

Rules changes v.2024.0

To try and help you understand the rules updates, the updates have been split into groupings for which section of the rules they come under. Additionally, they are tagged by one of the following categories. These categories will be listed in each grouping in the same order as below, as that represents the importance of the rules change:

Removal – This rule or effect has been removed from the rules.

Addition – This is an entirely new addition to the rules.

Balance change – This is an alteration of an existing rule or effect and will list both the old rule and the new rule.

Wording change – This will either be making a certain part of the rule clearer, or making how it works more explicit, but it is not actually changing how the rule works.

Wording and miscellaneous changes

There were a very large number of layout and wording changes (over 250), but since most of these are grammar and spelling errors, below are only listed the major ones.

Addition - Added links to table of contents.

Addition - Added links to effects table.

Addition - Added new protection call, “My legendary power protects me”.
- This resist cannot be used by players and is only available for extremely powerful creatures.

Balance change - Increased Physical AC provided by armour by 4. Non-metal now provides 10 rather than 6, metal now provides 14 rather than 10.

Balance change - Added a limit on what damage rank you can reach depending on which table you buy from.
- Only warriors can go beyond Oct; Only mages can go beyond Magic 8; Only priests can go beyond Power 8.

Wording change – Made it explicit that when doing single plus magic/power damage over 1, for example single power 4, you don’t need to call the single.

Wording change – Changed the wording of asking the valley lords for assistance prior to a mission, to make it dependant on where you are based rather than what guild you are a member of.

Effects changes

Addition - Added Mind Lock Lesser as an effect.
- Only affects targets under rank 256 or 400 hits. Causes both the caster and the target to be locked to the spot and unable to act for 5 minutes. Damage to either the caster or the target breaks the effect.

Addition - Added Mind Lock Greater as an effect.
- Causes the target to be locked to the spot and unable to act for 5 minutes. Damage to the target breaks the effect.

Addition - Added the description of Neurocosmic Repulsion to the list of effects.

Addition - Added Utter Curse as an effect.
- The target is under the permanent effect of a curse until they sleep overnight.
- Utter curse cannot be removed with either a remove curse or remove greater curse invocation.

Balance change - Reduced aura effect to triggering every 30 seconds rather than 1 minute.

Balance change - Reduced duration of Dismember from permanent to 1 encounter.

Balance change - Changed Mana Suppression so that it cannot be dispelled once in effect, only when it is cast.

Balance change - Poison can now only cause 4 effects, Blindness, Slow, Sleep, Paralysis.

Balance change - Reduce time of the battle magic spells Bind, Weld, Slow, Weakness from 5 minutes to 1 minute

Balance change - Throat slit now does bleed damage equal to the rank of throat slit per second rather than always 1 per second.
- If you have enough pure Physical AC to reduce the Throat Slit to minimum, then you do not suffer the effect of the Throat Slit, you just take the damage blow.

Wording change - Adjusted wording of Fatal Disease to make it explicit that you cannot do anything while under the effect; you immediately fall to the floor, you cannot cast, you cannot use items, you cannot be brought above helpless strength category without being cured of the disease.

Wording change - Added text to Freeze to make explicit that sharp weapons only do a single point of damage to a frozen target, while blunt weapons do full damage.

Wording change - Added text to Harm to make explicit that it reduces you to 12 total Life even with Stamina or Endurance effects.

Wording change - Added text to Possession to make it clear that you can be ordered to harm yourself.

Wording change - Made it clear that the ability to do subdual damage requires the skill training.

Wording change - Added text to make explicit that you cannot cast spells or use items while Webbed (although you can still use psionics).

Wording change - Change wording of Hand of Darkness to make explicit that a target cannot benefit from a strength spell for the duration.

Skill changes

Balance change - Changed all armour proficiency skills to give +2 Physical AC instead of +1.

Balance change - Reduced the rank requirement by 1 step for cast through weapon skills for Brethren, Micheline, and Gauntlet.

Wording change - Added text to make it explicit that while meditating Power you are unaware of your surroundings, can only use it once a day, and that if interrupted you will gain an amount of power at the player ref's discretion.

Wording change - Added text to make explicit that Disarm works if striking the weapon arm as well as the weapon.

Magic changes

Removal - Removed generalist spells.

Balance change - Blindness 10, Dumbness 10, Sleep 10, now only give vocal length at either 5 per section, 10 per day, or for 1 encounter. Previously would allow for constant vocal length.

Balance change - When a skin is cast on another character, you cannot exceed effective level 8.

Balance change - Skins must be dispelled at their cast level, not their effective level, so for example a Fire Skin 9 or a Dark Skin 10 cannot be dispelled.

Balance change - Changed Embody Elemental to allow for the caster to choose which spell it can vocal length, rather than fixed spells.

- Chosen spell must be from the same colour of magic as the elemental body and must be at the same level as the effective casting of the elemental body.

Balance change - Changed contingency to allow for any self only spell or a dispel, not just a skin or a dispel.

Balance change - Changed contingency 6-8 so that you can only have 1 x 6-8 in effect at a time, allowing for a total of 1 x 6-8, 1 x 9, 1 x 10.

Balance change - Made Deep Freeze primary only.

Balance change - Removed Staff of Ice at level 3.
- Changed to no longer give magic damage but release stored spells.

Balance change - Electrify weapon no longer gives magic damage and can release a Stun 6 at level 8 instead of Shocking Grasp 5s.

Balance change - Mana suppression now only available to players at 1-8 not 1-10.
- Cannot be stored and must be straight cast.

Balance change - Changed Permanency to self only.
- Cannot use custom spells must be from the standard list.

Balance change - Changed Spell Guard to self only.

Wording change - Corrected table for Fire Bolt 2-5 & Lightning Bolt 2-5

Wording change - Added wording to make explicit that Chained Lightning does not use up any extra slots.

Power changes

Balance change - Regenerate 5 now brings down the time to grow back a dismembered limb to 5 minutes, previously 1 section.

Balance change - Regenerate 7 now brings down the time to grow back a dismembered limb to 1 minute, previously 1 encounter.

Balance change - Speed heal now reduces the regenerate time to 2 minutes, previously 2 encounters.

Balance change - Power meld 1 can now transfer any amount of power in 30 seconds when out of combat.

Balance change - Forked tongue 9 and 10, and Voice of Command 9, now only give vocal length at either 5 times per section, 10 times per day, or for 1 encounter. Previously only for 1 encounter.

Balance change - Commune 5 now gives the full information & Commune 7 no longer exists.

Balance change - Vision can only be cast once per day.

Balance change - Humact's sanction now increases the casters damage of all types against the target undead by 1 or 2 ranks, stacking with Weapon of Disruption.

Balance change - Weapon of disruption now increases the casters damage of all types against undead, rather than just providing a Power 5 weapon against undead.

Wording change - Added wording to Master of the Spheres to make it explicit that it effectively allows the caster to cast good/evil power in areas where good/evil power does not otherwise function.

Wording change - Guardian spirit is not extendable.

- Guardian spirit 6 lasts 1 encounter; Guardian spirit 7 lasts 2 encounters; Guardian spirit 8 lasts 1 section.

Wording change - Change range of Ward to not be 20ft, but to create a length of 20ft.

Wording change - Make explicit that dismiss undead doesn't worked on a named undead.