. Only one caster may infuse a focus between events. Any character with a 1st Level Spell Slot may concentrate on the focus for sixty seconds to identify the contents of the focus. Infused spells may

be transferred to another focus on a three count (Transferring 1, Transferring 2, Transferring 3) so long as the target focus has the space for the spell.

Casting a spell from a focus requires the character to be able to cast spells of the same level and type from memory. The character does not need to have the spell recorded in their spell book but must be able to cast the spell normally. For example, a character who only has a Confinist column may not cast Healer spells from a focus.

In the core rulebook, any spell that may be put into an item may be put into a focus.

TRANSMUTATION

Transmutation is a special nine-level skill that requires a teacher for every level. Only one level of this potent skill may be learned per event regardless of the number of build points available on a player's character sheet.

Transmutation is a secretive, powerful art utilized by only the most skilled alchemists and poisoners to create incredibly potent and unique concoctions and experiments.



PRODUCTION

FORMULA BOOKS

Formula books and the ability to Read and Write are required to prepare your daily production. The construction guidelines for formula books are as follows.

You are only allowed one recipe per page, but may be front and back. This includes recipes that are the same but in a different state such as Cure 2 Ingest and Cure 2 Gas. Formula books must be in book format or analogous and may not be single loose sheets of paper.

All formula pages must be stamped by Head of Tags to be valid. When picking up your tags, you must present your formula book to tags for verification. A card will be written for the book at that time along with what it contains. This card may be kept separate from the book and may be shown to tags in lieu of the phys rep, however wherever the phys rep is located is where the actual item is. In the event the item is stolen, a rogue marshal will come to you to receive the card for your book.

Recipes may be copied from one book to another at no cost, so long as you possess the appropriate lore and the ability to Read and Write to do so. Herbal Lore for Alchemy and Poison Lore for Poisons. When beginning play, new players will be given a new player formula book containing most of the standard recipes for their production type.

Alchemy and Poison Recipe pages must contain the following:

- Recipe Name
- Recipe Cost
- Form (Gas/Solvent/Etc.)
- Duration
- Alchemy or Poison Notation (A/P)
- Description is optional, but highly encouraged.

REMOVED PRODUCTION

The following Alchemical Solutions and Poisons are removed from play:

- Love Poison
- Love Poison #9
- Love Poison #9 Antidote
- Cause -2 Ingest
- Cause -4 Ingest
- Cause -12 Ingest
- Cause -4 Gas

MODIFIED PRODUCTION

BERSERK GAS AND INSTANT DEATH GAS

The Berserk Gas and Instant Death Gas formulas must be found in play before they may be produced by a character.

ANTIDOTE ELIXIR AND GAS

The core rulebook description states that the Antidote Gas/Elixir will neutralize the effects of any ingested or gas poisons that have not become permanent. This is expanded to include the Poison, Inflict Poison, and Purify Blood (if Desecrated) spells. It will also neutralize Blade venom, Poison tag lines, ingested or gaseous poisons, alcohol, and any other Toxin effect, but not Blight effects.

OIL OF SLIPPERINESS

The time to apply this solution is reduced to thirty seconds, fifteen with Master Alchemist. Additionally, this substance may now only be used in a marshaled situation. A rogue, plot, or mod marshal must be present when utilizing this solution.

PASTE OF STICKINESS

The time to apply this solution is reduced to thirty seconds, fifteen with Master Alchemist. Additionally, this substance may now only be used in a marshaled situation unless being applied to one's own weapon. A rogue, plot, or mod marshal must be present when utilizing this solution.

VORPAL COATINGS

The time to apply this solution is reduced to thirty seconds, fifteen with Master Alchemist. Vorpal coatings will now last for one entire combat.

CAUSE GAS

The cost of Cause 2 Gas is reduced from 2 production points to 1 production point. Cause 4 gas is removed from the game.

FORGET-IT-WELL AND FORGET-ME-NOT

When this poison is administered, the target will reconcile the details they are presented with in the 1-10 word phrase remembered in place of the memory in order to make the phrase make sense to themselves.

