

CERRONETH 2020 RULES ADDENDUM

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Races

Restricted Races Changes

Restricted races can be playable by new players. The requirements to play a restricted race are to email pictures showing proper make-up and costuming, if the race requires specific costuming such as gnome or gypsy. The other requirement is to email a brief summary of knowledge of the race. The email to send the pictures and summary is Cerroneth@gmail.com. It is encouraged to send an email about the expressed interest in playing a restricted race so that a manager can coordinate with the appropriate race marshal to offer make-up tips, costuming ideas, and information about the race.

Restricted races were restricted due to make-up requirements, culture limitations such as the finite number of Unseeley, or the role play required for the race. While the opportunity to play a race has been eased, the make-up and role play requirements are still present. Race marshals are here to help make sure that these requirements are met and to help coach those that need assistance to continue to meet these requirements. However repeatedly failing to meet these requirements can result in ultimately the race being pulled from that character.

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.

Racial Resist

There was an accidental omission in the 2014 revision of the rulebook except in the description for Fendari for maximums on resist skills from races. In the spirit of the rules, all racial based resists that are purchased are limited to a maximum 3 each. Resist granted by magic specialties can exceed this maximum.

Additional Cerroneth Races

Goblin (R)

Goblins are one of the races truly indigenous to Tyrra. Like humans, they can live almost anywhere as long as they have the tools to survive, though they prefer moderate to tropical climates. It is not uncommon to find them in northern Cerroneth in the lands of the Enclave, though, trudging through snow. They have been found in caves, on beaches, living in grasslands, anywhere and everywhere!

Other goblinoid races have typically picked on goblins for being smaller and weaker, but tribes of goblins can be quite formidable. Even one goblin can usually outsmart their dumber, more brutish cousins with relative ease, hence why they have survived and thrived instead of being stamped out or enslaved by the other goblinoid races.

Make-Up Requirements

Goblins are green skinned creatures with long ears and long nose. The player is required to cover all exposed skin with make-up as well as wear prosthetic elongated ears and nose. Goblins love gold. They will tend to wear lots of jewelry or incorporate other flashy accessories into their clothing. There's no such thing as too flashy or tacky.

Inherent Advantages

Goblins are rather crafty people but tend to specialize in a certain craft. Once they specialize into a certain craft, they rarely branch out to other. Goblins pick a single production skill (Alchemy, Create Poison, Create Potion, or Create Scroll) at character creation. The chosen production skill may be purchased at half cost, rounded up. This reduced build cost does **not** apply towards the mastery for the chosen production. Goblins may also purchase the Waylay skill at half cost, rounded down.

Inherent Disadvantages

Due to their small build Goblins suffer -5 Starting Body Points and -5 to Maximum Body Points. Their small size also prevents them from ever purchasing the Enhanced Strength Skill.

Troll (R)

Trolls have been known to be as much raiders as they are helpful. It is rare to see a troll hero. Trolls, like the rest of their goblinoid kin, are short-lived and viewed as a savage race. It is known that many, if not all, trolls in Cerroneth now reside within the Enclave with the rest of their goblinoid kin. Like the orcs and ogres, trolls live in tribes, and are more verbally traditional than written.

Make-Up Requirements

Trolls have a bluish-green skin, tusks, and long ears. The player is required to cover all exposed skin with make-up. Tusks must be a minimum of 1". While it is encouraged to have the tusk look realistic, it is possible to paint tusk on or use prosthetic tusks that can be adhered around the mouth.

Inherent Advantages

Trolls are hearty creatures thus allowing them to have +5 Starting Body Points and +15 Maximum Body Points. With their tribal lives, Trolls may purchase craft skills at half cost, rounded up. Trolls also possess the ability to naturally regenerate body points. Regeneration can be purchased a maximum of 3 times at the cost of 5 build each. In order to do this the player must remain out of combat to regenerate for 15 minutes. After 15 minutes regeneration restores the troll to full body. This does not work while bleeding to death, unconscious, waylaid, or at slain status.

Inherent Disadvantages

Trolls typically do not use script within their tribes thus making it much more difficult for them to learn. Trolls must pay double build cost to purchase Read and Write and Read Magic.

Classes

Subclass Changes

Knights, Dark Knights, and Rangers no longer require meeting full Knight, Dark Knight, or Ranger status before branching out in a direction of their choice. The stipulation of purchasing more than 8 total weapon proficiencies does increase the cost from 15 build to 20 Build as well as increasing the cost of Critical Slays and Shield Parries to 15 each upon purchasing their fourth Critical Slay or fourth Shield Parry.

The paths available for Knights and Dark Knights are taught based on their Knight Master. Ranger's primary column will still be the Druid column should the ranger decide to purchase column. Should a player who has purchased all Knight/Dark Knight/Ranger abilities take upon another player as their squire or apprentice must train the person for each subclass ability. Each subclass ability should take at least two Barcamp turns and one event to train.

Ranger

A Ranger will still learn Speak with Animals as an ability at level 3 for 1 build point, however it will be permanent ability to do so. In addition, as Rangers are already Immune to Natural Confining at Level 10, they do not have the ability or need to learn Resist Natural Confining.

Rogue

Rogues that possess the Assassinate/Dodge skill may choose which to use just as a Master Assassin once did, when their first is purchased.

Magic Specialties

Druid

In addition to gaining Animal Empathy for free upon reaching his first 6th level spell, he also gains Speak with Animals as a permanent ability, for free. This change also removes the Speak with Animals spell from game.

