

# Shadowmoor

## 2011 Rules Supplement

The base ruleset for the 2011 Shadowmoor season will be the core SOLAR 1.8 Rulebook, as amended on February 23, 2010. All additions and changes to the core SOLAR rules will be in this document.

# Table of Contents

- I. Guidelines
- II. Characters
  - A. Races
  - B. Classes
  - C. Skills
  - D. Spells
  - E. Experience and Build
- III. Items
  - A. Armor
  - B. Magic Items
- IV. Miscellaneous

# Guidelines

Shadowmoor is a campaign of SOLAR, set in a frontier town struggling to find its place in a strange, new world. Prepare for your expectations to be challenged, and your ideas of what a fantasy role-playing game can be changed.

We stress the importance of sportsmanship and fair play in our game. Every player portrays a character who, at some point in his or her career will be in possession of deadly (in-game) abilities. We place no restrictions in-play on what you and your character will do. It can happen during play that characters disagree to the point that they will fight out their objections - player versus player fighting is allowed! However, if you participate in such an encounter, always remember that there's a real, ordinary person on the other side of the fight. Fight hard, fight clever, fight to the best of your abilities; but play fair, don't cheat, and once the in-play environment stops, be nice to your other players. Killing your friends in the game is fun - probably one of the most fun things you can do in the game - but always remember we're all friends on site. Unsportsmanlike play is just as bad as cheating, and we will treat it as such.

On a lighter note, this supplement contains all the rules changes from the SOLAR core rulebook that we use in Shadowmoor. It's our 'house rules,' if you will. We've got new races, new spells, and a few adjustments to the core rules that fit our game a bit better. If, as is often the case, something in this document is different than the core SOLAR rulebook, use this supplement while you're playing Shadowmoor.

# Characters

## Races:

Characters in Shadowmoor typically come from one of two backgrounds: they call the Oasis home, and are descended from settlers that hail from the world of Tyrra, or they are native to the world of Amroth.

Please refer to the Player's Guide for details about the world background.

Oasis characters begin play with 35 build. Amroth natives are more widely travelled, and therefore begin play with 40 build.

## Amroth Races:

**Dwarves** - The dwarves of Amroth aren't your typical beer-swilling, axe-wielding armored bearded guys. These dwarves still hold craftsmanship, quality, and ideals high, but their mountain holds harbor the foundations of philosophy, freedom, and ideals that every dwarf lives to uphold. Dwarven holds build massive stone ships that sail far and wide looking for trade goods, and new places to settle. They wear classical Greek-inspired clothing, and wield fine bronze weaponry. They have the same stats as dwarves in the SOLAR rulebook.

**Reavers** - Amroth's hobblings live in the northern reaches, along the Great Ocean. Their villages and fortresses are made of thick, broad beams, and they thrive in harsh conditions that cripple most races. They are widely known for their stubborn pride, great honor, and stoic courage. They are more widely known for their longboats, however, and their raids on softer races for plunder and glory. They dress in early northern European garb, and are known for the edges of their throwing axes. They have the same stats as Hobblings in the SOLAR rulebook.

**Barbarians** - The humans of Amroth live on the wide plains of Lostariel west of the Oasis of Shadowmoor. They live in nomadic clans, managing great herds of stout cattle, or in small villages farming their living from the land. They live in fear of the great city of Akadai, and the marauding Tyrant King who rules there with his iron fist. They are a tough, and hardy people, but superstitious and fearful of ill omens. They dress in thick furs, leather armor, and typically wield the largest weapons they can get their hands on. Similar to humans in the SOLAR rulebook, but Barbarians gain +5 body to their maximum body limit.

**Islanders** - The Islanders of Amroth are a race of humans who have developed the ability to breathe underwater. They live on isolated island chains and can sail their outrigger canoes vast distances, navigating by the stars and by signs in the waters that only they can read. Very closely tied to the land and the water, their shamans have deep knowledge of the spirits and secrets of the seas. They wear Polynesian style clothing, and are famous for their black tattoos. Islanders have SOLAR human stats, except they must phys-rep gills on their neck. Islanders may breathe water, and must spend at least 30 minutes of each game-day in the water. (Players, however, may go monster while this is happening!)