NEW PRODUCTION

PRESERVATION FLUID

A new alchemical solvent called Preservation Fluid has been added to the Aftermath campaign. This solvent costs 4 Alchemy production points to create. Preservation Fluid takes thirty seconds to apply or fifteen seconds for a Master Alchemist. When used on a deceased creature or other organic material, it will prevent that creature from decaying further or dissipating. It will not affect dissipation time or potential life loss and a creature may still receive appropriate life restoring effects within their normal dissipation time. The preservation is permanent after the dissipation time has passed.

TRANSMUTATION

The art of transmutation is one-part science and one-part mysticism. A mage might trade his soul for power and knowledge, but the transmutist looks inward—deep into the bonds that make up the world all around us. Everything is connected. Everything is part of a greater whole. With a bit of tinkering, bone becomes steel, water becomes light, and rules become suggestions.

The pursuit of the true transmutist is to learn how the bonds that make up our world can be broken down and reassembled while not poisoning, transmuting, or blowing themselves to bits in the process.

Formal transmutation is based upon the premise of using different in-game ingredients to create powerful poisons, concoctions, and solutions. Each of these comes by transmuting the ingredients using a transmutation cube.

These rules layout the first formal transmutation system in SOLAR. First, a character must obtain either Master Alchemist or Master Poisoner status. Recipes within Transmutation may call for one or the other or both to complete a given formula.

TRANSMUTATION CUBES

A transmutation first starts with a crucible or vessel for their formula, the humble Transmutation Cube. Each formula will require a certain complexity of cube defined as levels. A level one cube may be capable of simple recipes where a level four cube may be capable of completely disobeying natural laws. The more complex the recipe, the more advanced cube is required. Transmutation Cubes may be created by skilled alchemists or obtained by barter.

RECIPES

Every transmutation formula comes in the form of a recipe. The recipe will outline the necessary ingredients and methods needed to replicate the desired result. If the recipe is performed incorrectly, disastrous results may occur.

SOLSTONES AND LUNESTONES

In order to power the reaction within the Transmutation Cube, a formula will call for a specific number of Solstones or Lunestones. These special stones act as batteries to charge the cube with specific energies key to the success of the formula. Unless specifically listed in the recipe, these stones are burned out following the success or failure of a given transmutation attempt.

CATALYSTS

Special ingredients called catalysts may be used to increase or decrease reactivity in a transmutation attempt. Solstones and Lunestones may be used as catalysts though other, more secretive and efficient ingredients may be used once discovered.

ATTEMPTING A TRANSMUTATION

When attempting a transmutation, the player will go out of play and locate a Formal Marshal. The Formal Marshal will go with the player to wherever their character is attempting the transmutation. They will request to see the character's skill tags to confirm they are skilled enough to attempt the transmutation. Then they will request to see the following items to confirm the recipe has what it requires:

- The Transmutation Recipe being attempted
- Any listed ingredients for the formula
- Any solstones or lunestones being used
- Any catalysts being used
- Any other relevant cards or job abilities

Once the marshal has confirmed everything is in place, they will walk the transmutist through the remainder of the process.

MAGIC

SPELL BOOKS

Spell books are required to prepare your daily spell loadout. For Earth realm, the Healing Arts skill is also required. For the Celestial realm, the Read Magic skill is also required. The construction guidelines for spell books are as follows.

You are only allowed one spell per page. Reversible spells such as Cure/Cause Light Wounds may be put on the same page. Spell books must be in book format or analogous and may not be single loose sheets of paper.

All spell pages must be stamped by Head of Tags to be valid. When picking up your tags, you must present your spell book to tags for verification. A card will be written for the book at that time along with what it contains. This card may be kept separate from the book and may be shown to tags in lieu of the phys rep, however wherever the phys rep is located is where the actual item is. In the event the item is stolen, a rogue marshal will come to you to receive the card for your book.

