

2023 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 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

- Corrected typographical and grammatical errors throughout the document.
- Removed **Evaluate Item** skill from skill charts - this skill had previously been removed from the game.
- Changed Character 401k contact info to Logistics email.
- Removed references to the paperclip system since the game has moved away from that system.
- There was conflicting terminology around the 2 build “blue tag” skills - they were listed as both “craftskills” and “role-play only skills”. Due to the varying terminology, and the potential confusion surrounding the use of the term “craftskill” and the new crafting playtest, these skills have been re-titled as “Tradeskills” throughout the document. Aside from the name change, these skills are unchanged.

Player Character Races

- Clarified and included in writing that all player characters may purchase the racial lore for their respective race at character creation for standard build costs.

Magic and Spellcasting

Specialty Column Clarification

Clarified/updated language that for **VOLUNTARY** removal of specialty column, the player does not take a 10% build penalty, but may only re-specialize once per calendar year. As an example, Dave the Druid voluntarily drops his druid spell column so that he can become a Healer and cast Destroy Undead spells - Dave cannot re-specialize his (now) Healer column for 1 calendar year. Specialty columns CAN still be lost due to in-game actions and the ability to return to the lost specialty must still be attained in-play.

Numerical Spell Changes

Corrected reference chart to the new numerical values for cures/causes/heals/inflicts, correct values are listed below for reference:

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.

Production

Corrections

The cost of **Vorpal Coatings** was not consistent throughout the document. This has been corrected throughout the document.

Production Changes

The cost of **Cure 2 (Gas/Elixir)** has been increased - elixirs now have a production point cost of 2 and gasses have a cost of 4 production points.

Scrolls & Potions

The ability for spells to be made into scrolls and/or potions has been reviewed. As a result of the spell consolidation implemented at the beginning of the year, some spells were erroneously listed as available or not available for production. All spells have been reviewed and updated where necessary.

Warrior Skill Trees & Legacy Skills

The Warrior Skill Tree and Legacy Skill systems are currently under review and will be undergoing significant revisions in advance of the 2024 season. As such, the current system is being suspended for the remainder of the 2023 season. Players who currently have Warrior Skill Tree or Legacy Skill abilities will continue to have access to those and can use them in their current format for the duration of the 2023 season. More information on new and exciting changes will be revealed in advance of the 2024 season!.

Formal Magic

The formal space chart was rounding values with decimal places incorrectly. These values have been corrected and the chart has been updated.