

# Rule Changes 2025

## 2025 Mission Statement

This year we worked on making the game more balanced in many ways, not just including the combat portion of it. We have many changes that look like they might negatively affect the player, but ultimately they are to bring a better balance to the game and curb some potential issues that we as staff are noticing.

- **NPC participation**
  - Our first and last events of the year are traditionally undermanned in regards to NPCs. This requires staff and other players to make sacrifices to make sure that an event can take place. It's often the same people that make these concessions.
  - Rewards for NPC were not where they needed to be.
  - Early update XP and PC XP could be more than you get when you NPC.
- **Level Creep**
  - Flat XP gain allows for higher levels to grow faster than we want. A player could earn 6 flat XP an event, including the XP from PCing, even at higher levels this is more than half a level an event.
- **Magic Items & Rituals**
  - Since we introduced rituals, there hasn't been any change to them, after a couple years of running with them, we noticed some issues with magic items and the effect that have had on the game.

\*\*The changes listed in the rest of the patch notes are designed to help curb some of the issues above. While some of the changes may seem excessive, remember that everything in our game is subject to change and that we review everything yearly. If we find that something isn't working or that a change we made in the previous year wasn't needed or not having the desired effect, that change can always be reversed.\*\*

## 2026 Potential Changes

None of the changes that are listed here are guaranteed, but these changes were all brought up at some point this year and during the meetings. These changes were pushed back to the 2026 season rules meetings to see what this year will bring us. But we wanted to let people know what might be on the horizon.

Potential 2026 Changes include:

- **Reduced Death Count**
  - This may be being reduced to a lower number (3 Minutes). We are going to see how deaths and death counts go this year.

# Rule Changes 2025

## General Changes / Fixes

- (Changed) Scorch has been renamed to Stun in Solar, this should have been done last year and was missed.
- (New) Added section in for **Attunement** as it was missing.
  - All items require attunement and you can have a max of 5 magic items active on you at a time.
  - Attunement takes 1 hour to swap out a magic item, this prevents switching out in combat.
- (New) **Spell Strike** defined in the Terms and how it can be blocked.

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## Major Changes

### Pre-Register

- (Changed) Flat XP for Pre-Pay has been reduced to 1
- (Changed) Early Updates has been changed to Lore Points

### Lore Points

- (Changed) The number of Crystals you may purchase has been reduced to 5.

### NPCing

- (Changed) Base EP for NPCing has been increased from 75 to 100.
  - This will increase XP gain from NPCing
- (Changed) Grab Bags have changed
  - The rewards will all be worth roughly 25 to 30 coin
  - You may choose your reward rather than roll on the table
    - Components, Crystals, Healing Elixirs, Money or Basic weapons are able to be chosen.
    - You are not able to choose a magic item
  - If you choose to roll, you still have a chance at a magic item
- (New) A ratio has been implemented for all players. All players must NPC two events for every six events they attend or they will incur the following penalties until they NPC two events.
  - Reduced XP cost (50%)
  - Unable to spend Lore Points
  - Bad ratio will carry over to the next year if not corrected

# Rule Changes 2025

## Classes

- **(Changed) Arcane Warrior** - Novice Strike and Novice Combat Skills XP cost have been reduced.
  - Novice Strike changed from 17 to 15
  - Disarm, Parry & Warriors Luck changed from 7 to 6
  - Destroy Strike, Great Strike and Mangle Strike changed from 10 to 9
- **(Changed) Overhaul for the Mystic (Body)** (see Mysticism)
- **(Removed) Weapon Affinity (Unarmed)** from Mystic. (See Talents)
- **(New) Martial Arts** added to Mystic talents. (See Talents)

## Disadvantages

- No Changes

## Talents

- **(Changed) Monster Claws** - This talent grants the character body weaponry in the form of monster claws. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. **Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with claws.**
- **(Changed) Monster Fists** - This talent grants the character body weaponry in the form of monster fists. Once you have taken this talent, you may no longer use one handed weapons, shields, craft, or use bows. If you have spent experience points on any of these skills, you will be allowed to reuse them. **Additionally, the character gains one Destroy Strike for every three levels. The bonus Destroy Strikes may only be used when fighting with fists.**
- **(Changed) Weapon Affinity (Claws)** - This talent grants the character body weaponry in the form of **monster** claws. Additionally, the character gains one Pierce every three levels. The Pierce damage carrier may only be used when fighting with claws. Additionally, claws count towards the body weaponry requirement of Mysticism.
- **(Changed) Weapon Affinity (Unarmed)** - This talent grants the character body weaponry in the form of **monster** fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may only be used when fighting unarmed.