A spell page requires one unit of Spell Ink per level of spell and a source book to copy the spell from. Anyone with the Read Magic (Celestial) or Healing Arts (Earth) skill may copy the spell so long as they have access to a spell book with the spell to be copied and enough units of Spell Ink. This must be done at Check In or Reset with Tags.

Spell Pages must be scribed with Spell Ink that may be purchased from the Gob Store, Mage's Guild, Merchant's Guild, Alchemist's Guild, or other players. Spells may also be scribed by the Mage's or Healer's Guild. The standard rate for Spell Ink is one EP to one unit of Spell Ink, but may vary depending on the circumstance.

New players will begin play with a new player spell book provided by Tags. This new player spell book may be turned into Tags when creating their own spell book to copy the spells from it for free.

Your spell book is not required to be on your person to cast spells. You must study your spell book for at least ten minutes during reset in order to reset your tags. Reading a spell book requires the Read Magic (Celestial) or Healing Arts (Earth) skill. When preparing spells, only one person may use a spell book at a time. Multiple people may prepare from the same spell book during a reset so long as time allows.

BGP Mods require you to bring your spell book if you are to prepare spells for the mod, however they are not required to be on your person at all times.

A spell book may contain any number of spells or types of spells, regardless of realm or specialty.

Spell Pages must contain the following:

- Spell Name
- Spell Level
- Spell Realm and School (EG, EH, ED, EN, CG, CE, CC)
- Spell Type (Enchantment/Mind Effecting/Confining/Etc.)
- Duration
- Verbal
- Description is optional, but highly encouraged

UPDATES TO SPELL COLUMNS

All Celestial columns have had the following spells added:

- Identify
- Invisibility

The Druid specialty column has had the following spells added:

- Fey Blessing
- Zone of Kindred Spirits
- Diablerie

The Healer Specialty column has had the following spells added:

- Curse of Ineptitude
- Blessing of Repose

The Necromancer Specialty column has had the following spells added:

- Curse of the Cilice
- Corpse Trap
- Curse of Roses
- Curse of Ineptitude
- Blessing of the Grave
- Diablerie

The Necromancer specialty column has had the following spells removed:

- Cause Light Wounds
- Cause Wounds
- Cause Disease
- Cause Serious Wounds
- Poison
- Cause Critical Wounds
- Waste
- Death

REMOVED SPELLS

The following spells have been removed from the Aftermath campaign:

- Minor Spell Shield (CG, CE, CC 4)
- Spell Protection (EG, EH, ED, EN 4)
- Ward (CG, CE, CC 9)

MODIFIED SPELLS

SPELL DURATION

Any spell that has a duration of 5 Days instead has the duration of 1 Event. In play, one event is defined as 48 hours.

CELESTIAL (ALL)

SHIELD

Extra armor points increased from 4 to 10.

ARMOR

Extra armor points increased from 8 to 15.

ENCHANTED BLADE

Damage bonus decreased from +2 to +1 but now lasts for an entire combat once activated.

WIZARD LOCK

The Wizard Lock spell is modified for the Aftermath campaign. The updated version is as follows:

<i>Wizard Lock</i>	
Level 7	CG, CE, CN
Type: Protection Duration: 1 Event	Item: Y
Verbal: "I build a wizard's lock that none may enter without the key"	
<p>The Wizard's Lock spell allows the caster to seal any door or object that can reasonably be opened and shut.</p> <p>When the spell is cast, a lock with a unique key is created. The lock is permanently fixed to the object where the caster desires. The key appears in the lock and may be removed by anyone. To raise the Wizard's Lock and seal the object, the key must be removed from the lock. The Wizard's Lock can be lowered by returning the key to the lock. The Wizard's Lock can also be temporarily lowered by a living creature holding and touching the key to the object and maintaining this contact. If this contact is removed while the door or object is open, the Wizard's Lock will remain lowered until the door or object is shut. The Wizard's Lock may be raised and lowered as many times as necessary.</p> <p>There is no visual effect for an active Wizard Lock spell. Only air and the spirits of Dead characters may move through doors or objects sealed with this spell. Wizard Locks used on a door apply towards the room's protections maximum. When this spell is used on an object rather than a room or building, those particular Wizard Locks do not count against the maximum protections of a building.</p> <p>The key must be uniquely constructed and approved by a Rogue Marshal at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved key, one does not have a Wizard's Lock.</p> <p>Please note this spell can be disjunctioned and the key can be held and stolen by anyone.</p>	