**Lizardmen** - A secretive race, the lizardmen live in the lush rainforests north of the Oasis, across the Ice Mountains. They watch the events of the world and record the annals of history by reading the omens of the stars. Masters of celestial mechanics, there is little that happens in the world that escapes the knowledge of the master seers of the Tochtec. They wear clothing reminiscent of Central American native cultures, and wield keen-edged weapons made from obsidian and bronze. Lizardman characters gain +2 body and +10 body to their class maximum. They are able to learn Resist Disease and buy Lore skills and Astrology at half cost. Lizardmen are a full-makeup race: be sure to check the race packet for makeup details.

**Sampan** - No one knows the winds of the seas and the routes of the oceans like the Sampan - elves who live their entire lives aboard great ships in even greater fleets that rarely make a port of call. These elves follow the winds of fate, wherever they may blow, and trade with everyone they come across. They absorb great knowledge, and live by strict codes of etiquette. They wear Asian-inspired garb, and wield light weapons that don't get in the way of their sails and ropes. Sampan are elves, and have the basic Elf stats from the SOLAR rulebook.

**Wachagga** - These tribesmen live to the far west of the plains of Lostariel, across the volcanic range that forms its western border. Their knowledge of the elements and the natural world have taught them how to use its resources, and are famous world-wide for Arushan steel, the finest that can be had anywhere. Scholars spend years at the Chuo Kikuu at Ndombwe, a university of great renown, studying elemental magics and history, while merchants make call on the coast, at the isle of Pemba, trading fine goods for steel and spices. They wear traditional African-inspired clothing, and wield long spears, elaborate shields, and fearsome magic. A Wachagga character must declare his or her tribe at character creation: Earth (Waardhi), Fire (Wamoto), Air (Wahewa), or Water (Wamaji). Wachagga gain one resist of their tribe's element for free. Fire, Air, and Water tribes may specialize Elemental magic at character creation, but may not take any other magical specialty. Earth tribes may take any Earth specialization at 7th level as usual, but are restricted from learning a Celestial magic specialty. Wachagga are a light makeup race: refer to the race packet for details.

**Sylvani** - Not much is known about this wandering race of plant people. They can be found in any deep forest, always on the move in the warmer months, taking root in the winter as they raise their children through the colder months. No one is more closely tied to the heartbeat of the world, and rumors speak tales of hidden magics and spirits

who talk only to these children of the forest. Sylvani pay half cost for Herbal Lore, Healing Arts, and First Aid. They may also purchase Resist Toxin. However, they take double damage from fire, may not run during the months of November through February, and may not learn the Healing or Necromancy Earth magic specializations. Sylvani are a full makeup race: refer to the race packet for details.

**Gargoyles\*** - When things go bump in the night, or kinsmen go missing without explanation, rumors always include the gargoyles. This is an advanced race for veteran Shadowmoor players. Please refer to the Gargoyle race packet for details on this race.

## Oasis Races:

(OOP Note: All of the location and time references refer to the world of Tyrra, the world in which the campaign of Shadowmoor was originally located. If you are interested in creating an Oasis-based character, and wish to know more of the history behind the campaign, ask our staff and we'll be happy to fill you in on more of the details.)

**Humans** - The most common people living within the Oasis, most of the humans are settlers from Orbonne and the Sutherlands in the migration of 597. Arriving with entire families, these tough farmers settled in the lowlands in what is now the western agriculture belt, stretching from Solace south to the edges of the Oasis, and east to Shadowmoor town.

**Gypsies** - A small gypsy clan wanders the wilds of the Oasis. No one knows why they do not leave the shelter of the forest. Could it be that they are afraid of what lies beyond? Or maybe, just possibly, there's something \*in\* the forest they are after... (Please note: PCs may not begin play as Gypsies. It is, however, possible to be adopted by a Gypsy band once your character has begun adventuring. They only adopt humans, it's rumored.)

**Elves** - The surface elves of the Oasis hail from the forests of Sahde, in the Sutherlands. Many arrived in the initial settlement in 597, but many arrived in small groups looking for druidic wisdom or researching ancient history. Since then, the elves have become as much of a part of the culture of the Oasis as the more common human families.

**Grey Elves** - The Grey Elves are an ancient race, recently reawakened by citizens of the Oasis. Their new home in the Ice Mountains somehow got transported along with the Oasis to Amroth - landing in the bay several miles off the coast. Their new island home is also the location of the College of Magic, honoring the ancient reverence the Grey Elves hold to the celestial arts.