Druids may now also purchase Resist Necromancy as a specialty resist in the same manner that all other specialties may (maximum of 3, 5 build each).

Skill Changes

Alchemy

Cap of skill purchase of 20 has been removed. You may now purchase Alchemy as many times as you would like, however see clarification on Production Labs below.

Armor smith

Cost increases from 2 per level to 4 per level.

Players that currently possess 20 levels of Armor smith keep the same build spent and now have 10 Levels. Text completely revised for Armor smith.

Cap of skill purchase has been removed entirely; you may now possess as many levels of Armor smith as you want to purchase.

Each use of the Armor smith skill grants a character a 40-point Armor Repair tag. This will allow a character to repair an individual's armor, up to 40 points in (60) seconds – any remaining armor not used from a given use is expended in the repair. During this time, the character performing the Armor smith skill may not do anything else. If the character performing the Armor smith skill is interrupted, the one-minute count begins again upon resumption of the Armor smith skill.

This skill may be purchased an unlimited number of times, each purchase granting an additional Armor Repair tag use per day. This skill will repair all types of armor including cloth, leather, and metal armor.

The Armor smith skill may also be used to repair one destroyed weapon or shield at the cost of one Armor Repair tag. In order to repair a weapon or shield, the same process followed for the repair of armor above is used except that the weapon or shield is instead the target and the process is complete after sixty (60) seconds of repair. Though it is not required, it is highly recommended that an Armor smith and use tools appropriate to his craft when wishing to repair weapons and armor in the field (i.e. a small smithing hammer, sharpening knife, and so on).

The Armor smith skill also enables the smith to craft weapons and shields of the following materials. The chart below indicates the number of Armor Repair tags expended in crafting each item and the time needed to do so.

Material	Time to Smith Each Item	Repair Uses Needed to Craft
Wood/Bone/Stone/ Copper/Bronze/Iron/	15 Minutes	1

When a smith is creating these items, he must either be doing so in-play with his smithing tools (phys reps are required for tools and may be stolen in-game, a set of standard smithing tools may be purchased from Logistics at the beginning of an event) and the item being worked or be working for the game. Only one set of crafting tools may be used by a given crafter at a time (i.e. no sharing your hammer). Crafting of weapons and shields of any metal require the use of a forge, which may be purchased (from plot) and afterward installed in a character's abode. A forge phys rep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4' (or one may use the one at the Armor smith's Guild, for a price).

Upon learning his first level of this skill, the player will receive additional out of play information on how to further go about utilizing his craft.

Create Poison

Cap of skill purchase of 20 has been removed. You may now purchase Create Poison as many times as you would like, however see clarification on Production Labs below.

Create Potion

Cap of skill purchase of 20 has been removed. You may now purchase Create Potion as many times as you would like, however see clarification on Production Labs below.

Create Scroll

Cap of skill purchase of 20 has been removed. You may now purchase Create Scroll as many times as you would like, however see clarification on Production Labs below.

Dodge

Rogues that possess the Assassinate/Dodge skill may choose which to use just as a Master Assassin once did, when their first is purchased. The "Master Assassin" status requiring three (3) Assassinate/Dodge to use Dodge or Assassinate on the fly has been removed. All non-rogue classes may still purchase as many Assassinate/Dodge skill as they can but must choose which skill they will be utilizing in their tag request and at reset.

Enhanced Strength

Warriors may now purchase up to two (2) Critical Slay/Parry, one (1) per +2 points of Enhanced Strength purchased. When purchasing the Critical Slay/Parry it must be chosen at time of purchase between Missile or Melee Slays for the Strength Slay. These Strength Slays/Parries costs the same as normal for Warriors (10 Build) and qualify for the progression a Warrior takes for Fatal Blows along with his Enhanced Strength acting as phantom proficiency for the same. For example, a Warrior with +4 Enhanced Strength purchases x2 Strength Slays (melee) and may then purchase +2 Proficiency (melee) and his first Fatal Blow (melee). See more below for Fatal Blow progression in the Q&A.

Strength Critical Slays/Parries may be used in either hand, however the Fatal Blow that is purchased after this is based upon your main hand. For example, the Warrior

above with +4 Strength and 2 Strength Critical Slays and a +2 Proficiency w/Fatal Blow is fighting with a pair of Short Swords. He can call 8 Normal in his on hand and 6 in his off hand. Let's say he's had his right arm (main hand) Withered by an Orc Shaman. The Orc Shaman's buddies jump him, and each hit him with a Slay. He may use both of his Strength Slays as Parries with his Left Hand. But as soon as the Orc's buddy the Cave Troll hits him with a Fatal Blow, he's down. Why? Because his main hand and all relative skills are inaccessible because his Right Arm (main hand) is Withered, so he may not use his Proficiencies or Fatal Blow.

The skill prohibition on Enhanced Strength has been eased. Warriors with Enhanced Strength may now purchase any skill other than Read Magic, Rune Lore, Celestial Magic, or Earth Magic. Obviously, any skill that requires one of those 4 as a prerequisite is also off limits.

The intention of Enhanced Strength was to create a Conan-like Barbarian, but if you've ever read Robert E. Howard - you'd know that Conan wasn't a muscle-bound moron. He was smart, cunning, and deadly in a number of ways that didn't involve crushing your head. The prohibition of skills has been eased as years ago the Dodge skill was limited to Rogue which had it not been would have created a virtually unstoppable force in an Enhanced Strength Warrior - able to break confining, Dodge from spells, and parry any physical attacks.

