



# AFTERMATH CAMPAIGN RULES ERRATA

October 3, 2016

This document serves as the designation of SOLAR: Aftermath's official rules source. In keeping with our sister campaigns of Clanthia and Cerroneth, we adopt the rules platform from the Cerronethian rulebook version 3.0 and supplement it with our addendum below. Once a formal rulebook has been created for the Aftermath campaign, this memorandum will be superseded. Staff and marshals shall continue to enforce the rules as per the October 19, 2014, memorandum "Rulebooks, errata, and field guidance."

All previous editions of this memorandum are superseded.



## **ADDENDUM**

These addenda are hereby adopted.

### *RACES OF TYRRA*

Characters of Aftermath are limited to the following list of races. Races marked by “(R)” are considered restricted races. Players wishing to play a restricted race must acquire approval by the Head of Logistics, Assistant General Manager, or General Manager.

- Human
- Mountain Dwarf
- Hobblings
- Gnomes (R)
- Surface Elf
- Aquatic Elf (R)
- Half-Orc
- Half-Ogre
- Sarr (R)
- Wilder
- Straad
- Lizardkin

The following races are removed from player selection at character creation.

- Gypsy
- Stone Elf
- Wild Elf
- Sylvan Fey
- Unseelie Fey
- Bright Faeries
- Dark Faeries
- Drae
- Shadow Dwarf
- Fendari

### **Straad Racial Details**

Human subset. **Racial Disadvantages:** must role-play a physical or mental deformation. -5 max body. Cannot cast healing/curative. **Racial Advantages:** Resist Emotion (3 maximum, 3 Build Points each), Resist Curatives/Healing (3 maximum that stack with specialty caster class resists, 3 Build Points each). **Special Racial Characteristics:** Desecrated to begin, immune to environmental blight effects. **Make-up Requirement:** dark, hollow shadows beneath the eyes, pale skin (represents mild albinism), and faint black veins on the skin.



The most common lore about the Straad comes from a book written by Brother Barrick, a reputed scholar from the Pilorean Empire.

An excerpt from Brother Barrick's Observances:

*“They are a clan-based society who makes their home in the mountains bordering the Wastelands. Locating them purely through physical evidence left behind from their rangings has been exceptionally difficult due to weather and the limitations of the stony terrain. I have encountered four groups of them ranging from 6 to 14 persons per unit. They follow the eldest male, who I shall refer to as “Sharp Nose” because of an apparent deformity in his body’s shape. He is the mightiest among his group, which no doubt keeps the others’ discipline in check. Strength appears to rule within the Straad clans....”*

Brother Barrick’s continued studies in his notes that compiled Observances:

*“Each clan’s leader is part of a larger network of clans who cooperate to survive the harsh, mountainous environment they live in. Cooperation between clans is, at best, flimsy. Competition for scarce resources often comes to blows, but rarely death. The Straad are a chaotic people and appear to have no formal system of law except “might makes right.” ... The men and women resemble normal humans, but with two exceptions: they have the Scourge like that which plagues the Unseelie Fey, and all seem to exhibit some type of physical deformity related to birth. No doubt an affliction from the Scourge.”*

The final recovered writings:

*“Their language is difficult to decipher at first, but upon listening, it is a form of the common tongue – a highly antiquated and highly accented form of it. One linguistic word of caution: there is no word for altruism in their language. This surely spawns from their familiarity with the Scourge and their inability to tap the Good Earth. Based on their oral history, they are a people who wandered from the Wasteland into the mountains, that they might escape the horned invaders. They have an extensive oral history that I will attempt to record for future study, but getting them to open up to me has proven difficult....”*

### **Lizardkin Racial Details**

Lizardkin are a curiosity of Radeves. This hardy race emerged from the deserts and dark places across after the onset of the Blight. From what is known of their history, the lizardkin are not wholly reptilian in nature. Sightings of lizardkin are growing more common. A superstitious people, the lizardkin speak of growing up beneath the stars of the vast wastelands and claim that their race’s fate is written in night sky.

**Racial Disadvantages:** Lizardkin’s mutation leaves them vulnerable to cold and cold-based effects. They suffer the same effect as if struck by a Weakness (E,4) spell, duration 10 minutes, when hit by cold-based spells or environmental effects. **Racial Advantages:** +5 starting body. Immune to disease. Begin play with Astrology (free). **Special Racial Characteristics:** Immune to



environmental blight effects. **Make-up Requirement:** scaly patches of skin (required); bone ridges (optional).

## Gypsy

Gypsy is removed from play as a race characters (even experienced characters) can begin as. It has been shifted to a racial template that must be acquired through in-play means. All gypsy currently having played at least one event by January 2017 are grandfathered into the template.

## Sea Elves

The sea elves of SOLAR are augmented in Aftermath. Sea elves can also hail from freshwater.

**Make-up Requirements:** the toxic effects of Blightfall on the world's water systems has stained sea elves and freshwater elves. Freshwater elves have a green-blue-gray pallor while ocean-going elves have a blue-gray-black pallor. **Special Racial Characteristics:** sea elves get the skill Speak with Animals (Sea life) for free at character creation.