**Dwarves** - Hailing from Borden, a trading freehold on the northern edge of the Sutherlands, the Two Axe and Truebeard clans settled in the Oasis very recently, during the gold rush of 605. Establishing their home in the abandoned town of Aragon, the

dwarves now live in an uneasy truce with the orcish tribes remaining after the Frah invasion.

**Half-Orcs** - Most of the goblinoids in the Oasis arrived very recently, during an invasion led by the mighty Orcish druid Frah, looking to conquer the Oasis from the Great Druid. After taking the towns of Aragon and Solace, they regrouped around Aragon just days before the archmage Arinth transported the Oasis to Amroth. Now, cut off from their kin, with Frah lost and unheard from, the druidic but brutal orcs contend with the more 'civilized' citizens of the Oasis - including their neighbors, the dwarves of the Two Axe and Truebeard clans.

**Bright Fae** - The Bright Fae are often called the children of the Great Druid. It is well known that he holds these creatures close to his heart, and many return the favor with devoted service along the druidic path. One of the only peoples that have lived in the Oasis before the colonizations opened up, these mysterious people rarely make it into the towns, preferring to live in the wilder places.

**Sylvan Fey** - For better or worse, the fate of Eirinn, the homeland of all fae, is tied very closely with the Oasis. Sylvan Fey from all across Tyrra came to the Oasis to learn more about their homeland and find closer ties here. Many assist the druids in their tasks of keeping the land, others pursue their own path.

**Dark Fae\*** - Wherever you find sweetness and light, and the happy things in great abundance, sooner or later someone will come to spoil the milk. The Dark Fae are few, and even more reclusive than their more optimistic kin, but the tie with Eirinn, the presence of so many happy faeries to torment, and the opportunity to tweak the nose of druids everywhere is hard for a dark fae to resist.

**Unseelie\*** - These doomed people are cursed to forever be shunned from their homeland. Whether out of melancholy nostalgia or furious vengeance, many Unseelie find their way to the Oasis. For good, or, more likely, for ill, more than a few Unseelie call the Oasis home.

**Wild Elves\*** - The tribes of the Wild Elves, like the fae, live deep in the wildernesses that surround the more civilized areas of the Oasis. Most follow a deeply druidic tradition, others uphold their tribal customs, but all defend the Oasis. It's rumored that there was some ancient pact that hold them to the land, but if that's true, the tight-lipped Wild Elves aren't speaking.

**\* All of these races are restricted to experienced players only.**

Nonrestricted races for Shadowmoor:

Human, Surface Elf, Sylvan Fey, Dwarf, Hobbling, Bright Fae, Half-Orc, all Amroth Races except Gargoyle.

Experienced races for Shadowmoor (Experienced roleplayers only): Bright Fae, Half-Orc, Half-Ogre, Wild Elf, Dark Fae, Unseelie (The 'evil' fae are subject to race caps, and \*must\* have an approved history and makeup before the character is made) , Gypsy

Restricted races for Shadowmoor (Very experienced players. Can't be your first character, and these races are subject to population caps) Fiendari, Sarr, Wilder, Drae, Dark Dwarf, Gnome, Grey Elf, Stone Elf, Sea Elf, Any character from Tyrra.

Gargoyles are a special case: they're a native Amroth race, but permission to play one MUST come from game management. See the Gargoyle rules packet for details.

# Classes

Knights in Shadowmoor are Healers only: this means they follow the Path of Healing in the core rulebook. The only difference is that Knights who learn a spell column use the full Healer column.

Dark Knights are similar: they follow the Path of Necromancy, and learn the full Necromancer spell column.

Earth Specialty spell casters must abide by the following restrictions:

- Healers may not cast Chaos magic or Necromancy, including the Death spell, either by battle magic or formal without the immediate loss of their spell list. Healers will not tolerate the presence of undead or necromancy, and will attempt to thwart the advancement of the foul art.
- Druids may not cast Necromancy, either by battle magic or formal without the immediate loss of their spell list. Druids hate Necromancy in all its forms and will not compromise in their constant war against the powers of corruption.
- Necromancers may not cast Healing or Curing magic, including the Life spell, either by battle magic or formal. They seek to increase their own power at the cost of all else.

Knights and Rangers must abide by the codes printed in the main SOLAR rulebook.

Note that in play consequences can and will result from playing characters against type. If a specialty spell list is lost, then the character losing it will not easily be able to gain the abilities back. You will not be able to sell back any specialty skills such as resists, knightly abilities, etc – the skills are simply unusable unless your character finds some way in-play to atone for his infractions. This is not likely to be an easy task.