Waylay

Waylay is intended to be a surprise attack unrelated to strength. We still have verbiage in the PHB regarding strength, strength spells, and magical waylays - that was related to a now obsolete version of Mage/Spirit Armor that had 4 Armor Points attached to it, which hasn't been the case for many years.

It's convoluted and complicated when Waylay, as one of the first skill for many ought to be simple.

From here on out, waylay will be consistent. You are either Waylaid or you are not. Spirit/Mage Armor will protect the victim, but he will still take 1 Body. A character wearing Neck Armor will take 1 Armor and shrug off the Waylay. Nothing enhances Waylay, period.

Any form of healing will awaken a Waylaid character.

Master Alchemist

Vorpall Coatings, Oil of Slipperiness, and Paste of Stickiness may now be applied in only 15 seconds. Master Alchemist may now be purchased after the first 20 levels of Alchemy and again for every 10 levels of Alchemy after the first twenty. Each additional purchase of Master Alchemist allows a Master Alchemist to apply one (1) additional Vorpall Coating to his weapon. Only one Vorpall Coating may still be used per combat, but in this way a character with for example, Master Alchemist, Level 3 - could have three (3) Vorpall Coating +3 (+6 in his hands) on his sword and get into three (3) separate Combats without need to stop to reapply a Vorpall to his weapon. Additional levels of Master Alchemist can also be used toward crafting rituals that require multiple uses of the Master Alchemist Skill. College cost and signed teacher cards are still required for each level.

Master Armor smith

Now only requires Armor smith level 10 (same build expenditure). Upon learning one (1) level of Master Armor smith, the character may now repair 40 points of armor (1 Armor Repair Use) and broken shields in thirty (30) seconds.

Master Poisoner

Master Poisoner may now be purchased after the first 20 levels of Create Poison and again for every 10 levels of Create Poison after the first twenty. Each additional purchase of Master Poisoner will grant an additional daily production of Blade Venom and can be used toward crafting rituals that require multiple uses of the Master Poisoner Skill. College cost and signed teacher cards are still required for each level.

Master Potion-Maker

Master Potion-Maker may now be purchased after the first 20 levels of Create Potion and again for every 10 levels of Create Potion after the first twenty. Each additional purchase of Master Potion-Maker will grant an additional daily production of Master's Elixir and Potion Mixing Powder. Additional levels of Master Potion-Maker can also be used toward crafting rituals that require multiple uses of the Master Potion-Maker Skill. College cost and signed teacher cards are still required for each level.

Master Scroll-Maker

Master Scroll-Maker may now be purchased after the first 20 levels of Create Scroll and again for every 10 levels of Create Scroll after the first twenty. Each additional purchase of Master Scroll-Maker will grant an additional Celestial spell that does not appear on his spell list that may be cast him from scrolls. Additional levels of Master Scroll-Maker can also be used toward crafting rituals that require multiple uses of the Master Scroll-Maker Skill. College cost and signed teacher cards are still required for each level.

Master Weaponsmith

Now only requires Armor smith level 10 (same build expenditure). Upon learning one (1) level of Master Weaponsmith, the character may now fully repair broken weapons in thirty seconds.

Expert <Material>

Being an expert smith in working on certain materials will allow the weapon or armor smith to once per event repull a recipe that resulted in a Failure stone being pulled. This must be decided upon at the moment the Failure stone is pulled. Once decided upon to repull all ten stones are placed back into the bag (8 Success, 1 Failure, 1 Alteration) then the player tries their luck once more. This does not consume or require additional components.

Certain areas of expertise cannot be taught by other player characters. These include but not limited to Mithril, Rosewood, Ironwood, Hardened Flint, Meteoric Iron, and Darkwood. Cold Wrought Iron, Silver, Gold, Gemstone, and Adamantine can be taught by other player characters.

Q & A on Enhanced Strength Changes:

Q: Does that +5-strength count toward another slay if I pair it with +1 Proficiency?

A: No, Strength Slays are totally separate from Proficiency Slays.

Q: Can I purchase Strength Slays for my on-hand, off-hand, thrown weapon, AND bows?

A: No, a pair of Slays may be purchase for Melee and/or Missile. They are considered, "handless" that is, can be used in any hand.

Q: Why can't I purchase more than +5 Strength?

A: SOLAR is a fantasy game but is somewhat grounded in realism. +5 Strength is the limits of typical mortal capacity (dwarves, humans, elves). Strength beyond this is limited to monstrous and magic races and formal magics.

Q: So, like I managed to become Monstrous and/or Magical and now I have +6 Strength. Can I purchase a Strength Fatal Blow?