### *CLASSES OF AFTERMATH*

The available class list of Aftermath remains unchanged except with the addition of the Monk class.

## Monk

These soft-spoken martial artists strive to attain the highest levels of purity and focus through trial and rigor. Many may band together to form clans while others will strike out on their own to find the enlightenment they seek in solitude. The life of a monk is ruled by a simple code. Any monk players are expected to adhere to this roleplay or risk losing their class and being forced to respond by the game and suffer a Build Point penalty.

- Master your mind, body, and soul. Each will wither without training. Training is the path to enlightenment.
- Honor your enemies with purity of contest and do not sully your honor through trickery.
- Speak only when necessary. The words you speak should be all that needs saying.
- Fill your life with experiences and knowledge, not material wealth.

Monks gain two (2) body points per level. Monks cannot gain more than fifty-five (55) body points or wear greater than 35 points of armor. Monks gain one (2) body points each time he or she purchases Fortify. Monks may purchase one (1) Assassinate/Dodge/Dodge Block for every two (2) Critical Slays they have. The build cost for this skill is the same as listed in the rulebook addendum or core rulebook for warriors. Note: monks may not use the Assassinate option—only the Dodge or Dodge Block. Monks may never purchase more Weapon Proficiencies than they have Lore skills (to symbolize their great pursuit of training and balance) until a monk possesses ten (10) lores. After that, monks may purchase Weapon Proficiencies as they wish without having to purchase an accompanying lore. Training allows Monks to easily wield two weapons, and so Monks gain Florentine and Two-Weapon for free. Monks disdain the use of poisons and other “soulless” means



of achieving victory. Monks must pay double Build Points for Craft Poison and may only use the Dodge skill of an Assassinate/Dodge.

Throughout a Monk's life-long pursuit of self-perfection, he or she develops some supernatural abilities. All of a monk's abilities are self-only and cannot be cast on others. Note: Monk's supernatural abilities are innate. A monk may activate his or her innates as long as he or she is conscious regardless of other status effects. Stacking rules apply (see "Wearing Active Spells" page 106 of the rulebook).

Innate	Level	Build Cost
Bless (Self Only)	3	1
Endow (Self Only)	3	2
Cure Disease (Self Only)	4	2
Greater Bless (Self Only)	6	3
Greater Endow (Self Only)	8	3
Purify Blood (Self Only)	10	Free
Stoneskin (Self Only)	10	4
Remedy (Self Only)	12	4
Restore Limb (Self Only)	14	5
Renew (Self Only)	16	5
Still Mind - Resist Emotion	25	Free

### *LIFE FORCE*

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

### *DAILY SPELL MEMORIZATION*

Aftermath characters do not require a spell book to memorize their daily spells. The arcane formula for weaving mana into a spell is imprinted onto a caster's avatar (magical self) through a secretive ritual known to few. This fact makes scrolls extremely valuable. To gain new spells, characters may petition the Mage's Guild. Between events, characters undergo the imprinting ritual. At check-in of each event, a character must pay Logistics one (1) copper piece for each spell he or she wishes to



add to his or her character’s list of available spells. When a spell is added, that spell is annotated to their character’s permanent spell list. There is no known way to remove a spell from a caster’s avatar once it is imprinted.

New characters begin with up to ten (10) spells imprinted. The level and quantity of imprinted spells may never exceed the level and quantity of slots he or she possesses. Example: if Nicodemus the Rogue purchased a small celestial spell column at character creation, 3/2/1, he could start the game with three (3) first level spells, two (2) second level spells, and one (1) third level spell already imprinted. After his first event, he would have to purchase more imprints from the Mage’s Guild.

*ALCHEMY AND POISON RECIPE BOOKS*

Recipe Books are no longer required.

*EXPANDED MAGICAL ITEMS AND SPELLSTRIKES*

Expanded items and spellstrikes are changed to be “per event” instead of per reset. Logistics will specially annotate expanded spells and spellstrike spells on the player’s spell cards and provide tags for those spells which require them. Example: Nicodemus the Rogue possesses a dagger with a Spellstrike: Poison. He may use this spellstrike only once per event, NOT per reset period.

*PRODUCTION*

Potion Crafting and Scroll Crafting are removed from the game. Four new skills are added to the game:

Skill	Warrior	Knights/ Ranger/ Monk	Rogue	Scholar	Templar	Sorcerer	Prereq/Misc
Craft Wand*	6	6	5	2	3	2	
Craft Rod*	6	6	5	2	3	2	Craft Wand
Craft Staff*	6	6	5	2	3	2	Craft Rod
Infuse Foci*	6	6	5	3	4	3	Max. 20

\* Requires a teacher

**Two-handed Weapon Restrictions Lifted**

All racial restrictions on the purchase and use of two-handed weapons is rescinded.

**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. To cast a spell out of a wand, the caster must physically hold the wand, state “Activate! <Spell Verbal>”, then throw or touch-cast the intended spell. Touch-casting requires player permission to touch. Wand phys-reps must be at least eight (8) and no more than twelve (12) inches in length. Phys-reps may never be used to block or strike an opponent.