# Skills

All Master Production skills, Lores, Marshalled Skills, Tracking, and Formal Masteries are not teachable by PCs. NPC sources of knowledge must be found in-play. This includes skills that were craft/lores but are now separate, such as Tracking, Espionage, etc. Non-marshalled craft skills (farming, mining, etc) are unrestricted.

All lores are considered 'Combat Lores' as described in the core rulebook. This means that the character who knows the Lore gains +2 damage when using weapons in combat against opponents that the Lore skill applies to. However, under no circumstances will lore skills work on PCs, even if the lore would apply otherwise.

Assassinate may be 'flashed' with a Mage Armor or Spirit Armor. If the Assassinate is successfully delivered, the target immediately drops to Critically Slain status.

# Spells

## **Spellbooks:**

Spellbooks are not needed in Shadowmoor. You may certainly have them, and we encourage the use of well-kept and written spellbooks, however, they are not required to memorize spells daily.

## **Spell Verbals:**

The following spells have optional verbals:

- Cure Light Wounds – “I call upon the land to Cure Light Wounds”
- Cure Wounds – “I call upon the land to Cure Wounds”
- Cure Serious Wounds – “I call upon the land to Cure Serious Wounds”
- Cure Critical Wounds – “I call upon the land to Cure Critical Wounds”
- Renew – “I call upon the land to Renew this ailing spirit”

The original SOLAR verbals for these spells will still be valid and in effect.

## **Spell Changes:**

The Fear spell will have its original effect: The target must leave the combat area at a minimum speed of at least a brisk walk. Maximum duration 1 minute, line of sight.

Imbue Death has the ‘Necromancy’ spell type in addition to Death.

## **Rare spells:**

Certain spells are now designated as Rare Spells. These spells DO require a spellbook, permanent scroll, or some other in-play means to memorize them. Note, like formal scrolls, the spellbooks or scrolls containing rare spells are not made by PCs.

## Rare spell list

*Wraith Touch (Necromancy, 3rd)* – “I draw forth the essence of undeath to subdue my foes.” – Caster’s primary hand becomes spectral, allowing the caster to use one hand as a claw, calling ‘3 Life Drain’ the next 3 swings. The caster must have a claw phys-rep available, and may not call a hold or borrow a phys-rep from monstertown to use this spell. If the caster drops or removes the claw, or casts a spell before all three swings are used, the spell ends. Caster only.

*Corrupt Memory (Necromancy, 7th)* – “By necromantic decay and foul dessication, I plant a seed of corruption in your mind.” - Castable only upon a willing or incapacitated target. The target forgets the previous 30 minutes, as their memory is removed by the trauma of the spell, similar to what happens upon resurrection. The tag for this spell should be handed to the target, and the date and time of the spell’s casting should be written on the tag. The target player must keep this tag on them at all times.

*Curse of Ineptitude (Earth Generalist, 6th)* - See the SOLAR rulebook. This spell will override a Weakness spell upon the same target. If an Inept target is hit by a Weakness, the Weakness spell has no effect.

*Stone Web (Earth Generalist, 8th)* - “I call upon the earth to encase you in a web of stone” - Target is encased in a Stone Web, as per the SOLAR rulebook. Note that the spell is NOT line of sight once cast, has a 3 minute duration, and neither the caster nor anyone else may damage the target, including a killing blow.

*Control Animal (Druid, 4th)* - "By Nature's power and the will of the Wild, I command thee to my bidding." - Caster may give target natural animal one command, which the creature must then follow. 10 minute maximum duration.

*Insect Swarm (Druid, 7th)* - "I summon forth a swarm of insects" 30 points of Magic damage. Deals 60 points of magic damage versus undead.

*Nature's Transformation (Druid, 9th)* - "I call upon the spirit of the wild to infuse myself with natural might." - Caster loses all ability to cast spells. However, the caster gains +6 strength (replaces any natural or augmented strength), a toughness of 3, and +30 body, and the ability to use claws. The player must have the claws available to use them, and may not call a hold upon casting the spell. Duration of 10 minutes. Caster only.

*Force Blade (Confinist, 4th)* - “I strike upon the eldritch anvil to forge a blade of ether” - The caster creates a blade of pure force, which only the caster may wield. The blade created lasts for one combat, and is considered a one-handed edged weapon. The blade calls ‘4 magic.’ The caster may wield the blade even if he doesn’t have the one-handed edged skill. The caster \*must\* have an appropriate phys-rep (solid blue, 1-h edged) available and may not call a hold.