CELESTIAL (ELEMENTALIST)

ELEMENTALIST VERBAL UPDATE

The following list of spells offer a choice of either fire, ice, or lightning when casting the spell. These spells may now include the choice of stone when casting the spell.

- Elemental Arrow
- Elemental Blade
- Elemental Blast
- Elemental Dart
- Elemental Fury
- Elemental Maelstrom
- Fire/Ice/Lightning Shield
- Storm Blade

ELEMENTAL BLADE

The damage bonus for the Elemental Blade spell has been reduced from +4 to +2 but now lasts for an entire combat once activated.

STORM BLADE

The damage bonus for the Storm Blade spell has been reduced from +8 to +4 but now lasts for an entire combat once activated.

ELEMENTAL BURST/MAELSTROM/FURY

The Elemental Burst, Maelstrom, and Fury spells are modified for the Aftermath campaign. Their updated version are as follows:

<i>Elemental Burst</i>	
Level 2	CE
Type: Elemental and Fire, Ice, Lightning, or Stone Duration: Instant	Item: Y
Verbal: "I summon forth a burst from the Leyline of <element>"	
<p>The Elemental Burst spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and gain the ability to throw unlimited "5 <element>" packets. The caster must begin throwing the packets within three seconds after completing the spell verbal and must throw the packets consecutively in no more than three second intervals. Failing to throw a packet within three seconds, taking body damage while the spell is active, casting another spell, being incapacitated, or moving one's right foot will all end the spell. This damage must be packet delivered and may not be touch cast.</p> <p>Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning/Stone Shield, and the Resist Elemental skill will.</p>	

<i>Elemental Maelstrom</i>	
Level 5	CE
Type: Elemental and Fire, Ice, Lightning, or Stone Duration: Instant	Item: Y
Verbal: “I summon forth a maelstrom from the Leyline of <element>”	
<p>The Elemental Maelstrom spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and gain the ability to throw unlimited “10 <element>” packets. The caster must begin throwing the packets within three seconds after completing the spell verbal and must throw the packets consecutively in no more than three second intervals. Failing to throw a packet within three seconds, taking body damage while the spell is active, casting another spell, being incapacitated, or moving one’s right foot will all end the spell. This damage must be packet delivered and may not be touch cast.</p> <p>Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning/Stone Shield, and the Resist Elemental skill will.</p>	

<i>Elemental Fury</i>	
Level 8	CE
Type: Elemental and Fire, Ice, Lightning, or Stone Duration: Instant	Item: Y
Verbal: “I summon forth a Fury from the Leyline of <element>”	
<p>The Elemental Fury spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and gain the ability to throw unlimited “20 <element>” packets. The caster must begin throwing the packets within three seconds after completing the spell verbal and must throw the packets consecutively in no more than three second intervals. Failing to throw a packet within three seconds, taking body damage while the spell is active, casting another spell, being incapacitated, or moving one’s right foot will all end the spell. This damage must be packet delivered and may not be touch cast.</p> <p>Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning/Stone Shield, and the Resist Elemental skill will.</p>	

CELESTIAL (CONFINIST)

IMPRISON CLARIFICATION

The caster must be within arm’s reach of a target it wishes to killing blow or lower an Imprison on. They need not make physical contact, but they must be within arm’s reach.

FORCE ARMOR

Extra armor points increased from 15 to 30.