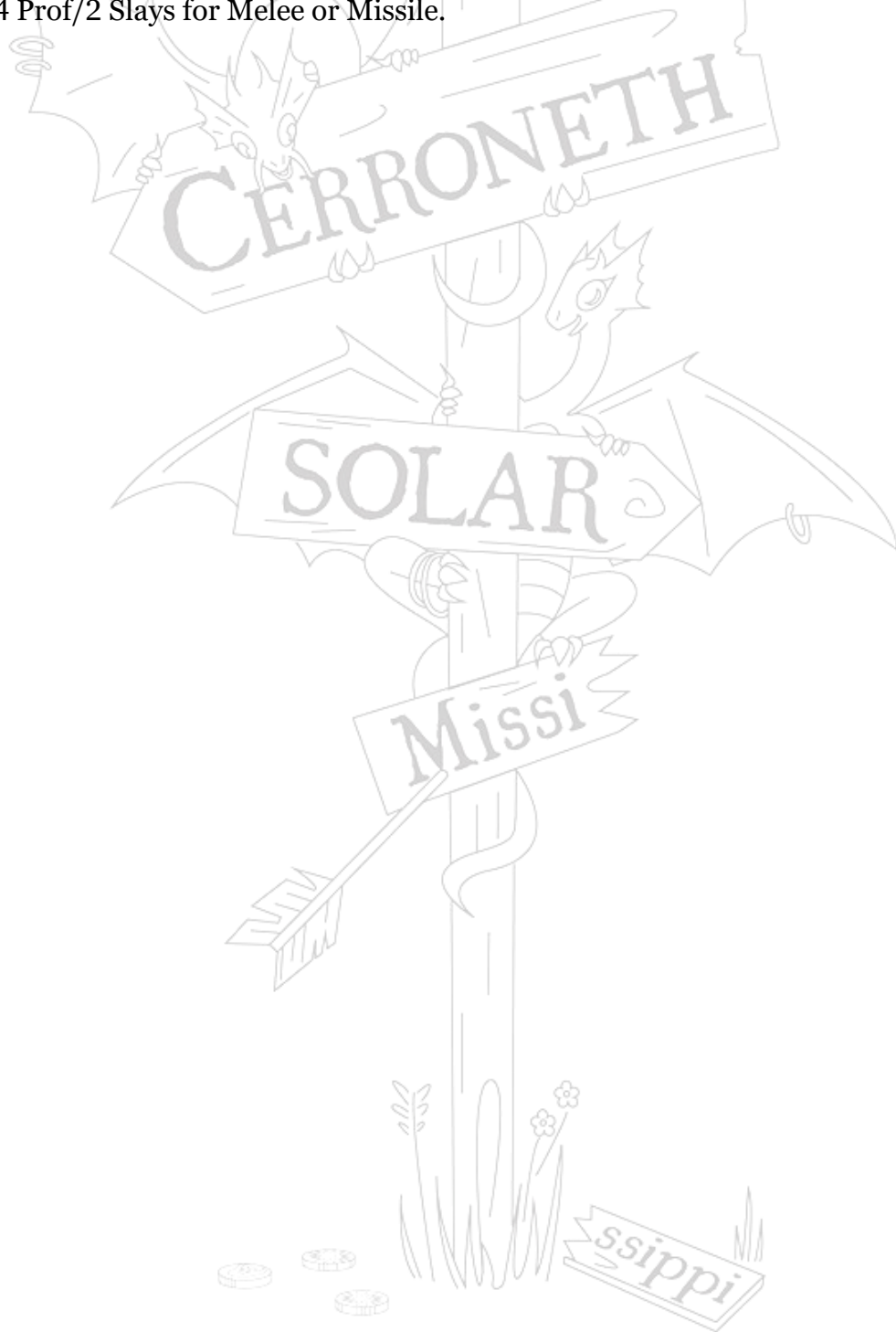
A: No, Strength Slays are limited to strength purchased with build via the Enhanced Strength skill. If you have more than that, it is not from the Enhanced Strength Skill.

Q: Do Strength Critical Slays meet the pre-requisite for purchasing Shield Parries?

A: Yes. Your melee Strength Slays meet the pre-req 1 for 1. So, you may purchase two Shield Parries to match your 2 Strength Slays.

Q: What if I want to purchase a Strength Slay in Melee AND a Strength Slay in Missile, so I can use that sweet Unparryable thrown dagger action?

A: Yes, you may do so however this will affect your progression toward Fatal Blows. For example, if you have +4 Enhanced Strength you may purchase Strength Slays in the following manner. 1 Melee Slay/1 Missile Slay OR 2 Melee Slays OR 2 Missile Slays. When you do so, this counts respectively as a melee phantom +2 Prof/Slay and missile +2 Prof/Slay in terms of progression toward a Fatal Blow just as the later would count as a phantom +4 Prof/2 Slays for Melee or Missile.



Production Changes

Production Labs

Currently, Production Labs are in play that either double levels of production skill for levels 1-10 but not 11-20, others that double all levels of production skill, and still rare others that triple all levels of a particular production skill.

Clarification, Production Labs play may never provide a multiplier to production beyond level 20. There will now be an out of play hard cap of limiting the amount of a single production to no more than 10 each.

Alchemy

Alchemy	Type	Production Points
10 Acid	Gas	4
20 Acid	Gas	7
30 Acid	Gas	12
Alchemical Solvent	Solvent	4
Antidote	Elixir	5
Antidote Gas	Gas	10
Cure +2 Damage	Elixir	1
Cure +2 Damage	Gas	2
Cure +12 Damage	Solvent	5
Light	Solvent	1
Love Poison #9 Antidote	Elixir	7
Oil of Slipperiness	Solvent	5
Paste of Stickiness	Solvent	5
Vorpal Coating +1	Solvent	2
Vorpal Coating +2	Solvent	4
Vorpal Coating +3	Solvent	6

Antidote, Gas & Elixir

Currently, The Antidote Gas/Elixir will neutralize the effects of any ingested or gas poisons that have not become permanent.