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## Talents (continued)

- **(New) Martial Arts** - This talent grants the character body weaponry in the form of **monster** fists. Additionally, the character gains one Parry for every three levels. The bonus Parries may **only** be used when fighting unarmed. **Additionally, the character may use a staff to deliver tiered body mystic abilities.**
- **(New) (Universal Talent) Alert** - This talent allows the player a Marshal at the beginning of a mod or encounter if they are able to sense any hidden items, traps or anything else the Marshal wishes to disclose. The marshal may answer with a "yes" or "no" but may reveal more information. This does not reveal the nature of the item or trap, if it is locked or has magical properties.
- **(New) (Universal Talent) Tactician's Insight** - This talent allows a character to regain the use of a purchased combat skill when it is used AND the attack misses, has no effect or a defensive is used to protect against it. Combat skills include - destroy strike, disarm, execute, great strike, mangle limb and waylay. This does not include combat skills gained through talents, magic items or other effects. This talent is usable once a day for every three levels. The proper activation call is "Insight Renew X."

## Weapon Skills

- No Changes

## Combat Skills

- No Changes

## Other Skills

- No Changes

## Magic

- **(Changed) Cleanse Blood (Life level 3)** has been changed to include removing Stun.

## Ritual Magic

- **(Changed)** Ritual costs for **Glyphs** have changed.
  - **(Changed) 1x Ever** has been decreased
  - **(Changed) 1 hour & 1 day** has been increased
  - **(New) Weekend** has been added

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## Ritual Magic (continued)

- (Changed) Ritual mana cost on **1x Ever, 3x Ever, 1x Day & 3x Day** rituals has been increased.
- (Removed) **Contingent** ritual has been removed from the player ritual list.
- (Changed) Costs on all **Ritual Scribe** have been increased by x1.5 (approx.)
- (Changed) Ritual Scribe now no longer has any common component costs, these component costs have been changed to only be uncommon and rare

## Mysticism

- (Removed) Tier 4 **Weakness** has been replaced with **Haste**
- (New) Tier 3 **Haste** - functions as the spell
- (Removed) Tier 4 **Regenerate** has been replaced with **Wholeness of Body**
- (New) Tier 4 **Wholeness of Body** – Restores 30 HP to caster.
- (Removed) Tier 4 **Knockback** has been replaced by **Resist Stun**
- (New) Tier 4 **Resist Stun** - functions as the talent
- (Removed) Tier 5 **Monster Fists** has been replaced by **Shadow Walk**
- (New) Tier 5 **Shadow Walk** - functions as the spell

## Crafting Skills

- No Changes

## Crafting Items

- (Removed) **Acid & Acid Greater** have been removed.
- (Changed) **Alchemical Acid** now functions as a destroy item effect. Activated call is "Natural Destroy <item>"
  - All Acid, Acid and Acid Greater that are in existence can still be used to deal damage or can be used to destroy an item, but going forward all created Acids will only be able to destroy.
  - This was changed because there is nothing with a specific weakness to acid damage type and it's an unnecessary type.

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## Crafting Items (continued)

- (Changed) **Shatter Resist** is now 1x per day
  - Changed from 2x ever
- (Changed) **Resilient** is now 2x per day
  - Changed from 4x ever
- (New) **Brass Knuckles** and **Claw Caps** have been added to advanced crafting items
  - Knuckles for Unarmed, Claw caps for Claws
  - Flat cost of production points
  - These items only apply to ONE hand. You must craft or purchase two pairs in order for it to apply to both hands.
  - Claws & Fists have to have a distinguishable mark on the weapon to identify that there are caps or knuckles on them.
  - These items can be destroyed and/or stolen

## Magic Items

- (Changed) <Important> **Magic items** created and modified after 2025, if they have more than one Magical Spell on them, they will be changed to being an artifact item.
  - Magical spell being defined as any spell listed in any of the schools of magic.
    - This does **not** include rituals such as contingent, essence bound or magic weapon carriers.
    - A weapon can be: **Essence Bound, Weapon Carrier, Long sword, 3x day restore life** and not be an artifact. The only “Magical Spell” on there is the 3x Day Restore Life.
  - Any items that were created before 2025 will remain how they currently are and will not be removed from the game, HOWEVER, if these items are modified in any way, they will be changed to an artifact.
    - This includes (but not limited to): if the item is extended, another effect is added, changed in times per use in any way.

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## **Epic Level**

- The Variant talent has been removed from the list of talents.
  - After testing we felt this created an unbalanced character
- Juggernaut has been added to General Epic Talents
- Unmovable has been added to General Epic Talents
- Read Magic has been added to General Epic Talents
- Stealthy has been added to Rogue Epic talents
- Were-Form has been added to General Epic Talents