A character with this skill cannot create more than one wand between events. Players must pay the tags marshal one copper to craft a wand. In exchange the tags marshal will give the player a game card with a MyLARP control number<sup>i</sup>. 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**

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. To cast a spell out of a rod, the caster must physically hold the rod, state “Activate! <Spell Verbal>”, then throw or touch-cast the intended spell. Touch-casting requires player permission to touch. Rod phys-reps must be at least thirteen (13) and no more than twelve (18) inches in length. Phys-reps may never be used to block or strike an opponent.

A character with this skill cannot create more than one rod between events. Players must pay the tags marshal three copper to craft a rod. In exchange the tags marshal will give the player a game card with a MyLARP control number<sup>i</sup>. 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**

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. To cast a spell out of a staff, the caster must physically hold the staff, state “Activate! <Spell Verbal>”, then throw or touch-cast the intended spell. Touch-casting requires player permission to touch. If a player possesses the Staff weapon skill, he or she may wield his or her staff as a weapon, however, the stored magic cannot be released this way.

A character with this skill cannot create more than one staff between events. Players must pay the tags marshal seven copper to craft a staff. In exchange the tags marshal will give the player a game card with a MyLARP control number<sup>i</sup>. 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.

### **Master of Wandcraft**

Prerequisite(s): Craft Staff, Jewelcraft, Special

Masters of wandcraft can create wands, rods, and staves of such quality that the spell capacity of their foci increases beyond those of mere journeyman. This skill allows a character to incorporate silver, gold, mithril, and gems into their wands, rods, and staves. Players must turn in raw materials to logistics during check-in to get the card for their master-crafted focus. A focus cannot be made of more than one exotic material, but gem stones can be added to all focus types. The table below explains the spell level capacities and material costs for master foci.



Type	Silver	Gold	Mithril	Gems	Material Cost	Misc
Wand	29	47	101	+4/unit	1 unit	Max. gemstone capacity: 2 units
Rod	39	57	111	+4/unit	2 units	Max. gemstone capacity: 4 units
Staff	49	67	121	+4/unit	3 units	Max. gemstone capacity: 6 units

The game card for any master crafted focus must include the following information, or the card will be invalid:

- Master Focus: <Material Type>
- Maximum Spell Levels: <##>
- Created by: <Character name & player name>
- Created on: <date>
- MyLARP Control Number
- Logistics Marshal's printed name & signature

Special: characters must pay a sum of twenty-five silver pieces and must find and gain permission to access the specific university, college, guild, or academy that teaches this skill. The character's teacher may require additional in-play tasks before he will teach the character. Plot marshals cannot grant players permission to learn this skill without paying the silver piece cost.

### Infuse Focus

This skill allows a caster to infuse a focus with spells between events. Any infused spell will be stored in the focus for up to one year<sup>ii</sup>. Each time this skill is purchased, the number of spell levels the character can infuse into a foci between events is increased by one (1), i.e. if this skill is purchased twenty (20) times, the character may infuse up to twenty spell levels of battle magic into his or her focus. A character may purchase Infuse Focus no more than 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 he or she can infuse for the event. Alternatively, players may pay Logistics the market rate for Quicksilver at check-in to double their infusion maximums. 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 infusion dissipates. 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. Once a focus is infused with spells, the item becomes property of SOLAR. Any character who bonds a focus gains immediate knowledge of the spells stored within it. Once a spell is infused into a focus, it cannot be transferred out of the focus to another focus.





Casting a spell from a focus requires the player to be able to cast spells of the same level and type from memory. The character need not have the spell imprinted, however. Example: Nicodemas the Rogue has a focus with a Fear (E,3) stored in it. Because Nicodemas is not capable of casting 3rd level earth spells from memory, he cannot tap the stored magic.

Any spell that cannot be made into a Potion, Scroll, or enchanted into an item cannot be infused into a focus.

### **Gypsy Curse**

The *Gypsy Curse* skill description is reworded to the following:

This skill allows a Gypsy to place a limited curse on another character; but at a terrible price. The curse befalls the unfortunate character who delivers the killing blow/strike/spell or the last person to inflict bodily harm to the gypsy prior to gypsy reaching the end of his dissipation count (this includes the gypsy's final death). The curse lasts until the cursed character dies and is resurrected, or the curse is removed by in-play means. A gypsy curse cannot be removed by the Remove Curse (E,8) spell.

### *FORGES & LABS*

Forges and labs can be purchased from logistics. Forges and labs are now ranked. Each rank allows two persons to use the forge or lab between events. The cost to build a forge or lab is three gold per rank<sup>iii</sup>. To have a forge or lab, one must have a game card with a valid MyLARP control number. The card will list the rank of the lab or forge. To receive any benefit from one's lab or forge (e.g. to receive bonus armor points from ore, or to double one's production) a player must not exceed the maximum number of users afforded by the forge or lab's rank and must pay the Tags marshal five copper for materials (e.g. coal, borax, herbs, acids, beakers, etc).

### *POISONS*

Berserk Gas is removed from play.

Love and Love Poison #9 are removed from play<sup>iv</sup>.