SHACKLE

The Shackle spell now has an additional effect. The updated version of Shackle is as follows:

<i>Shackle</i>	
Level 9	CC
Type: Enchantment Duration: Line of Sight	Item: Y
Verbal: "I bind you to this plane with shackles of force."	
<p>The Shackle spell binds the target to this plane in a corporeal state; the target may not phase, rift, teleport, jump into shadows, etc. The only means of escaping is to break Line of Sight. This spell does not affect gaseous form or Mistform.</p> <p>A Shackled target takes twice the time to break confining effects as it would normally take. For example, a troll struck with a Web spell would require 12 seconds to break rather than the normal 6. This has no effect on creature's ability to snap confining effects.</p>	

EARTH

BLESS

Temporary body increased from 4 to 8.

GREATER BLESS

Temporary body increased from 8 to 12.

SUPERIOR BLESS

Temporary body increased from 16 to 20.

STONESKIN

Extra armor points increased from 15 to 30.

CURSE OF INEPTITUDE

Curse of Ineptitude has been added to the Healer and Necromancer spell list. The spell has also been modified for the Aftermath campaign. The updated version is as follows:

<i>Curse of Ineptitude</i>	
Level 6	EG, EH, EN
Type: Cursing Duration: Line of Sight	Item: Y
Verbal: "I curse you with ineptitude."	
<p>The Curse of Ineptitude spell causes the target to be generally inept in combat, making it very difficult to connect with his opponents. This reduction in combat effectiveness causes the target to call half the damage he would normally be capable of.</p> <p>If affected by Weakness or another strength reducing effect, the Curse of Ineptitude would take effect last. For example, if an ogre calling 10 Normal is hit with a Curse of Ineptitude, he would then call 5 Normal. If he were subsequently struck with a Weakness, he would then instead call 3 Normal as the Weakness would have reduced his strength by 4 (from 10 Normal to 6 Normal) and then halved the damage (from 6 Normal to 3 Normal).</p> <p>Note, effectiveness is reduced, inherent strength bonus is not so that a victim would still be able to break confining as it normally would</p>	



NEW SPELLS

CELESTIAL

<i>Identify</i>	
Level 4	CG, CE, CC
Type: Enchantment Duration: Instant	Item: Y
Verbal: "I pierce the veil of truth to reveal the answers I seek."	
<p>This spell will cause the caster to know the target's true race and active enchantments that are not magically masked. When used on an inanimate object, this spell reveals all active enchantments on the object that are not magically masked. This spell may also potentially reveal additional information about the object at plot's discretion.</p> <p>To cast this spell, the caster must sit with the object in a meditative pose for five (5) minutes prior to reciting 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.</p> <p>Once the meditation period is over, the verbal correctly said, and the item touched, the target or a plot member must disclose their true race or the active, unmasked enchantments on an item.</p>	

<i>Invisibility</i>	
Level 5 – Caster Only	CG, CE, CC
Type: Enchantment Duration: 10 Minutes	Item: Y
Verbal: "I veil myself in a cloak of invisibility."	
<p>This spell will cause the caster to vanish from sight as the spell bends light around them. While invisible, the caster must remain motionless or the spell will immediately end.</p> <p>The caster's own vision blurs so badly that he loses all depth perception and ability to discern obvious characteristics with any accuracy. To denote one is invisible, the player must stand with his arms crossed above his head. When the effect ends or wears off, the caster must slowly lower their arms and announce his appearance to any onlookers by stating "Becoming visible 1, Becoming visible 2, Becoming visible 3." This count must be performed even if the spell breaks from movement.</p> <p>This spell purely visible and will not hide tracks, the caster's scent, prevent magical detection, or prevent others from bumping into the caster.</p> <p>A caster may activate stored or innate abilities while invisible provided they do not require movement or speech.</p>	

