

2023 Shadowmoor Rules Change - Quick Reference Document

This document is intended as a quick reference document for rules changes occurring in Shadowmoor for the 2023 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!

General

- **Spellbooks** and **Production Formula books** are no longer required when pulling spells and/or production. These books no longer have any In-Play value, but may still be utilized by players as a reference tool.
- New materials have been added for vessel crafting and some existing materials have had some adjustment to abilities. Any existing item made from a material that was altered will be updated the next time the card needs to be recreated. (Materials on [pg. 241.](#))
- While not a change taking place at this time, Shadowmoor staff will be planning on a **mid-year rules update/addendum in 2023**. This is outside of the normal review cycle and is primarily due to the change in leadership and transfer of all game materials.

Player Character Races

Alterations

- Out of respect for real world cultural/ethnic groups, the **Wachagga** have been renamed to **Eunsurian**. The statistics (advantages/disadvantages), makeup, and costuming requirements are unchanged. For in-play purposes, everyone should treat it as if the name has always been **Eunsurian**. (**Starting on [pg. 135](#)**)

General

- All new characters start at 50 build
- Mountain/Amrothi Dwarf - ½ cost for armorsmith skill changed to ½ cost for Fortify skill and ½ cost for Craftskills
- Gloomkin (Scrapper) - ½ cost for armorsmith skill changed to ½ cost for Fortify skill and ½ cost for Craftskills
- Gloomkin (Haggler) - ½ cost for Evaluate Item changed to ½ cost for Fortify skill
- Hobbling/Reaver - ½ cost for Evaluate Item changed to ½ cost for Craftskills
- Stregosh - ½ cost for Evaluate Item changed to ½ cost for Craftskills

Magic and Spellcasting

Rare Spells

All spells previously listed/noted as “Rare Spells” are now generally available for use to anyone who has access to the required school of magic. All spells that were previously listed rare spells are now included in the spell list for the appropriate school of magic (and specialization, if applicable).

Specialty Column Changes/Additions

The level at which you may specialize a column has changed from Level 7 to **Level 10**.

Druid

- Druids may now cast the **Remedy** spell from memory or items.

Spell Tagline

The calling of a spell’s tagline is in gamewide playtest and is now considered a portion of the spell’s verbal(s). For example: “I call upon the Dragon’s Breath - 40 flaming!” or “I call upon the Dragon’s Breath! I call upon the Dragon’s Breath! I call upon the Dragon’s Breath! 40 flaming times 3!”

Taglines can also be the spell’s effect. For example: “I grant you the gift of death. Death”.

Numerical Spell Changes

All **Cure/Cause** spells now have base 5 numerical healing/damage. For example, **Cure Critical Wounds** now heals for **30 body points** (level 6 x 5).

All **Healing/Inflict** spells now have base 10 numerical healing/damage. For example, **Heal Mortal Wounds** now heals for **80 body points** (level 8 x 10).

Elemental Blast now deals **100 points** of Elemental damage.

Spell Consolidation

In an effort to reduce some of the complexities of the game, we have implemented the consolidation of a number of spells (example: Shatter/Destroy were functionally the same spell - Shatter has been removed from play and any spell school that previously had access to Shatter now has access to Destroy). An additional result of this change is that some spells have had their level (and potentially some aspects of the spell) adjusted. For the full list of changes, please see the spell lists and spell descriptions in the rulebook (**Starting on pg. 30**).

One spell of special note is the **Spirit Armor** spell - the spell has been reduced to level 5 and the ability to cast on a dead body has been removed.

For consumable items (one-shots, potions, scrolls) - you may substitute the correct spell in lieu of the replaced spell. For example, Erica the Elementalist has a Circle of Power one-shot, since that spell has been removed - when she wishes to use that spell, she may treat it as a **Circle of Protection** one-shot.

For multi-use items (ex: expands in an extended, preserved, or permanent item) - you may substitute the correct spell in lieu of the replaced spell. If/when the item card needs to be reprinted, it will be corrected to the new/appropriate spell(s). We will not be adjusting remaining/total formal space as a result of this change.

As a result of this consolidation, for the 2023 season we will be implementing a **"No Flubs"** rule when someone accidentally uses the old/replaced spell. For example: "Clint the Celestial Generalist accidentally throws a shatter spell (and not a destroy spell) - Steve the Skeleton will inform Clint of the error and Clint will NOT lose the spell from memory. The only exception to this rule is in Player-vs-Player (PvP) encounters - we cannot have leniency in those situations.

Gob Store

Purchasing Lives

The cost to purchase lives has been changed. Additional lives may now be purchased for 50 gob per life. The cap of purchasing 3 lives maximum per event remains in-place.

New Items in the Gob Store

The gob store has new and different items available (as well as retaining a lot of old favorites), check out the revised store [HERE](#).

Production

Rare Recipes

Rare Recipes for production skills may now be found within the world of Amroth - in order to produce these new/rare recipes, you WILL need a crafting recipe, be on the lookout!

Production Changes

Antidote (Gas/Elixir) now removes all negative metabolic effects impacting the target (**pg. 115**).

Character Skills & Abilities

Evaluate Item

The Evaluate Item skill has been removed from the game. Races that previously had reduced cost for the skill as an advantage have been adjusted. All characters who have the skill will have the build refunded.

Warrior Skill Trees

Warrior Skill Trees left playtest in the second half of 2022 and are now available for purchase by all warrior PC's who meet the prerequisites.

Cabin Guardians

Cabin Guardians/Creatures must no longer be bound in order to be used/active. All other requirements remain.

Oracle Class

This class is no longer in playtest and may be selected as a class when creating a character. There are no other changes to this class and it remains a full-time **Orange Headband** class.

Formal Magic

In an effort to allow players who cast formal magic to have more quality time in-play, we have adjusted the casting time on a number of **Formal Magic Rituals**. The following ritual types have had their durations adjusted – these times are before any other alterations (stated as half-time on the scroll or use of masteries).

- Enchant - 1 minute per spell level
- Expand - 1 minute per spell level
- Extend - 15 minutes
- Preserves - 30 minutes
- All creatures have the current casting time halved and rounded up to the next 5 minutes (example: A creature that currently takes 15 minutes to cast, it will now take 10 minutes to cast).

Active Playtests

Crafting Overhaul Playtest

For the first half of 2023, Shadowmoor is playtesting an overhaul of the in-game crafting system. This playtest will adjust crafting to work nearly identical to the formal magic system. All Armorsmiths and crafters playing in 2023 must email logistics no later than the week before the event (for March it is March 3rd, 2023) indicating their preference to either convert their current build into the new playtest system or give up their skills. Players who are no longer interested in crafting as a result of this playtest will have the build currently spent on the affected crafting skills refunded to them with no penalties. If your PC is affected, please reach out to logistics ASAP to get your build refunded. For complete information, review the **Active Playtests** section of the rulebook, beginning on **(pg. 249)**.