### *ALCHEMY*

Love Poison #9 Antidote is removed from play<sup>iv</sup>.

### *MONEY*

Aftermath acknowledges Copper pieces as its base unit of coined money. Ten (10) copper pieces can readily be exchanged in place of one (1) silver piece, Aftermath's second unit of coined money. The final money recognized in Aftermath is the gold piece, worth ten silver pieces. Where the rulebook states a silver piece cost, copper pieces are hereby substituted except as noted in the conversion rates. One copper piece is also the equivalent of one experience point (EP).



### *UNTRAINED MARTIAL SKILLS*

Every character may pick up any one-handed weapon (small weapons included) and defend or call base damage with it. 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 is not permitted when untrained. Note: untrained characters may still activate spell strikes and other magical enchantments of a weapon provided the weapon is bonded and appears on their Bonded Items list.

### *SPECIAL ABILITIES GRANTED BY PLOT*

During the course of a plot member's story, a plot member may bestow special abilities to a character as a reward or as a function of the story arc. All such abilities are temporary and cannot extend beyond one year without approval from Head of Plot. Special abilities must be written on a 3x5" index card, dated, and signed by the awarding plot member. The plot member's name must also be printed legibly on the card.

### *SKILL COSTS*

The skill costs for the Monk Class are the same as Warriors except where prohibited or modified by class disadvantages or racial disadvantages.

Master Potion Maker and Master Scroll Maker are removed from play.

### *NECROMANCER SPECIALIZATION*

The following spells are removed from the Necromancer's spell list:

- Cause Light Wounds (C,1)
- Cause Wounds (C,2)
- Cause Disease (E,3)
- Cause Serious Wounds (E,4)
- Poison (E,5)
- Cause Critical Wounds (E,6)
- Waste (E,8)
- Death (E,9)



## SPELLS

The following spells are added.

<b>Identify</b>	
<b>Level: 4</b>	<b>CG,CE,CC</b>
<b>Type: Divination</b>	<b>Foci: N</b>
<b>Duration: Instant</b>	<b>Item: N</b>
<b>Verbal: <i>"I pierce the veil of Fate to reveal the answers I seek."</i></b>	
<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.</p>	
<p>To cast this spell on an object, 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, players or a plot member must disclose their true race or the active, unmasked enchantments on an item.</p>	

<b>Identify</b>	
<b>Level: 5</b>	<b>EG,ED, EH, EN</b>
<b>Type: Divination</b>	<b>Foci: N</b>
<b>Duration: Instant</b>	<b>Item: N</b>
<b>Verbal: <i>"I appeal the keeper of truth to grant me insight."</i></b>	
<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.</p>	
<p>To cast this spell on an object, 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, players or a plot member must disclose their true race or the active, unmasked enchantments on an item.</p>	



<b>Invisibility</b>	
<b>Level: 5 – Caster Only</b>	<b>CG</b>
<b>Type: Alteration</b>	<b>Foci: N</b>
<b>Duration: 10 Minutes</b>	<b>Item: N</b>
<b>Verbal: “I veil myself in a cloak of invisibility.”</b>	
<p>This spell will cause the caster to vanish from sight as the caster’s spell bends light around him. While invisible, the caster must remain very still or the spell will end. The caster’s own vision blurs so badly that he loses all depth perception and ability to discern obvious characteristics with any accuracy. This distortion is bad enough to prevent the caster from attacking others while invisible. 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 slowly lower his arms and must announce his appearance to any onlookers by stating “becoming visible 1, becoming visible 2, becoming visible 3” to describe to onlookers the strange sight of light untangling itself around a figure.</p>	
<p>Note: this spell affects the visible spectrum only. It will not hide tracks or the caster’s scent; prevent magical detection, or prevent another person or thing 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>	

<b>Curse of the Cilice</b>	
<b>Level: 3</b>	<b>EN</b>
<b>Type: Cursing</b>	<b>Foci: Y</b>
<b>Duration: 10 Minutes</b>	<b>Item: Y</b>
<b>Legal Target: Any creature</b>	
<b>Verbal: “I hex you with the curse of the cilice.”</b>	
<p>This curse punishes the victim(s) to with extreme pain if the victim moves. If the victim moves after the curse is cast, he or she will suffer ten (10) body point damage. For the purposes of this spell, “moves” constitutes taking a step, rotating one’s body, swinging a sword, or casting a spell. Other actions such as speaking, nodding, breathing, etc... will not cause the spell to go off. This curse will interrupt any spell caster’s incantation and their spell will fizzle.</p>	
<p>After the spell goes off, 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>	



### Corpse Trap

**Level: 4**

**Type: Cursing**

**Duration: 5 minutes**

**Legal Target: A dissipating corpse**

**Verbal: "I curse this corpse to deliver a deadly trap."**

**EN**

**Foci: N**

**Item: N**

Corpse Trap enchants a corpse in the process of dissipation (a body that has reached Dead status) to explode, dealing 20 points of body damage to the first caster who casts Life (E,9) or Revive (H,9) on it. The corpse can still receive a Life 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).