*Mental Jab (Mentalist, 2nd)* - "From dextrous thought, a Mental Jab" 5 points of Body damage. *Enrage (Mentalist, 6th)* - "I strip your will and loose your rage." Target is berzerked. This is a mind-effect.

*Mental Fortress (Mentalist, 7th)* - "With mental mortar and thought like stone I build a barrier of will." Specific spell shield vs. mind-affecting magics. Caster only. Caster may say ‘Mind Shield’ when Mental Fortress ‘flashes’ an incoming spell.

*Elemental Forge (Elementalist, 3rd)* – “I call upon the forge of Fire and anvil of Earth to repair this *Item*” Allows the caster to repair one hand-held object of shield size or smaller.

# Experience and Build

**Build System:**

We are adopting the following build chart:

Level	Build Blanket	EPs to Build Cap	Build Cap	Gobs Per BP	Gobs to Gob Cap	Gob Cap
3	8	60	10	5	15	3
4	7	80	9	10	30	3
5	7	100	9	15	45	3
6	6	120	8	20	60	3
7	5	140	7	25	75	3
8	5	160	7	30	90	3
9	4	180	6	30	90	3
10	3	200	5	30	90	3
11	3	220	4	30	90	3
12	2	240	3	30	90	3
13	2	260	3	30	90	3
14	2	280	3	30	90	3
15	2	300	3	30	90	3
16	2	320	3	30	90	3
17	2	340	3	30	90	3
18	2	360	3	30	90	3
19	2	380	3	30	90	3
20-29	2	20 x Level	3	40	120	3
30+	2	20 X Level	3	50	150	3

Shadowmoor will not accept coin at checkout for experience points – in order to cap out, you must turn in your coins at the plot cabin before you check out.

PC Life Tags may be turned in for Experience Points. If your character kills another PC and they resurrect, you may ask them for their life ticket. When you turn that ticket in with your checkout tags, you will gain 5 experience points for every level of the character on the life ticket.

### **Goblin:**

Goblin points are available for working for the game. You can spend them on items, build, extra lives, and maybe other stuff if we get the planning done first.

Extra lives can be bought starting at 15 goblin for the first extra life, then 30 gob, 60 gob, 90 gob, etc. Each additional life increases in cost by 30 goblin. However, you may never have more than 9 lives on the books at any given time.

Items can be bought at Logistics at the beginning of the event. Just ask for the Gob Store, and you'll be handed a list of what you can buy that event. The list will change, so check back every event.

Gob may be converted to build using the table above.

To earn gob, you can make props for the game, buy needed supplies, or work for the game on-site. The gob rates are as follows:

- 1 goblin point/dollar spent for the game. (Bring your receipts!)
- 5 goblin points/hour spent making props/supplies/working off-site
- 7 goblin points/hour monsterring on-site.
- 

We reserve the right to alter gob rewards as needed, but this is the general guideline.

### **Visiting Characters and Character Transfers:**

Any SOLAR player may play their SOLAR character in Shadowmoor. To visit Shadowmoor, contact your local head of logistics to send a copy of your character sheet to Shadowmoor staff. Contact us to let us know you are coming, and we'll have an envelope prepared.

Characters may transfer into Shadowmoor from other SOLAR chapters. Let us know that you want to transfer your character into Shadowmoor, and we'll contact the logistics staff for that chapter and bring your character sheet over to Shadowmoor.

Inbound characters, visiting or otherwise, are level capped at 300 build. Non-Shadowmoor characters cannot exceed 300 build in Shadowmoor. If you bring a 31+ character into Shadowmoor, they transfer onto the Shadowmoor books at 30th level. They may then continue to earn experience starting from there.

# Items

## Armor:

Limbs: Obviously, there are two arms and two legs. Articulation counts for linking RIGID armor in each section. You may gain articulation by joining two rigid pieces at the knee, elbow.

Warriors (Fighters and their subclasses) only may layer armor on the torso and head. You may layer armor from two separate categories only. Therefore, you can layer Rigid Metallic with Flexible Metallic, but not two Rigid Metallic pieces.

Non-metallic armor is any kind of armor that isn't metal. You may use plastic or other modern materials to represent bone, wood, or some other non-metallic armor material. Soft armor is any leather that is heavier than cloth weight. Light leathers such as buckskins count as cloth. Rigid non-metallic can be any non-metallic material that is difficult to bend, such as extremely thick leather, bone, wood, etc.