Update, The Antidote Gas/Elixir will spell will remove any foreign substance in the target's blood. This includes the Poison (EG/D,5) and Inflict Poison (N,5), the Purify Blood (EG/D, 5), if Desecrated, Blade Venom, taglines, venoms, ingested poisons, gas poisons, alcohol, and any other toxin.

Cure 2 Elixir

Cost reduced from 2 points to 1 production point

Cure 2 Gas

Cost reduced from 4 points to 2 production points

Cure 12 Solvent

Cost reduced from 7 points to 5 production points

Oil of Slipperiness

New text added, "May only be used in a marshaled situation". Reduce time to apply to 30 seconds, 15 seconds with Master Alchemist.

Paste of Stickiness

When not applied to one's own weapon, it "May only be used in a marshaled situation". Reduce time to apply to 30 seconds, 15 seconds with Master Alchemist.

Vorpal Coating +1

Cost reduced from 4 points to 2 points. The Vorpal Coating now lasts one entire combat (see below for rules on Ending Combat) once activated and may be applied in only 30 seconds. A Master Alchemist may now apply a Vorpal Coating in only 15 seconds and damage from the Vorpal Coating is still doubled.

Vorpal Coating +2

Cost reduced from 8 points to 4 points. The Vorpal Coating now lasts one entire combat (see below for rules on Ending Combat) once activated and may be applied in only 30 seconds. A Master Alchemist may now apply a Vorpal Coating in only 15 seconds and damage from the Vorpal Coating is still doubled.

Vorpal Coating +3

Cost reduced from 12 points to 6 points. The Vorpal Coating now lasts one entire combat (see below for rules on Ending Combat) once activated and may be applied in only

30 seconds. A Master Alchemist may now apply a Vorpall Coating in only 15 seconds and damage from the Vorpall Coating is still doubled.

Poisons

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

Cause 2 Ingested

Removed from game, all existing expire immediately.

Cause 2 Gas

Reduced in cost from 2 to 1 production point.

Cause 4 Ingested

Removed from game, all existing expire immediately.

Cause 12 Ingested

Removed from game, all existing expire immediately.

Cause 4 Gas

Removed from game, all existing expire immediately.

Forget-it-Well

Add text "target will reconcile details he is presented with in the 1-10-word phrase remembered in place of the memory in order to make the phrase to make sense to himself."

Forget-me-Not

Add text "target will reconcile details he is presented with in the 1-10-word phrase remembered in place of the memory in order to make the phrase to make sense to himself."

Potions

Master's Elixir

Currently, a Master Potion-Maker may produce a Master's Elixir that will grant the following benefits if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (E,7), Renew (D/EG,8), Defend (E,8), and Remove Curse (E,8).

Clarification, a Master's Elixir will grant the following benefits if imbibed: Greater Bless (E,3), Toxin Shield (E,5), Spirit Armor (E,7), Renew or Waste (D/EG,8), Defend (E,8), and Remove Curse (E,8). Note: the intention is that the magics of the potion will adapt to the user as to Waste or Renew.

Spell Changes

Celestial

Shield (C,1) upgraded from 4 points of extra Armor Points to 10 extra Armor Points

Armor (C,2) upgraded from 8 points of extra Armor Points to 15 extra Armor Points

Elemental Blade (EL,4) damage bonus reduced from +4 damage to +2 damage but now lasts one entire combat (see below for rules on Ending Combat) once activated

Minor Spell Shield (C,4) removed from game. Scrolls last until expired.

Force Armor (CO,7) upgraded from 15 to 30 extra Armor Points (still does not stack with physical armor, Shield, Armor, or Stoneskin spells)

Imprison (CO,8) Simple clarification - just as a caster must physically deliver a Killing Blow to an Imprisoned victim within arm's reach, he must be within arm's reach to lower an Imprison (on a 3-count) upon a victim.

Storm Blade (EL,8) damage bonus reduced from +8 damage to +4 damage but now lasts one entire combat (see below for rules on Ending Combat) once activated

Shackle (CO,9) New ability added to Shackle with the following text, "a Shackled target now takes twice the time to break confining as it normally would take. For example, a Shackled troll hit with a Web (CG/CO,6) spell would need 12 seconds to break rather than 6.

Elemental Burst (EL,2) [Playtest] is re-written as follows:

The Elemental Burst spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and the ability to throw Unlimited "5 <element>" packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 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. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.



Elemental Maelstrom (EL,5) [Playtest] is re-written as follows:

The Elemental Maelstrom spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and the ability to throw Unlimited “10 <element>” packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 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. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.

Elemental Fury (EL,8) [Playtest] is re-written as follows:

The Elemental Maelstrom spell allows the Elementalist to plant his right foot (as per the Pin/Trap spell) and the ability to throw Unlimited “20 <element>” packets. The caster must begin throwing the packets within three (3) seconds after completing the spell verbal and must throw the packets consecutively in no more than three (3) second intervals. Failing to throw a packet within 3 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. Note that the elemental damage from this spell may be blocked with a Shield. Neither Cloaks nor spell shields will stop this damage; however, Elemental Shield, Fire/Cold/Lightning Shield, and the Resist Elemental skill will.

Ward (C, 9) is re-written as follows

The Ward spell allows the caster to seal a room or building (cannot be cast on any moveable objects such as chests). If someone were to look through an opening in the door or building (i.e., window, door, hole, etc.) he would see a translucent field covering the opening (Note, the translucent field formed by a Ward looks exactly as a Wizard’s Lock does). Only air and the spirits of Dead characters may move through the barrier. Wards must have at least one wall and may sharply bend up to three (3) times. Some cabins can have up to three wards, but all three wards must start from the same wall. Wards cannot overlap one another within a building. Wards may only be cast inside marshaled areas.