EARTH

<i>Curse of the Cilice</i>	
Level 3	EN
Type: Cursing Duration: Line of Sight	Item: Y
Verbal: "I hex you with the curse of the cilice."	
<p>This curse punishes the target with extreme pain if the target moves. If the victim moves after the curse is cast, he or she will suffer 18 points of direct body damage. For the purposes of this spell, moving constitutes taking a step, rotating one's body, swinging a sword, or casting a spell. Simple actions such as speaking, nodding, or breathing will not cause the spell to trigger. This curse will interrupt any spell caster's incantation and their spell will fizzle due to breaking concentration.</p> <p>After the hex is triggered, it is expended, and the victim is no longer under the hex. If the victim of a Curse of the Cilice spell receives a Dispel Lesser Magic (C,3), Dispel Greater Magic (C,6), Disrupt Enchantments (E,6), Remove Curse (E,8), Disjunction (C,8), or resurrects, curse is removed.</p>	
<i>Corpse Trap</i>	
Level 4	EN
Type: Cursing Duration: 5 minutes Target: A dissipating corpse	Item: Y
Verbal: "I curse this corpse to deliver a deadly trap."	
<p>The Corpse Trap spell curses a corpse in the process of dissipation (a body that has reached Dead status) with a painful hex, dealing 24 points of direct body damage to the first caster who casts Life, Death (if Desecrated), or Revive on it. If triggered in this way, the Life, Death, or Revive does not take effect. The corpse can still receive a Life, Death, or Revive following the explosion. Corpse Trap may be removed by Disrupt Enchantments (E,6), Dispel Greater Magic (C,6), Disjunction (C,8), or Remove Curse (E,8).</p>	

<i>Fey Blessing</i>	
Level 4	ED
Type: Curing and Enchantment Duration: Ten Minutes or Instant	Item: Y
Verbal: “I call upon the fey spirit to throw off Ordune’s Bane.”	
<p>The Fey Blessing spell grants the target temporary immunity to Blighted Zones and Mutations. This temporary immunity will only prevent accumulation of any further Mutations and will not disable any current Mutations. Additionally, the target is permanently cured of one Level 1 Blight Mutation if they possess any. If the target possesses multiple Level 1 Blight Mutations, the caster may choose which Mutation to cure.</p> <p>When cast against heavily Blight-tainted creatures, Straad, or those with Level 3 or higher Blight Mutations this spell will also deal 20 points of body damage.</p>	

<i>Blessing of Repose</i>	
Level 6	EH
Type: Protection and Curing Duration: 1 Event	Item: Y
Verbal: “With the essence of Life, I grant you a blessing of repose.”	
<p>The Blessing of Repose spell will protect the target in the event that they are grievously injured. This spell will activate one minute after the recipient has reached bleeding out status and restore them to one body. If the wearer is reduced to dead status before the spell can activate, the spell dissipates.</p> <p>This spell is a specialty shield and is subject to their rules. See “Wearing Active Spells” (Page 100 of the core rulebook) for more information on stacking spell shields and order of stacking protection.</p>	

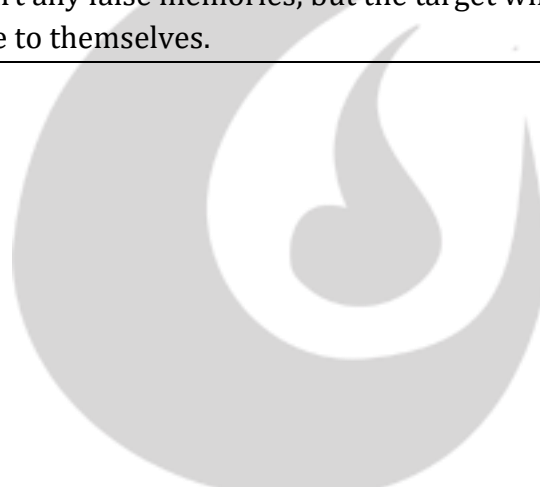
<i>Zone of Kindred Spirits</i>	
Level 7	ED
Type: Protection Duration: Ten Minutes	Item: Y
Verbal: "I entreat the spirit of the wild to suffuse this earth with power."	
<p>The Zone of Kindred Spirits spell creates a temporary zone that protects any living inhabitants from the effects of Blight exposure. To cast a Zone of Kindred Spirits, 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.</p> <p>All targets in the zone are granted immunity to the Blight so long as they remain in the zone. Any time-based effects from the Blight are reset and all Healing effects are returned to normal. Blight Mutations are temporarily disabled while in the zone, but any body lost from body reduction effects is not restored and is immediately lost upon exiting the zone.</p> <p>Heavily Blight-tainted creatures, Straad, and those with Level 3 or higher Blight Mutations cannot enter the zone. However, weapons, spells, and gases may enter and leave the zone freely.</p>	