### Curse of Roses

**Level: 7**

**Type: Cursing**

**Duration: 5 game days**

**Legal Target: Any creature**

**Verbal: "I curse you to suffer the thorns of necromancy."**

**EN**

**Foci: N**

**Item: N**

The Curse of Roses causes its victim to suffer body damage equal to half of the body restored by any Healing or Curing spell the victim receives. Curse of Roses may be removed by Disjunction (C,8) or Remove Curse (E,8).

### Blessing of the Grave

**Level: 8**

**Type: Protection**

**Duration: 5 game days**

**Legal Target: Caster Only**

**Verbal: "I shield you from the perils of mortality."**

**EN**

**Foci: N**

**Item: N**

The target may flash the next Mind-Affecting or Metabolic spell (or spell-like effect) that targets him/her. Only one Blessing of the Grave can be active at a time. Must announce "Blessing of the Grave" when Blessing of the Grave protects the wearer from an attack. This spell is a specialty shield and is subject to their rules. See "Wearing Active Spells" for more information on stacking spell shields and order of stacking protection.



### **Necromantic Fugue**

**Level: 8**

**Type: Mind Affecting**

**Duration: 5 minutes until permanent**

**Legal Target: Any living creature**

**Verbal: *"By the power of entropy, I wither your memory."***

**EN**

**Foci: N**

**Item: N**

Causes 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 (30) 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. 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, or Life/Death/Imbue Death/Revive/Doom. Once the spell completes its five minute count, the effect is permanent and cannot be restored without the aid of Formal Magic. Once the spell effect is permanent, the victim will only recall hazy, nonspecific details of the 30 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.

### **Fey Blessing**

**Level: 4**

**Type: Curing**

**Duration: instant**

**Legal Target: Any living creature**

**Verbal: *"I call upon the fey spirit to throw off Ordune's Bane."***

**D**

**Foci: Y**

**Item: Y**

Removes all extant Blight status effects and restarts the exposure timer.

### **Zone of Kindred Spirits**

**Level: 7**

**Type: Protection**

**Duration: 10 minutes**

**Verbal: *"I entreat the spirit of the Wild to suffuse this Earth with power."***

**D**

**Foci: N**

**Item: N**

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. The spell creates a temporary zone that protects any living inhabitants from the worst effects of blight exposure. While in the zone, no status effects caused by blight exposure accumulate, dissipation time is normal, and all life-restorative spells function normally. Blight-tainted creatures cannot enter the area.



<b>Diablerie</b>	
<b>Level: 8</b>	<b>CG, EN</b>
<b>Type: Enchantment</b>	<b>Foci: N</b>
<b>Duration: One game day</b>	<b>Item: N</b>
<b>Legal Target: Caster Only</b>	
<b>Verbal: "I bind the essence of the fallen to mine own."</b>	
<p>This miniature ritual requires the sacrifice a creature of the wild for temporary immunity to the Blight. Casting requires five minutes. PC must roleplay this spell. Once cast, PC must draw a single red line between the eyebrows to simulate blood. This spell protects the PC from blight exposure and status effects. If the PC already has accumulated Blight status effects, the spell removes them. All Blight status effects will "restart" when the spell's duration ends if the caster is still exposed.</p>	

These spells have been changed for the Aftermath campaign only.

<b>Wizard Lock</b>	
<b>Level: 7</b>	<b>C</b>
<b>Type: Binding</b>	<b>Foci: N</b>
<b>Duration: 1 Event</b>	<b>Item: Y</b>
<b>Legal Target: A lockable object</b>	
<b>Verbal: "I build a wizard's lock that none may enter without the key."</b>	
<p>The Wizard's Lock spell allows the caster to magically "lock" an inanimate object that can logically open and close, e.g. doors, chests, boxes, books, windows, etc. Final adjudication of whether an object can be Wizard Locked falls to a Rules Marshal. When cast, the spell creates a magical key, which must be phys-repped. The key must be uniquely constructed and approved by a Rogue Marshal at Check-In. Without an approved key, one does not have a Wizard's Lock.</p> <p>In addition to the key, when cast, the Wizard Lock creates a magical binding that can be set and unset by the caster. Setting and unsetting the lock is accomplished by touching or not touching the locked object, respectively.</p> <p>To set the lock, the object must be closed, e.g. the window is down or the door is shut. The lock cannot be set nor can the key be removed if the object is open. The lock is set any time the object is closed and the accompanying key is not touching the locked object. When the lock is set, the locked object cannot be opened, shattered, or lock-picked.</p> <p>To unset the lock, the possessor of the key must touch the locked object with the key. There is no verbal cue for Wizard Lock, i.e. one needn't say anything to set or unset the Lock. Only one Wizard Lock may be active on an object. Subsequent castings do not take effect.</p> <p>If Wizard Lock is used to secure a building, the Wizard Lock counts towards the maximum number of wards/cabin defenses that can be placed on a cabin (3). If the Wizard Lock is cast on a building that already have three defenses, the spell fails.</p>	



The following spells are removed from play.

- Ward (C,9)

### *WEIRDS*

During the years of the Blight, people have reported strange phenomenon—people who exhibit strange powers never seen before who then vanish into the night. Left without proper explanation, scholars and scientists have taken to calling these strange powers weirds.