When the spell is cast, a lock and key is created in the caster’s hands with the key inside the lock. The lock is bound within the area the ward occupies. Once cast, the key must be removed from the lock to raise the Ward. While the Ward is up, spells may be cast within it but will not be able to affect anything outside of the Ward.

Placing the key in the lock will lower the Ward, and it will remain lowered as long as the key is in the lock. The Ward may be raised and lowered as many times as necessary. When the Ward is down, it provides no protection for those inside the Ward. People, weapons, gases, spells, etc. may enter and leave the Ward while it is lowered.

The key must be uniquely constructed and approved by a Rogue Marshal at Check-In. It is generally made of two pieces of wood designed to fit together. Without an approved Ward Key, one does not have a ward.

If a living being steps on a Ward while it is lowered, the Ward will not rise when the key is removed. Nonliving creatures (i.e., Undead, golems, etc.), however, will be thrown of in one direction or the other. The person playing the creature will choose the direction.

See the section on Limits on building protections for further information.

Earth

Bless (E,1) upgraded from 4 points of bonus Body to 8 points.

Greater Bless (E,3) upgraded from 8 points of bonus Body to 12 points. Spell Protection (E,4) removed from game. Potions last until expired.

Spell Protection (E,4) removed from the game. Potions last until expired.

Superior Bless (H,5) upgraded from 16 points of bonus Body to 20 points.

Curse of Ineptitude (EG,6) Completely new text for Curse of Ineptitude:

The Curse of Ineptitude spell causes the target to be generally inept in combat, making it very difficult to connect with his opponents. This reduction in combat effectiveness causes the target to call half (1/2) the damage he would normally be capable of. If affected by Weakness (E,4) or another strength reducing effect, the Curse of Ineptitude would take effect after. For example, a Death Knight is calling 24 Magic and is hit with a Curse of Ineptitude and then would call 12 Magic. If he were subsequently struck with a Weakness (E,4), he would then call 10 Magic. Note, effectiveness is reduced, inherent strength bonus is not so that a victim would still be able to break confining as it normally would.

Stoneskin (D/N,7) upgraded from 15 to 30 extra Armor Points (still does not stack with physical armor, Shield, Armor, or Force Armor spells)

Weapon Changes

Thrown Weapons

Currently, Thrown Weapons are all weapons 8-18 inches long that are constructed entirely of foam and tape or just foam.

Update, thrown weapons are all foam weapons 6-18 inches long that are constructed entirely of foam and tape or just foam.

Waylay Widgets

Currently, Waylay Widgets are all weapons 8-12 inches long that are constructed entirely of foam and tape or just foam.

Update, Waylay Widgets may now be 6-12 inches long and must be constructed entirely of foam (no latex permitted) or foam and tape. They can be purchased from some SOLAR vendors on site before game as well as online so long as they specifically state that there is no latex present in the weapon, for example an unaffiliated vendor called Dark Knight Armory has a variety of non-latex all foam daggers and axes of Waylay Widget size that are completely SOLAR safe. If there is a question as to whether it is legal, ask staff before purchasing.

Waylay Widgets may now only be used for single strike attacks and may never be used to call damage. Examples of single strike attacks include: Waylay, Critical Slay, Assassinate, Fatal Blow, Spell Strike, or as a Thrown Weapon. This change is due to safety concerns.

WEAPON GUIDELINES

Modern LARP Boffer

Cerroneth currently allows the use of EVA crafted boffers that made within defined specifications. For specifications and guidelines for constructing boffers send an email to Cerroneth@gmail.com. Boffers constructed out of EVA will be inspected prior to use. It is best practice to have a spare or use a boffer from monster town in case the EVA boffer does not pass. Please do not purchase a foam weapon online, at Ren Faire, or a convention - they will be rejected outright

WEARING ARMOR

Armor Regions

For purposes of armor rating, the body is divided into 12 locations:

- Head
- Neck
- Torso (assumes coverage on front and back)
- Right Upper Arm (including shoulder)
- Right Lower Arm (including hands)
- Left Upper Arm (including shoulder)
- Left Lower Arm (including hands)
- Right Upper Leg
- Right Lower Leg
- Left Upper Leg
- Left Lower Leg
- Joint Articulation (Elbows and Knees)

Armor Ratings for Torso Region	
MATERIAL	POINTS
Padded Armor, Gambeson, Fake Leather	10
Soft Leather, Non-Metal Brig or Chainmail**	15
Ring Mail, Non-Metal Breast Plate**	24
Boiled/Hardened Leather	25
Chainmail	36
Regular Metal Brigandine w/Cloth	28
Regular Metal Brigandine w/Cloth	36
Exceptional Coverage Metal Brig w/Cloth	38
Exceptional Coverage Metal Brig w/Leather	46
Metal Breast Plate or Scale	54

Armor Ratings for Head Region	
MATERIAL	POINTS
Soft Leather	2
Hard Leather	4
Non-metal Plate	6
Chain Mail or Brigandine	8
Plate or Scale	10

Armor Ratings for Neck and Limbs	
MATERIAL	POINTS
Soft Leather	1
Hard Leather	2
Non-metal Plate	3
Chain Mail or Brigandine	4
Plate or Scale	5

Other Armor Ratings	
CONDITION	POINTS
Costume Only	5
Articulated Joint (Elbow or Knee)	1
Brigandine Torso with Leather	5
Torso Covered on One Side Only (Each Piece)	-50%
Non-Metal Plate/Scale/Brig	-50%

Layering Armor

Only Fighter classes may layer armor. Any Fighter may wear a maximum of two layers of armor on the torso and head. Each layer must qualify and be worn as a separate suit of armor. The strongest layer receives full Armor Points, and the Armor Points of the second strongest layer are halved. If there are multiple layers on the neck or limbs, only the strongest layer will be counted.