Flexible metallic armor can be any brigandine, chain, scale or lamellar that consists of many small pieces of metallic armor. Most armor will be standard weight. Ringmail (Rings sewed onto cloth or leather backing) is Light. Modern materials such as aluminum, microfine wire, titanium, etc, will move the armor one category lighter. Extra construction, such as larger rigid plates, riveted links, greater than 4-in-1 chain weave, or the like will move the armor into the superior category.

Rigid metallic armor consists of solid plates of metal larger than the size of a human hand. Splinted armor, banded armor (like the Roman lorica segmentata), and solid cuirasses all count as rigid metallic armor. Most armor will be standard. Modern materials such as aluminum and titanium that lighten the weight of the armor lower the point category. Armor design features, such as rolled edges, sloped angles to deflect thrusts, etc will be increased one quality category. Standard armor should give very little to manual pressure. Light armor can bend some more, but if the metal can be easily manipulated by hand, it will count as non-metallic. Very heavy steel (12ga or thicker) is heavy by default.

Limbs have the following slots: Upper Arm, Lower Arm, Upper Leg and Lower Leg. Pauldrons qualify for upper arm.

Shadowmoor uses the following armor chart, to simplify the calculation of armor:

<b>Torso Armor:</b>		<b>Extremities</b>	
<b>Non-Metallic Armor</b>		<b>Limb Armor</b>	
Cloth Armor	8	Non-Metallic	1
Soft Armor	12	Rigid non-metallic/ Flexible Metallic	2
Rigid Armor	18	Rigid Metallic	3
<b>Flexible Metallic Armor (Chain &amp; Brig)</b>		<b>Articulation</b>	
Light	18		1
Standard	24	<b>Head Armor</b>	
Superior	32	Non-Metallic	3
<b>Rigid Metallic Armor</b>		Flexible Metallic	5
Light	24	Rigid Metallic	10
Standard	32		
Heavy	38		

The theoretical maximum armor you may have is 113.

**Magic Items:**

Magic items, with few exceptions, are not permanent. This means that you must find an in-play means of extending their magical enchantments. Pay attention to the expiration dates of your items. If you do not know when they expire, ask your logistics person who is handling magic items.

Most likely, it will be Keith Hudgins. There will be no leniency on expired items.

All magic items have several pieces of paperwork involved with them now. The first is the record card, which is maintained by Shadowmoor staff. At check-in, each magic item you possess will be in your envelope. If a check-in envelope is not provided to you, then see the logistics staff member working on items and the tags will be prepared.

There are two types of tags associated with each magic item. The first is your Reference Tag. It will contain a physical description of the item, the item's record code, and any continuous effect that your item has, such as a damage aura or cloak. This tag **MUST** be turned back in at check-out. If you do not turn the tag back in, your item may be forfeit. We'll be a bit lenient, but if you routinely don't turn your item tags in, you **WILL** lose your items.

The second type of tag is the Attribute Tag. If your item has expanded spells or spellstrikes, you'll have one tag for each. If your expanded effect requires any body or armor points, such as heal, cure, or armor spell, you will have to pull an extra tag to staple to the per-day tag. They need to be dated like any other tag.

**DO NOT FORGET:** *Any possession that is assigned an in-play value in SOLAR belongs to the SOLAR chapter the item is in-play at.* This means that your in-play item **CAN** be stolen and taken away from you in-play. We highly recommend that you do not put any item with real-world value in play, or at least anything that you aren't willing to lose. We cannot be responsible for your engagement ring being stolen in-play if it contains a per-day Flame Bolt. Just don't do it.

**Protection Auras:**

Protection Auras count as physical armor. That means that any armor points granted by a protection aura are limited by your character class. A scholar who is carrying a 15-point protection aura may only benefit from the first 10 armor points of that Protection Aura without buying Wear Extra Armor.

Since Protection Auras now count as physical armor, this also means that the protection aura does not stack with spells that do not stack with armor. Thus, Force Armor and Stoneskin do not stack with the armor points provided by protection aura. Protection Aura items do, however, stack with physical armor. This allows Warriors (pure fighters) to go above the theoretical armor maximum.

The armor provided by a protection aura can be damaged by a Shatter Armor/Destroy Armor spell. The protection will still reset in 10 minutes.