PCs may purchase a weird before reaching 5<sup>th</sup> level or PC forfeits the right to purchase a weird. Weirds may not be purchased during a respawn unless it is a newbie respawn. A character may only have one (1) weird ever--no exceptions. All weirds may be used once per day. All weirds cost five (5) build. To activate a weird, the caster must announce “Channeling one, channeling two, channeling three: <weird name>” at which point the weird’s effect will take place or the caster must throw his or her spell packet at the intended victim. Weirds may never be enchanted into a foci or other magical device. Players can develop weirds through extraordinary plot lines with the approval of Head of Plot.

<b>Discern Truth</b>
<b>Type: Identifying</b> <b>Duration: Instant</b>
Caster only. This weird acts just like the Identify (C,4) spell.

<b>Kinetic Barrier</b>
<b>Type: Protection</b> <b>Duration: Combat</b>
Caster only. This weird mimics the Armor (C,2) spell. It is considered an armor-enhancing spell for the purposes of stacking. See “Wearing Active Spells.”

<b>Stun</b>
<b>Type: Mind Affecting</b> <b>Duration: 3 seconds</b>
Temporarily stuns victim. Victim cannot react to anything for 3 seconds. For the purposes of spell protection, Stun is considered a mind-affecting, 4 <sup>th</sup> level spell, but has no specific school (Earth or Celestial).
Stun is not cumulative, e.g. multiple stuns will not add three more seconds to the victim’s stun count. A victim struck by multiple stuns only resets his/her stun count each time he/she is struck.



**Minor Telekinesis****Type: Binding****Duration: Instant**

May be used quickly manipulate a light object (no more than 20 pounds). Cannot be used for combat purposes or killing blows (too weak). Players must get player permission to use Telekinesis in anyway against another player. "Quickly" means a push or pull action. Extreme dexterity cannot be achieved this way.

**Biorecalibration****Type: Alteration****Duration: Instant**

Caster only. Restores 8 lost hit points.

**Adrenaline Rush****Type: Alteration****Duration: 10 minutes**

Caster only. Caster gains +1 strength for ten minutes.

*CHARACTER RESPENDS*

Aftermath players have three options to respend their build points.

1. New player respend. A character may be re-spent if this is the player's first, second, or third event. After the third event, the player may not respend his/her character again. Responds in this fashion may alter any characteristic of the character including skills, name, origin, race, and class.
2. Build Reconfiguration. A player who wishes to respend may pay logistics 500 gob to do so. This only allows a player to respend build points. The character remains the same in all other aspects.
3. Character Abandonment. If a player wishes to abandon his or her character, that player may transfer fifty (50) percent of the character's build into a new character. The player must turn in all in-play items the abandoned character possesses to logistics. Those items are considered removed from the game permanently. Abandoned characters may NEVER return to the game as NPCs. Players may only use this respend between events. It may not be used during an event.



### *SPELL SLOT PURCHASES*

When purchasing spell slots, after a character reaches a four-column, all further spell slot purchases must be in columnar format. For more information, see “Spell Slot Purchase” page 208 of the main rules corpus.

### *THRESHOLD*

Threshold (main corpus, pg. 135) 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.

### *EVALUATE ITEM*

Evaluate Item is removed from the game. To accommodate races that lose this skill: Hobblings and gnomes may purchase Thrown Weapon at half cost. Gypsies gain Astrology (Tarot) for free. Any skills that require Evaluate Item as a prerequisite will no longer do so (Master Jeweler, Formal Alchemy, etc.).

### *NEW ALCHEMY: EMBALMING FLUID*

Craftskill: Preservation is no longer viable to preserve something that normally decays/dissipates. This will be transitioned to an alchemy that costs 4 production points. The alchemy will not affect dissipation time. Any players who want to may have their build points refunded and the skill removed from their character sheet. The preservation is permanent.

### *GOB STORE*

The item list has been moved completely into MyLARP. Please visit <http://aftermath.mylarp.com/gobstore/catalog.asp> for a complete list.

### *BLIGHT EXPOSURE EFFECTS*

The following list describes the effect exposure to the Blight has on character health. Effects cannot be dispelled or cured until exposure is ended or shielded, at which time all negative effects wear off. Effects are not cumulative. Healing Arts may be used to diagnose the severity of blight exposure. Characters cannot be reduced below one (1) Body Point due to exposure. Undead and constructs are immune to blight exposure and do not accumulate negative status effects.



Exposure Time	Primary Effect	Secondary Effect	Tertiary Effect
15 minutes	-5 max body	-1 strength	-
30 minutes	-10 max body	-2 strength	Dodge may not be used.
45 minutes	-15 max body	-3 strength	-
60 minutes	-20 max body	-4 strength	Dissipation time reduced to 2.5 minutes.
75+ minutes	-25 max body	-5 strength	Once dead, no restorative magic will return PC to life. PC will resurrect if they reach Dead status.

### **THE FORMAL ART OF TRANSMUTATION ALCHEMY**

The art of alchemy is one part science and one part mysticism. A mage might trade his soul for power and knowledge, but the alchemist 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, steel becomes bone and water becomes blood.