Joint Articulation

Joint Articulation must be made of a rigid material. One Armor Point is granted for each articulated joint to a maximum of 4 Armor Points. To count, joint articulation must be attached to the armor on either side.

Fake Armor Material

Fake leather is authorized, but it is considered the same rating as padded armor. Plastic plates, PVC, or any other similar material cannot be used to simulate metal plate mail, but can be used to simulate bone, wood, or any suitable material. Any armor fashioned with these type plates will be rated as non-metal plate.

** Non-metal armor should strive to mimic the aesthetic of authentic metal/leather armor. Unique and light materials are welcome, but they should closely mirror the look of authentic armor.

Crafted Armor and Maximum Armor

Standard Armor - Any armor made from a basic (in game) material. This includes Steel, Copper, Brass, Bone, Wood, etc.

Reinforced Armor - Armor made from basic (in game) material that has been maximized for protection by a Master Armor Crafter. (see skill Chapter for more details)

Mastercrafted Armor - Special armor made from advanced materials by a Master Armor Crafter with the appropriate Recipe.

	Standard	Reinforced	Mastercrafted
Warrior	141	173	353
Knight	75 (105)	94 (124)	150 (180)
Ranger	50 (80)	63 (93)	120 (150)
Rogue	20 (40)	25 (45)	55 (75)
Templar	25 (50)	31 (56)	65 (90)
Scholar	10 (20)	13 (23)	25 (35)
Sorcerer	10	13	25
Numbers in parenthesis are for Wear Extra Armor			

Socket System Update

Through the use of recipes armor can be crafted with fittings. The only pieces that can have fittings for a socket to fit in are chest piece, bracers, and grieves. Bracers and Grieves while generally worn as a pair do not share a bond between sockets and thus are counted individually.

Limit on Building Protections

Cabin Guardians

Currently, all cabin guardians require a tabard to be placed at the location they occupy within a structure. Tabards, claws, weapons, and packets for cabin guardians are not provided by SOLAR. Players are responsible for providing these items.

Ward and Wizard Lock Limitations

Currently, structures that sleep more than 10 people may have up to three wards. Structures that sleep less than 10 people may have one ward and up to two wizard locks.

Update, the number of wards per structure is based on the Ward Chart. Please note when combining tents and canopies to form a larger area it will count towards overall sq. ft or structure size.

Ward Chart			
# Wards	Sq. Ft	Structure Size	Tent Occupant Size
1 Ward	≤100 sq. ft	10 ft x 10 ft or smaller	1 to 6 Person tent
2 Wards	101- 299 sq. ft	> 10' x 10' < 20' x 15'	7 to 10 Person Tent
3 Wards	≥300 sq. ft	20' x 15' or larger	>10 Person Tent

Wards that are cast using a formal ritual upon nonpermanent structures such as tents may be extended, preserved, or made permanent as per the description on the formal scroll.

Proscribe

Clarification proscribes may not be used to against based on skills a character can purchase, a column of magic a character may learn, or a specific person. Proscribes may only be used to protect a cabin against a specific race or even sub race such as Gnomes, Deep Gnomes, Sarr, Tiger Sarr, Lycanthrope, or Wererats.

Multiple proscribes may be cast upon a cabin. Should these be dispelled, disrupted, or destroyed by any means the last one cast is the first to be removed. It will follow the reverse order of proscribes that were cast upon a building.

Rules Calls

Contested Strength

Contested strength is any time two players pit the strength of their (N)PCs against one another. This scenario might erupt when one player wishes to use his (N)PC's strength to keep door shut while the second player uses his to force the door open. During the enactment, each player announces any strength modifiers his or her (N)PCs has. In this scenario, and nearly any other similar scenario, the player with the greatest strength modifier will win the contest.

Applied strength is the result of any situation when multiple (N)PCs use their strength as a group, e.g. if four (N)PCs, each with +2 strength, attempted to lift a giant boulder, then group as a whole exerts only a +2 strength modifier against the boulder. Applied strength is noncumulative; it does not stack.

Dragging or throwing another character in play can only be done to a willing character or one who is physically or magically incapacitated. Willing is meant as the character is conscious and will make no attempt to resist the physical handling. Incapacitated characters are those who are either unconscious or incapable of physically resisting the physical handling[†].

[†] Management places the safety and health of its players first, before anything else. If a player is ever uncomfortable with accompanying another player to wherever he or she is being dragged or thrown, that player has the right to immediately go out of play. The player must surrender his or her life tag to the dragging or throwing player, then report the incident to Security or Management.

Focus

A focus must be within 6 to 12 inches in length.

If a focus becomes "locked out" you can no longer put additional spells into that focus. You can cast or transfer those spells out of the focus. Furthermore, since foci do not have cards you can reuse the phys rep the following event after it has been emptied.