**Non-magical, quality items:**

It is possible to make non-magical items of higher quality than basic items. Weapons, jewelry, shields, and armor are all possible. In order to make quality items, you must have the appropriate skill (Armorsmithing, jeweler, etc) and access to the proper instruction scrolls. Instruction scrolls are magical recipes similar to formal scrolls that allow an appropriately skilled character to create or augment an item in different ways.

The effects that can be created must be found in-game, similar to formal magic.

# Miscellaneous

## **Phasing:**

*Phase/Burrowing/etc:* These abilities allow the creature to 'Phase' or otherwise go into or out-of sight. The following is a clarification on the phasing rules, and is a slight difference to the standard SOLAR rules.

Unless otherwise stated, it takes a slow three count of saying 'Phasing in 1, Phasing in 2, Phasing in 3' for an unseen creature to 'Phase' in become attackable. Players can see and sense phasing creatures as soon as they begin their phase in count, but can not attack creature until it is completely phased in.

While doing the phasing in count, the monster holds his weapons over his head and slowly brings them down to usable location by his side. To 'Phase Out', a slow three count of 'Phasing out 1, Phasing out 2, Phasing out 3' is necessary and the creature is visible and able to be damaged until completely phased out. While phasing in or out, the creature can change its mind and phase back the other way, by reversing the count and putting their weapons back in position as required. A 'Phased Out' creature can sense other creatures, but does not know who they are unless the monster has encountered them before and "recognizes" them.

A 'Phased Out' creature may walk through solid objects, including both doors and walls. The player may open doors out-of-play to pass through, but must close them behind. A "phased" creature may NOT phase through a raised Wall of Force (C, 8), Circle of Power (C, 9), Circle of Protection (E, 9), or Ward (C, 9).

## Attunements

Due to the changes in-play in Shadowmoor, attunements work a little differently. A character may only have one attunement at any given time, lesser or greater. With very few exceptions, no attunements are available by scroll.

All attunements last for one resurrection unless otherwise specified on your attunement tag, which will be given to you if you become attuned.

These Formal Rituals do not exist in Shadowmoor: Atonement, Desecration.

To make things clear, the following attunements are available. Greater attunements DO exist, however, due to the unique nature of greater attunements, they cannot be listed generally.

Lesser Life Attunement:

Bearer gains +10 body, and the Lay on Hands ability. Bearer may never killing blow any living being. Bearer has a distaste for Death. May not cast Death, Imbue Death, or Doom.

Lesser Law Attunement:

Bearer gains +10 body and 1 Resist Chaos Magic/day. Bearer must obey any local laws, and must actively work to uphold all local laws. Bearer has a distaste for Chaos.

Lesser Chaos Attunement:

Bearer gains 2 random chaos attributes, and cure/chaos magic effects are reversed. The attributes change every event, and whenever the character resurrects, should the attunement last that long. Bearer has a distaste for Law. Bearer may not cast Cure or Healing spells. Bearer may cast the Life spell.

Lesser Death Attunement:

Bearer gains +10 body, Life/Death effects are reversed. Caster MUST killing blow any foe he subdues, and may never heal anyone other than himself. Bearer has a distaste for Life, and may never cast spells that draw upon the plane of Life. (All Heals, Life, & Revive)

Lesser Nature Attunement:

Bearer gains +10 body, and may Speak with Animals at will. Bearer gains Animal Affinity, which means that natural creatures may not attack him. Bearer may never harm a natural creature, and must always act towards the protection and preservation of natural creatures and environments.

Lesser Necromantic Attunement:

Bearer takes reverse of the normal effect from Life, Death, Cure, and Cause spells. Bearer may not cast any curing or healing spells, including Life and Revive. Bearer takes half damage from Inflicts, and is immune to Inflict Poison and Inflict Disease. Bearer has an affinity to Undeath, which means that he enjoys the presence of undead, although he may attack any undead he feels necessary.

Lesser Elemental Attunement:

Bearer takes half damage from the element he is attuned to, and double from its opposite. For this purpose, the elements and their oppositions are: Fire/Ice, Acid/Lightning.

Certain races may not take certain attunements. They are:

Faery: May not be Death, Chaos, or Necromantically attuned.

Dark Faery, Unseelie, and any other character who may be naturally desecrated: may not be Life or Law attuned.

Truell: May not be acid attuned.

Fiendari, Wachagga: May not be Life, Death, Law, or Chaos attuned.