The pursuit of the true alchemist 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. Let the true alchemist beware!

Formal alchemy is based upon the premise of using different in-game ingredients to create powerful potions, dyes, ointments, salves, or solutions. Each of these comes by transmuting the ingredients using a transmutation cube..

These rules layout the first formal alchemy system in SOLAR. The first hurdle an alchemist must leap to becoming a transmutist is to attain Master Alchemist status.

#### *TRANSMUTATION CUBES*

The second hurdle is the creation of a transmutation cube. This is a gradient skill, much like formal magic. At each odd level, up to 9, the alchemist is capable of crafting cubes of a higher quality and crafting more complex solutions. At each odd level, the alchemist’s cube can draw power from one more solstone or lunestone to fuel its reactions. Transmutists beware! Cubes have been known to explode if a particular reaction goes awry.

#### *CREATING A TRANSMUTATION CUBE*

A player may only create one transmutation cube per month. A transmutation cube costs 2 gold per level. The player receives a card for his or her cube from logistics. For instance, a player who wishes to create a Level 5 transmutation cube must pay logistics 10 gold pieces before receiving a card for a Level 5 cube. Players may only purchase transmutation cubes immediately after they’ve checked in. A transmutation cube is a Controlled Item in SOLAR: Aftermath. All transmutation cubes must have a MyLARP control number.



### *SKILL COSTS*

The following table lists the requisite skills needed to attain the highest levels of transmutation.

Skill Name	Warrior & Monk	Rogues	Templars	Scholars
Read/Write*	6	4	3	3
Herbal Lore*	4	4	4	4
Master Alchemist*	8	4	6	4
Create Alchemy level 20*	120	60	100	60
Transmutation Level 1; Create Level 1 Cube	6	4	6	5
Transmutation Level 2	6	4	6	5
Transmutation Level 3; Create Level 2 Cube	12	5	8	6
Transmutation Level 4	12	6	10	7
Transmutation Level 5; Create Level 3 Cube	18	6	10	7
Transmutation Level 6	18	7	12	8
Transmutation Level 7; Create Level 4 Cube	24	8	14	9
Transmutation Level 8	24	8	14	9
Transmutation Level 9; Create Level 5 Cube	30	9	16	10

\* denotes the skill is a pre-requisite for all Transmutation levels.

### *SOLSTONES AND LUNESTONES -- BATTERIES OF ALCHEMY*

The third hurdle is the collection and correct use of special stones to power the reactions that will take place within the cube. Solstones and lunestones resonate with energy harnessed from the sun and moon, respectively. All solstones and lunestones “burn out” after they are used in a ritual unless otherwise specified on a scroll.

### *RECIPES*

The fourth hurdle is the recipe. A recipe is a jealousy guarded secret. The exact inputs determine the outputs. If the alchemist does not get the recipe just right, an uncontrolled reaction can occur that damages his cube or worse.

### *INCUBATION*

The last hurdle is time itself. All reactions require time to incubate within the transmutation cube. Each recipe needs its own time.

### *CATALYSTS*

Catalysts may be used to alter the recipes. Every catalyst will alter the reactivity factor of a recipe. Catalysts may never cause a reactivity factor to drop below 1 or above 8.



*CATALYSTS OF AFTERMATH*

<b>Catalyst</b>	<b>Reactivity Modifier</b>
Oslo's Articulated Lenses	-1 Alteration; +1 Success
Each additional solstone	+1 Alteration; -1 Success
Each additional lunestone	-1 Alteration; +1 Success
Exchange one solstone for a lunestone	-1 Alteration; +1 Success
Exchange one lunestone for a solstone	+1 Alteration; -1 Success

*HOW TO MARSHAL FORMAL ALCHEMY*

1. The formal marshal confirms the player has the necessary transmutist level, as stated on the recipe.
2. The formal marshal confirms the player has tags or cards for all solstones, lunestones, and components required by the recipe (and their quantities).
3. The formal marshal confirms the player has a tag or card for a transmutation cube with sufficient slots for the number of solstones and lunestones listed on the recipe.
4. The formal marshal will record, via official log, when the incubation period began (start time) and that the Incubation Period has elapsed since incubation began.
5. The player alchemist will present valid cards for any catalysts he/she wishes to use to the formal marshal. If the catalysts would cause changes to the stated reactivity factor of the recipe, these changes should be noted via official log.
6. The formal marshal will place ten colored beads or colored stones into a drawstring bag. There must be three distinct colors—one to represent successes, one to represent alterations, and one to represent failure. The exact ratio of successes, alterations, and failures is stated on the recipe.
7. The formal marshal will close the drawstring bag and shake it, to distribute the beads randomly.
8. The formal marshal will ask the player to draw out a bead randomly from the bag, but will not let the player look into the bag.
9. The alchemist player must quickly reach in, select a bead, and draw it from the bag.
10. If the player pulls a success bead first, the stated effects of the transmutation recipe take place. The formal marshal will write any necessary cards or tags, date it, print their name on it LEGIBLY, and finally sign the tag/card.. Then, the tag/card will be surrendered to the player alchemist.
11. If the player pulls an alteration bead first, the formal marshal will remove the failure beads from the bag, and replace it with an alteration bead. (If there are multiple failure beads, all