<i>Curse of Roses</i>	
Level 7	EN
Type: Cursing Duration: 1 Event	Item: Y
Verbal: "I curse to suffer the thorns of necromancy."	
<p>The Curse of Roses causes the victim to receive only half of the body from any spell or effect that would restore body to the victim. This includes healing, beneficial cures and causes, curative alchemy, or any other source of healing. Curse of Roses may be removed by Disjunction (C,8), Remove Curse (E,8), or by resurrecting.</p>	

<i>Blessing of the Grave</i>	
Level 8 – Caster Only	EN
Type: Protection Duration: 1 Event	Item: Y
Verbal: “I shield you from the perils of mortality.”	
<p>The Blessing of the Grave spell protects the caster from the next Mind-Effecting or Metabolic effect cast upon him. Only one Blessing of the Grave may be active at a time. When struck with an effect that would expend the protection, the player must announce "Blessing of the Grave" to denote the protection absorbed the attack and dissipated.</p> <p>This spell is a specialty shield and is subject to their rules. See “Wearing Active Spells” (Page 100 of the core rulebook) for more information on stacking spell shields and order of stacking protection.</p>	

<i>Diablerie</i>	
Level 8	ED, EN
Type: Enchantment Duration: 1 Event Target: Up to two living creatures	Item: N
Verbal: “I bind the essence of the fallen to mine own.”	
<p>The Diablerie spell protects the targets from Blight exposure and Mutations. If the target already has accumulated Blight Mutations, the spell will temporarily disable them. All Blight Mutation effects will resume immediately when the spell’s duration ends.</p> <p>To cast this spell, the caster must perform a ritual over the duration of five minutes during which they must offer a sacrifice of a natural creature. The caster must maintain focus on the ritual and if the caster takes body damage or breaks focus while attempting it, the ritual immediately fails. Once cast, each target affected must draw a single red line between the eyebrows to simulate blood.</p>	

<i>Necromantic Fugue</i>	
Level 8	EN
Type: Mind Effecting Duration: 5 Minutes until Permanent	Item: Y
Verbal: “By the power of entropy, I wither your memory.”	
<p>This spell causes the victim to fall into a fugue state for five minutes. During this time, the victim is entirely helpless and may be dealt a killing blow. At the end of the timer, the victim will lose the last thirty minutes of his memory, including the time spent while in the fugue state. The victim must survive the entire five minutes of the spell’s duration or the spell does not work.</p> <p>The spell effect may be countered if the victim is targeted by any of the following spells before the five-minute timer is complete: Disjunction, Remedy, Renew/Waste, Heal Mortal Wounds, or by reaching Dead status. Once the spell completes its duration, the effect is permanent and cannot be restored without the aid of Formal Magic.</p> <p>Once the spell effect is permanent, the victim will only recall hazy, nonspecific details of the thirty-minute span of lost time, e.g. “Where were you?” might be answered very generically (“around town” or “in the tavern.”) Specific recollection is impossible, e.g. “Did you see him take the gold?” would elicit responses such as “No” or “I don’t recall that.” This spell does not impart any false memories, but the target will reconcile the foggy memories to make sense to themselves.</p>	



THE BLIGHT

The Blight is an ever-looming threat to the people of Radeves and the city of Aftermath. It is responsible for the decaying state of the world.

BLIGHTED ZONES

The following table lists effects and descriptions of Blighted Zones. Effects from a Blight Zone begin the moment a zone is entered and persist until leaving the zone. There are even more powerful zones than what are listed below, but those will not be made public until discovered. Plot Marshals will declare when a Blighted Zone is being approached by offering a description of the area. They will then remind you of any effects that occur while entering the zone.

