

# 2024 Shadowmoor Rules Mid-Year Adjustments - Quick Reference Document

This document is intended as a quick reference document for rules changes/corrections/clarifications occurring in Shadowmoor for the latter half (August - November) of the 2024 season. For new players, we encourage you to spend more time familiarizing yourself with the Shadowmoor rulebook - the items listed here are NOT a comprehensive review of our rules!

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## General

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- Corrected typographical and grammatical errors throughout the document.
- Added language explicitly stating that Goblin Points (Gob) may only be converted to build after events at which the character was present (full or half) and they earned build blanket.
- Corrected skill cost charts to accurately reflect the new Crafting system and skill costs.
- Updated/Corrected the “Dodge” skill description, removing outdated language related to usage and being a “Master Assassin”.
- Corrected an error that stated Adamantine weapons could call the “Silver” tagline. This was an error and has been removed. Adamantine weapons may call “Adamantine” or any other tagline that is appropriate for the specific weapon (ex: “Blunt” for a mace, “Magic” if the weapon possesses a damage aura, etc.)

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## Player Character Ancestries

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- Corrected an error that stated Orcs and Ogres received “double value for fortify”. Rulebook now includes correct language that Orcs and Ogres receive “+1 value for fortify”.

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## Magic and Spellcasting

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- The celestial version of the Defend spell was missing information in the spell description. This has been added.
- Corrected a discrepancy in the “Elemental Burst” spell verbal - the spell description and spell chart verbals differed. They are now the same.
- Added the “Primal” type to the following spells (this is in addition to the previous spell types associated with these spells):
  - Cure Critical Wounds
  - Cure Light Wounds
  - Cure Serious Wounds
  - Cure Wounds
  - Renew

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# Legacy Skills

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- Chain Spell - clarified the usage of this ability. Changes in italics below.
  - This Skill allows a Character to cast a spell of 8th level or lower at three (3) different targets and only expend one memorized spell slot. Each of the three (3) different targets must be struck with a spell packet within 3 seconds. *The spell packet can be the same packet in a chain spell (if touch casting a beneficial spell for instance), but it does not need to be the same packet - meaning that you can throw 3 separate packets while utilizing this ability.*

This ability cannot be applied to spells that may only target the caster.

- Ritual Adept - updated the description of this ability. Changes in italics below.
  - This Skill allows a Character to return a pull (regardless of result) from the “pull bag” and resume pulling. This Skill can be used at any point during the formal/crafting pull and takes effect immediately. *This Skill may only be utilized once per ritual. No other legacy skills may be used in conjunction with this ability during a ritual pull.*

This ability may be purchased multiple times.

- Ritual Expertise - updated the description of this ability. Changes in italics below.
  - This Skill allows a Character to re-pull a ritual and choose which result they want to accept. When using this Skill, the formal/crafting bag setup cannot change between each pull (both pulls must be made with the same bag setup). *No other legacy skills may be used in conjunction with this ability during a ritual pull.*

This ability may be purchased once per formal or crafting mastery skill the Character possesses.

- Spell Immunity - clarified the usage of this ability. Changes in italics below.
  - This Skill allows a Character to select one spell of 5th level or lower. The Character acquires immunity to that spell and will respond with “No Effect” if hit with it. If the Character is hit by the spell they are immune to and are wearing a spell shield, the spell shield will still activate accordingly. *The immunity granted by the ability applies to packet delivered spells and gazes as well as spell/skill strikes but does not apply to spell effects as part of a tagline ability (ex: Joe Templar selects Spell Immunity: Entangle. Joe will be immune to the entangle spell when delivered via packet or a spell/skill strike but will NOT be immune to the tagline effect from a “5 Entangle!” attack).*

This ability may be purchased once for each 9th level spell that the Character possesses. Once purchased, this ability is always active.