failure beads are replaced in this manner. The bag is closed, shaken, and the player is asked to draw another bead from the bag. The player alchemist will continue to draw alteration beads from the bag until he draws a success bead. Once a success bead is drawn, the total number of alteration beads are counted. The final count corresponds to the listed alterations on the recipe. Any events that occur as a result of an alteration happen immediately. If the resulting alteration changes properties of the final alchemical product, those changes are written on the card instead of the listed properties. The formal marshal will write any necessary cards or tags, date it, print their name on it LEGIBLY, and finally sign the tag/card.. Then, the tag/card will be surrendered to the player alchemist.

12. If the player pulls a failure bead first, an uncontrolled reaction takes place. The transmutation cube is destroyed, dealing 20 points of explosive damage to everyone in a 10-foot radius.
13. The formal marshal destroys any cards or tags for components, solstones, and lunestones.
14. The formal marshal will record, via official log, the result of the transmutation, the player alchemist's out-of-play name and character name, the transmutation recipe used, and any catalysts the alchemist used.
15. All beads are returned to the formal marshal.

#### *TEMPLATES*

Aftermath is introducing its own line-up of templates that will extend from character classes and present players with unique paths to grow their character! Templates are not necessarily going to publically announced to the player base. Any player wishing to acquire a particular template will be required to submit a packet to management for approval. Contact a member of management for more information.

#### *GYPSY SPELL COLUMNS*

Gypsy may purchase spells slots in the Necromancer spell column and gain any benefits and detriments attributed to purchasing such spell slots.



## CHANGE LOG

Type	Date	Description
Modification	2017-01-01	Two-handed Weapon Restrictions Lifted
Addition	2017-01-01	Master of Wandcraft skill added
Modification	2017-01-01	Invisibility description updated to include arm position.
Modification	2017-01-01	Foci require MyLARP control number, construction cost, and characters can create one type per event.
Modification	2017-01-01	Infused spells expire after one year like other production and cannot be transferred to another focus once infused.
Deletion	2017-01-01	Love Poison, Love Poison #9, Love Poison #9 Antidote removed from game.
Modification	2017-01-01	Rules for ownership of forges and labs published.
Modification	2017-01-01	Gypsy Curse description changed
Modification	2017-01-01	Gypsy race pulled, replaced by template, all previous gypsy having played at least one event are grandfathered into template.
Modification	2016-10-03	Gypsy may purchase necromancy spell slots and gain the benefits/detriments thereof.
Addition	2016-06-14	Limited templates are active
Addition	2016-06-14	Formal alchemy rules added
Modification	2016-06-14	Foci infusions expires after one year like all other production.
Modification	2016-06-14	All spell slots after a 4 column must be purchased columnar style.
Modification	2016-06-14	Halflings & gnomes may purchase Thrown Weapon at half cost.
Modification	2016-06-14	Gypsies with Evaluate Item now get Gypsy Curse 1 free.
Deletion	2016-06-14	Evaluate item removed from the game.
Deletion	2016-06-14	Threshold is removed from play and replaced by toughness.
Deletion	2016-06-14	Fighter subclasses (knights/rangers) are deprecated.
Deletion	2015-12-01	Curse of the Phantasm (N,4) removed from play.
Modification	2015-12-01	Necromantic Fugue (N,9) changed to (N,8). Spell description changed to allow Disjunction (C,8), and other spells to cure the effect within the 5 minute timer.
Addition	2015-12-01	Corpse Trap (N,4), Curse of Roses (N,7), Fey Blessing (D,4), Zone of Kindred Spirits (D,7), and Diablerie (C,8;N,8) are added to the game.
Addition	2015-12-01	Ward (C,9) removed from play.
Modification	2015-12-01	Mystery Grab Bag, Consumable Resource Tag removed from Gob Store.
Deletion	2015-12-01	Terror (N,7) removed from play.
Modification	2015-12-01	Monks gain two (2) body points each time they purchase Fortify.
Modification	2015-12-01	Necromancers may not cast chaos spells or Death (E,9).
Addition	2015-12-01	Blight exposure effects chart
Modification	2015-12-01	Removal of Monk restriction limiting class to one weapon type.

<sup>i</sup> Players with wand, rod, or staff foci as of January 2017 must have their wands' game cards updated with a MYLARP control number in order to infuse any spells into them. The tags marshal will refuse to issue any infusions to players without a valid wand game card.

<sup>ii</sup> Any undated infusions (as of January 2017) will expire at the end of 2017.

# Aftermath

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- iii Any extant forges or labs in-play as of January 2017 need control numbers assigned to them by the General Manager or Assistant General Manager. These will be assigned a rank by the manager and no construction cost will be required.
- iv Any unexpired alchemy or poisons under player control can be exchanged for equal production point value. New production issued under this rule will expire at the same time as the unexpired Love/Love 9/Antidote. Undated Love/Love 9/Antidote will be considered expired.