Blight Level	Max Body	Strength	Damage over Time	Extra Effect	Description
0 (Close to Blight)	-	-	-	-	Colors in the area begin to desaturate
1	-5	-	-	-	A light fog clings to the ground
2	-5	-1	-	Can't run or use Dodge	The fog thickens and the air becomes heavy
3	-10	-1	1/minute	Die in an hour	The fog begins to become caustic and burns as it's breathed in

BLIGHT MUTATIONS

The danger of the Blight isn't over once you are out of the zone. Sometimes, the Blight may stick with you. After exiting a Blighted Zone, the Plot Marshal will ask you "High or Low?" and record your response. This determines your safe zones on a d20 when determining if you contract an effect from the Blight. Blight Mutations have an onset time and may not appear right away. Mutation strength will directly correlate to the strength of the Blighted Zone.

RULES CALLS

This PDF will be updated periodically with rules calls and clarifications. This section will detail those calls and updates.

FEBRUARY 2019

BERSERK ORDER OF OPERATIONS

From page 291 of the core rulebook:

"The Berserk poison causes the victim to attack the nearest person or creature, friend or foe, within sight, to the best of his ability, for ten (10) minutes. Once subdued, the character is no longer berserk. This poison may be cured by appropriate healing magic (see above) or the proper antidote being administered."

In the past, "to the best of his ability" has been interpreted as a "top down" effect, meaning a berserked person would use their most powerful abilities (Fatal Blows, 9th Level Spells, etc.) first. The Aftermath campaign is choosing not to adopt this interpretation. Instead, simply try to be as effective as possible without restraint. It is not a requirement to use your most powerful abilities, but you should earnestly be attempting to murder the closest target to the best of your ability.

Additionally, there was some confusion over what constitutes "subdued." Page 77 of the core rulebook strictly defines "subdued" to Unconscious, Waylaid, Bleeding to Death, Slain, or Dead. Unconscious is further defined on page 75, being the result of being reduced to 0 is only able to be fixed by healing one body or one minute of the First Aid skill. This is not the same as a Sleep or Trance spell. Therefore, we are ruling that Sleep, Trance, Paralyze, Confining, Poison, and similar incapacitating effects that do not reduce you to Unconscious, Waylaid, Bleeding to Death, Slain, or Dead **do not** end the berserk effect.

CONCENTRATION AND DRAGGING

It was brought into question whether one could drag a body or contest strength while maintaining an Elude Undead spell, which is a duration concentration spell.

From page 98 of the core rulebook:

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

This is a difficult call, as concentration specifically forbids attacking and activities which require the caster's concentration, but allows blocking, and it brings into question whether dragging constitutes an activity which requires concentration. For simplicity, we are ruling that dragging is an action that will break concentration.

SEPTEMBER 2019

HEALING ARTS CLARIFICATION

From page 196 of the core rulebook:

"The Healing Arts skill allows a character to determine the health of another character (i.e., is he diseased, poisoned, etc.) and how many Body Points the character is below his maximum number of Body Points (not the character's maximum number of Body Points). To obtain this information, the character with the Healing Arts skill must place his hand upon the character being diagnosed and say, "Healing Arts—what's your status?" It does not allow the character to detect any Formal Magic effects on another character nor any effects that cannot be determined by physical examination, and conscious characters may resist this attempt. See the Health Status section for more information."

As a clarification, if an effect does not explicitly state a visible symptom or behavior, it can not be detected by the Healing Arts. If the spell lists an explicit behavior or visible emotional response such as sleeping, crawling, immobilization, or fear, it may be detected with the Healing Arts skill.

Effects that do not have an explicit visual effect may not be detected with the Healing Arts skill. This includes, but is not limited to the following:

- All Cursing Effects
- All Charming Effects
- Truth, Honesty, and Lie
- Forget-It-Well and Forget-Me-Not poisons
- Necromantic Fugue after the initial 5 minutes
- Slow Poison
- Shackle