Verbal for Innate Spells and Spell Like Abilities

When a PC wishes to use an innate, spell like ability, it is necessary for the player to use a verbal. The verbal need not copy the rulebook verbal verbatim—some poetic license is permitted. However, the verbal should not be nonsensical (e.g. screaming

"DONKEY SHOES!" at someone and expecting them to take a Death). If the chosen verbal causes too much confusion, players should make an effort to change their innate verbal to something clearer. The verbal must be more intricate than just [spell name]! or [spell name], innate!

Life "I revive you with the essence of life. Innate"

Create Undead "Rise up from death and call me master! Innate"

Fear "RAWWWWWWWWWWRRRRRRR fear me, pitiful creature! Innate"

Immunities and Taglines

A player struck by a physical attack who is immune to the attack's tagline type (e.g. flaming, paralyze, life drain, etc) ignores the tagline's effect but suffers hit point loss equal the attack's damage. In situations where magic adds damage and a tagline, the player must still subtract the full amount of damage from his/her hit points even if immune to the actual tagline. This rule simplifies combat mechanics and prevents holds from being called.

Example A: Xavier Darkmantle is immune to life drain. While not wearing armor, he is struck by a wraith dealing "12 life drain." He would ignore any negative effects of the life drain (i.e. he would not be crippled by the effect), but still have to subtract the physical damage (12) from his body points.

Example B: Xavier Darkmantle is struck by an arrow that has been enchanted to do "+4 flaming." The sum damage is thus "8 flaming." Xavier must subtract 8 hit points from his armor/body.

Cabin Guardians

Cabin guardians will be limited to two per Ward (C,9) with only one from Earth and one from Celestial. The type of guardian will be determined based on the school of the formal scroll used to create or summon it. The types are broadly categorized as follows: In the event the creature is unique without a relevant formal magic scroll, they will be categorized according to their type. Constructs (any) and beings summoned from an elemental plane will be considered Celestial in nature. Natural creatures of the Prime Material plane or from a Moral Plane will be considered Earth in nature. To determine if your cabin guardians are legal, you may use the following table to assist you:

# of Wards	Max Guardians	Max Celestial	Max Earth
1	2	1	1
2	4	2	2
3	6	3	3

Control Animal

This spell is missing from the spell descriptions in the current rule book.

Control Animal

Level 4

Type: Mind Affecting

Duration: 10 Minutes

Verbal: "By Nature's power and the will of the wild, I command thee to do my bidding."

Druid

Item: Y

Potion: N

This spell will only affect natural animals. The caster may give the target natural animal one command, which the creature must then follow.

Runesmith

Inscription column is now an official column. A current copy of the column can be found at Cerroneth.com under the Advanced Studies tab.

Create Potion

Prerequisite: the ability to cast an earth spell of the same level as the potion being created.

Fear

The spell description is amended to "The Fear spell causes the target to be afraid of the caster. The victim must flee the area and avoid the caster completely until out of the combat area, or until the caster is slain by a being other than the victim. As you are running from the combat area you can attack and defend yourself from any other attacker or cast spells and drink potions to remove the fear effect. Reversible: "Remove Fear".

Bows and Crossbows

Starting on page 179 the following changes were made increase pull for bows and crossbows 25 pounds. We have also loosened the restriction on padding for bows. A single layer of blue camp foam or something equally padded to the front of bow will suffice. Reminder we can use commercially available arrows and cross bow bolts such as those found at <http://www.darkknightarmoury.com/c-463-larp-arrows.aspx> Please Note the nerf cross bows that fire disc are no longer acceptable to be used as crossbows, repeating or not. The standard single shot dart nerf guns are still acceptable.

Thrown Weapons

Thrown weapons are being restored to +2 damage per proficiency the same as bows and crossbows.

Gemstone

Gemstones are limited to the following gemstone types. Ruby, Sapphire, Emerald, Amethyst, and Rose Quartz. All gemstones are required to be faceted. These facets need to be clearly visible and cover the majority of the material. Please note crystal is not a gemstone even though it follows the rule on facets. Crystal does not have the same formal space as gemstones. Crystal material type has been removed from the game. Existing crystal items are grandfathered in. The material it is being replaced with is Hardened Flint.

Spell Stacking

Strength	Elemental	Enchantment
Endow (E,1)	Elemental Blade (EL,4)	Enchanted Blade (C,4)
Empower (C,1)	Storm Blade (EL,8)	Rune of Enchantment
Delayed Empower (C,2)	Rune of Fire/Ice/Lightning	Rune of Destruction
Greater Endow (E,4)		Rune of Bashing
Rune of Strength		Rune of Slicing
Rune of Giant Strength		
Master Rune of Strength		
Master Rune of Giant Strength		

Damage Multipliers

All damage multipliers on items and weapons have been removed from the game. If a weapon dealt double damage against a particular creature of creature category instead the damage aura on the weapon is doubled. If an item allowed the user to deal double damage it is instead change to +2 damage in the same manner as a combat lore. It will stack beyond the +4 damage cap with combat lores.

Ending Combat

There are some new abilities that may only be used a certain number of times per combat so we find it necessary to clarify the definition of a Combat as it pertains to those new abilities and to make it more universal than the one that has been used for over a decade for the Dodge skill.

Clarification, for use of per Combat abilities - 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 rules is that if opponents are continuing to attempt to engage you – you are still in Combat.

Crafting/Production Recipe Scrolls

The phrase “Must have at least temporary phys rep” is being omitted from all crafting and production recipe scrolls.